

AUGUST 1986 - NEWSLETTER



EDUCATIONAL MATERIAL FOR ATARI COMPUTER OWNERS

GAMES - FUN - COMICS - FLUFF!

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Meeting Dates

SEPTEMBER 13th
Telecommunications

OCTOBER 11th
Atari Safari

Doors Open At 1PM
Meeting At 2PM



Editorial

Welcome to the August issue! I think, with this issue, we've hit our stride. This is what I wanted our newsletter to be: Educational, informative material about the club and Atari computers, in an entertaining format. That's the point we were trying to make by disguising the "EDUCATIONAL MATERIAL" title on the cover, with a mask. (That's OK, no one else got the point of the cover either.)

Thom Geller's "interview" with AtariWriter Plus on page 12, is just what I had in mind. Sure it's a review. Sure it's educational. But he's packaged it in such a way as to make it fun to read.

Sharon Klegarth's report (page 14) on her trials and tribulations of the Atari experience is also quite entertaining.

Jim Finley's power supply story (page 7) has some great, hard-to-find information that may clear up a few hardware mysteries.

Several other 8- and 16-bit reviews from both regular contributors and first timers, plus our standard columns, round out this issue.

As always, we're looking for original material for the next issue. We'll supply the disks and mailers or, if you have a modem, you can upload to one of the club's Bulletin Board Systems, or transmit directly to the editor. You'll find all the necessary phone numbers on the back cover.

Articles Wanted



President's Perspective by Thom Geller

Been to a meeting lately? If so, you had a great opportunity at the July meeting to participate in ABE's ACEs bulk purchase of the Atari CX85 numerical keypad for only \$8.00, with a disk chock full of keypad handlers for just \$1.00. If you missed out on this one, well... we might run it again in a few months, and for those of you that already have a CX85 keypad, you can still pick up the disk for a buck.

This is just one of the little extra services that ABE's ACEs provides for those members who attend the monthly meetings. Last month we handed out a flyer on Atari's DOS 2.5 DISKFIX.COM, another extra to help enhance the users ability to use the Atari computer to its fullest. We will try to continue to provide these extras at our monthly meetings as an incentive for attending the meeting.

On other notes: At our September meeting we will cover the subject of telecommunication. With the low cost of modems, and Atari's plans to release a new 1200 baud modem for under \$100.00, this is rapidly becoming a new wide field for using your computer in new ways never before explored.

Also, at this meeting, we will have a guest who will be offering a very, and I do mean VERY, unique software product called "Chipmunk". His name is Eli Tomlinson and the Chipmunk is a program that has the ability to allow you to back up over 250 pieces of protected software, using just software to do it. Just think, next time your protected program gets folded in half by your monster of a kid, you won't have to wait 4 to 6 weeks for another one from some software company that seems to move slower than a Postal window clerk stuck in molasses in January. The right to back up your protected software is a right that some software companies have refused to acknowledge. On the other hand, we must respect the rights of the authors of software and not pirate their work.

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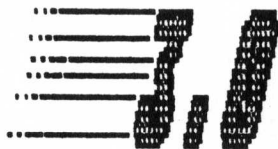
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SPEEDSCRIPT



Machine Language Word Processor
May 1985 COMPUTE! pg 103

An 8-bit review by Gary A. Hilbert

This is a very powerful, full featured word processing program for all 8-bit Ataris with at least 24k, disk or cassette. In my opinion this is the very best word processor available for Ataris in the under \$70 weight class, and in fact can be had for the price of one ABE's ACEs club disk.*

All of the usual features are implemented.. word wrap, excellent selection of cursor movement (by spaces, by words, by sentences, or by paragraphs), BOTH insert and overstrike modes, block deletes/moves/copies, search and replace, and direct jumps to start or end of text file.

Some unusual features include: the easily-read ANTIC 3 fully formed characters (including true descenders), black text on white background (which can be altered at will), adjustable screen margins, little blue dots to show false spaces when large words wrap around, a built-in mini DOS, and a CAPS/lower toggle like on the XL's and XE's. Two or more files can be merged within the limits of memory, 27,904 characters if BASIC has been disabled. This program does NOT take advantage of the extra memory in the XL/XE's.

A set of 21 default page formatting commands can be easily altered to suit your needs. These include headers and footers (one 254 character line for each), page numbers page wait, ability to start printing at any page number, link print to the next file, and all the usual margin controls.

You can take advantage of all your printers capabilities by using embedded print style codes. For example typing (esc) (ctrl) N would set an SG10 printer to expanded print for one line. Italics, elite, pica, expanded, condensed, super & sub scripts, near letter quality, underlining, variable lines per inch, emphasized, and double-strike printing can all be implemented with only two or three keystrokes.

Since Speedscript stores files in plain vanilla ASCII you can write BASIC programs, doc files for the ABE's ACEs disk menu, or ASCII files for most Atari assemblers and "print" them to a disk file for later use. Files can be transferred via modem and ASCII-capable telecommunications programs.

If you "print" to the E device, screen editor, you get a crude print preview which shows page breaks but does a poor job showing line layout. The scrolling capability in ATARIWRITER is NOT included in this program.

You can read, edit and print segments of spreadsheets saved to disk from the companion program SPEEDCALC, March 1986 COMPUTE!...but that's another story.

* ED NOTE: In addition to Speedscript on disk, ABE's ACEs paper library has several copies of the May 1985 issue of COMPUTE! available for loan. Also, Gary Hilbert has written a very nice quick reference sheet for the program which is also in the library.



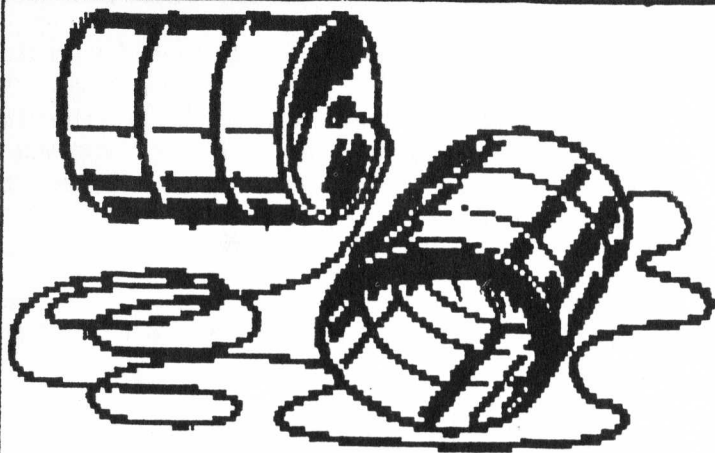
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BASIC COMMUNICATIONS

by Leon Bonam

When last we met I promised some reviews, so we better get started. On to the SUPRAMPP-1000E modem and software specifically for it.

The 1000E is fairly unique in its method of connecting to the Atari 8-bit computer line. The interface is through paddle port 2, via a non-removable cable (the other device that uses port 2 is the Volksmodem with software by MPP). Because of this connection, second party software is somewhat scarce. This need not be perceived as a hardship, as the proprietary software is both flexible and easy to use.

The software comes in two forms, cartridge and disk. The cartridge I am familiar with is the Rev. 4.2 which loads quickly (ever see a slow cartridge?) It can save dialing directories to disk for use by the program. It's easy to use, has all basic parameter controls (baud rate, parity, etc.), and does not overpower with features. A cartridge also has the virtue of being immune to the computer klutz.

The disk software I know is Rev. 7.3. This is denied by MPP as being their software, so I would call it public domain. This program adds some features to those of the cartridge, I will look at these in more detail.

Being a pulse dial only device the MPP can be used anywhere you can find a phone jack. This may sound slow, but, one of the new features is a quick dialing mode that doubles the dialing speed.

One very nice feature is the large memory buffer for both capturing and downloading. You may partition the buffer into 9 sections for separating data; saving or

printing each buffer as needed. Once you create a new buffer you may not write anything to the old buffer. To get the largest buffer, load without basic. The program is machine language and does not require basic to operate. Buffer sizes are 37K W/cart, 23K W/basic, and 31K W/O basic.

Another new and useful feature is a snapshot option for saving the current screen to the buffer, to be printed and studied later. It's a lifesaver if you have E-mail with instructions or directions, and your memory is as bad as mine.

If you wonder why I'm telling you this now, when the XM-301 is out, it's because the MPP is still a good buy. It is priced as low as \$34.99 at Electronic One (see Aug ANTIC).

In other software for 8-bit communications Backtalk gets my vote, I find it both easy to learn, and yet having enormous power through use of macros. The macro language uses mnemonics that look and sound like English, such as WS (in inverse) for Wait for String. The string may be any length so that two similar words or prompts may be distinguished. The number of macro files is only limited by available disk space, plus macros may be chained with no limit except common sense.

A little hint for those of you who have or plan to get the R-Time 8 real time clock by ICD, thanks to Jim Finley. If you have been resetting the clock each time you boot, stop!! and only call TD. The clock will be read and displayed when you use the TD command to put the time line up.

Here is another little hint, for use on HELP-KEY I. When reading the message bases, upon reaching the last message in a base do not type an M to return to the main menu. Instead hit return to bring up the search prompt, then hit return to exit. You will then see the main prompt line. Typing a number for a new base will bring up the search prompt for the new base.

The search prompt is Search [From]-[To]
 [+]Forward [-]Reverse
 [N]ew Msgs. [RET]=Exit

If some of you have not yet heard, ANTIC ONLINE is no longer on the DELPHI information service. However all is not lost as the ANALOG TCS is the new Atari sig sysop. Current DELPHI users will find things remain much the same. TCS subscribers will receive credit on DELPHI membership.

SEE YOU ONLINE

MEETING HIGHLIGHTS

JUNE

Our first club-wide flea market took place at the June 14th meeting. The meeting was held in the NCACC cafeteria so there would be plenty of table space. Attendance for the meeting was good for both sellers and buyers. Items on sale ranged from "normal" fair to...ahhh... unusual. One item that turned a few heads was the motherboard from an Atari arcade game. Talk about chips!

Overall response was very favorable, and I think we can look forward to this becoming an annual event.

John Slaby was re-elected to the E-Board, this time as our treasurer. The rest of the people running for the board did so unopposed.

The doorprize at this meeting was a RELAX system from Synapse Software.

Another interesting event was the ST software auction held by Ralph Fenner. All of the software that Ralph has received to demo at ST SIG meetings or review for the newsletter, was auctioned for a minimum bid of \$5. Each piece went for between \$5 and \$25 and added a total of \$150 to our club's bank account.

Finally, it should be noted that this meeting afforded ample time for the members to talk to one another. This is something that we've missed since our move to the Theater Arts Building in January.

JULY

Incoming president, Thom Geller, got the July 12th meeting started at 2PM.

Vice President Shirley Bickert was introduced. She talked about plans for upcoming meetings and requested member input, via the club's HOTLINE, as to what they would like to see covered at our meetings.

Next, librarian Michael Stoliker talked about some of the programs found on the new disks he introduced for sale at this meeting.

Thom Geller then brought up Jim Craig's Opinion item (June newsletter) dealing with our 50/50 drawings. The members present were evenly divided as to whether the winner should be chosen by computer or simply by picking a ticket from a hat. In an effort to please everyone, the club will alternate.

The winning number for the July drawing was chosen (from a hat) and Patrick Souder went home with a 1050 disk drive.

The I/O or question/answer section of the meeting was next with its normal wide range of topics. Of special interest was the problems some members have had in dealings with Antic magazine's commercial software division. It appears some members are organizing to take some sort of formal action against Antic.

Thom Geller concluded the meeting with a talk about some of the DOS utilities which can be used to correct some file problems. An information sheet on the subject was given to all members who attended.

J & S Computers



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Atari	
1040/ST Color	\$999
1040/ST Monor	850
520/ST	350
130XE Comput.	190
1050 Disk Drive	120
130XE + 1050	210
1027 Printer	90

Printers	
Printer Interface	25
Epson LX-80	475
Epson FX-85	400
Epson JX-80 Color	350
Epson FX-806	500
Epson LQ-800	499
Epson LQ-1000	499

Misc.	
Datalife 5 1/4" Disks	19
Datalife 3 1/2" Disks	20
Flip 'N' File 50	11
Flip 'N' File 50 w/LOCK	17

Modems	
Hayes 300	159
Hayes 1200	409
Hayes 2400	609
Avatech 1200	409
Supera 300 Baud	409
Atari XM 301	409

XL/XE POWER SUPPLIES A HARDWARE MYSTERY SOLVED

by Jim Finley

As SysOp of the Help Key, I have received repeated reports from callers telling me their Atari XM-301 (direct connect modem) has been giving them trouble and recently more reports from callers who have just hooked up their newly purchased P:R: Connection (a direct connect interface for RS232 & parallel printer ports from I.C.D). It is natural for a user to suspect the newly purchased piece of equipment to be the cause of strange problems they never had before they acquired either of these direct connect components. The first thing I did was ask other users who owned XM-301's and or P:R: interface if they had experienced similar problems. To my surprise just as many users reported NO problem with the same equipment arrangement. The next step taken was to try an XM-301 on my equipment. The XM-301 that didn't work on my friends 800XL

worked fine on both my 130XE & 800XL. No doubt about it, the XM-301 was working fine. What could it be, all the equipment was the same EXCEPT the power supply! I looked through all my specification books but no information relating to the power supply was to be found.

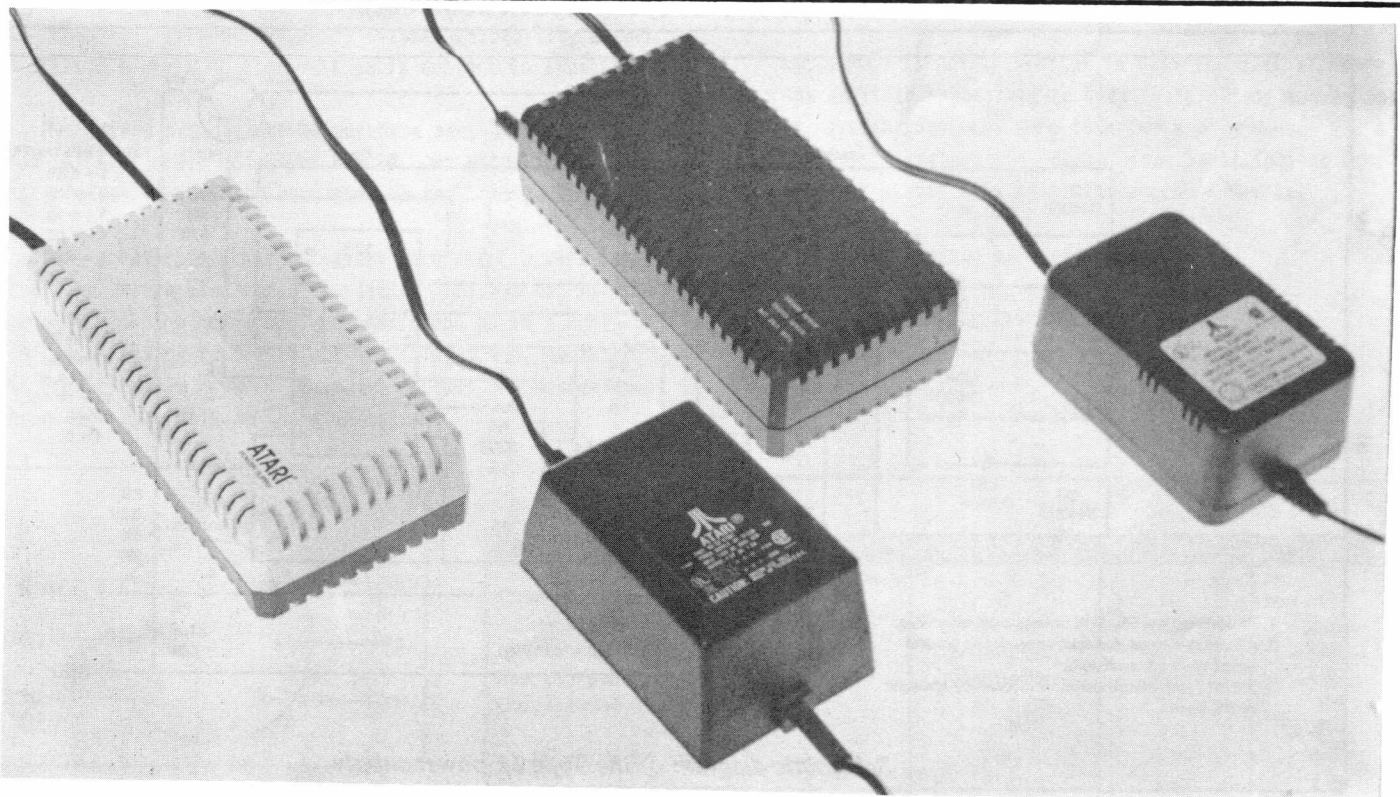
Before going any further, I would like to explain that there are 4 major types of power supplies that have been shipped with the XL/XE series computers.

Type I - was shipped with early production 800XL's until about the winter of 1984. It has a white cover w/black base. Measures 9" long 4" wide and about 2 1/2" high. It is the only power supply made in Hong Kong.

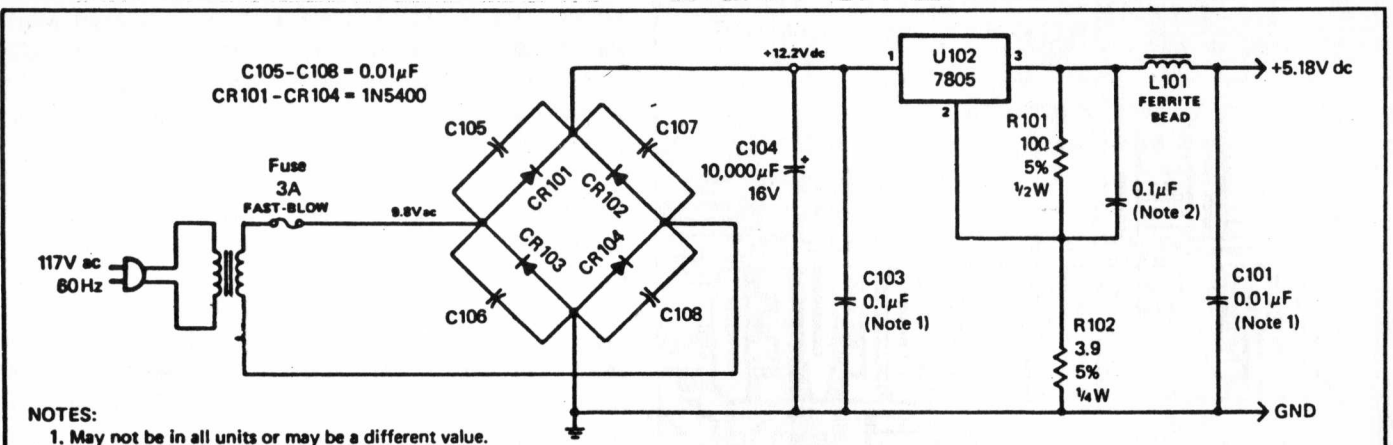
Type II - appeared in 1984 prior to the Tramiel take over and seems to be the most frequently encountered. It is also the heaviest, hottest and ugliest of 4 power supplies. The added weight is due to the inside of the supply being filled with epoxy which makes it impossible to repair.

Type III - is the same size as type I but is all black in color. It is the only supply which specifies use on the 800XL & 600XL.

Type IV - has been available since spring of 1985. It is the smallest, lightweight, coolest and most sophisticated (electronically) of the XL supplies. It is also the standard supply shipped with the 130XE. This supply is slightly larger than the type 2 supply and has a silver metal label displaying the specs. [CONTINUED NEXT 2 PAGES]



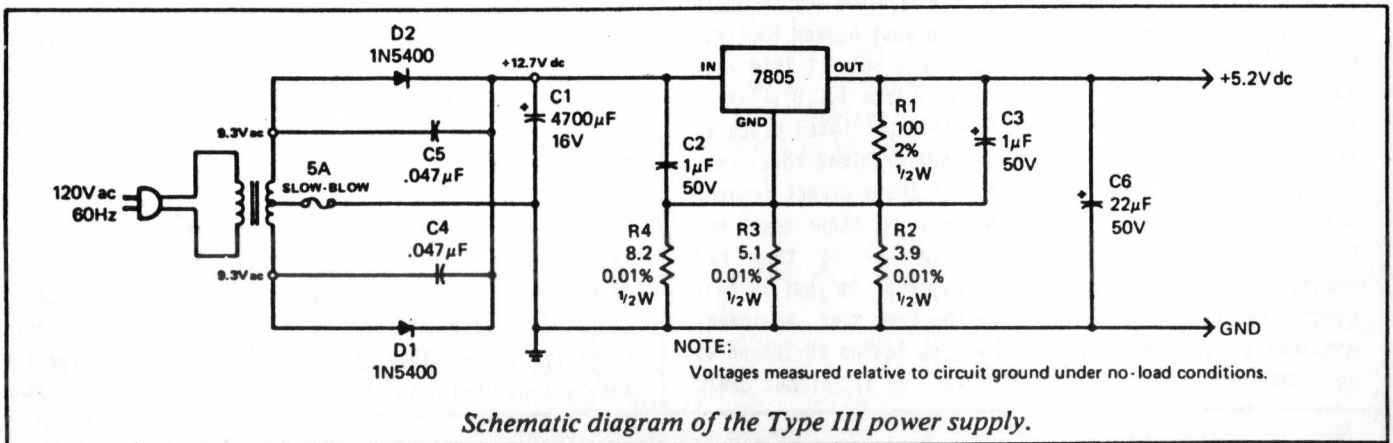
Pictured above, TYPE I (left), II (front center), III (rear center), and IV (right) power supplies for the Atari XL/XE computer line. [Photo by D.P.John]



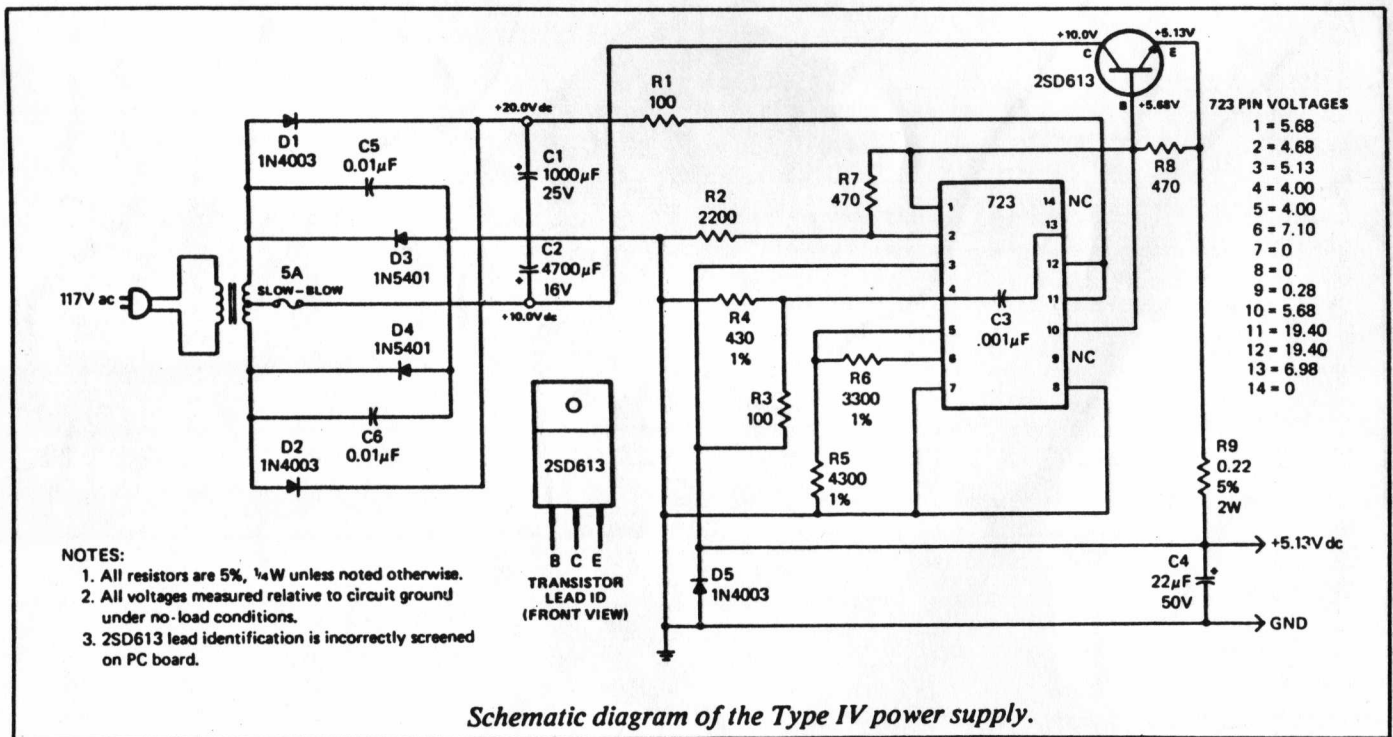
NOTES:

1. May not be in all units or may be a different value.
2. Tack soldered to foil side of PC board. May not be in all units.
3. Voltage measurements made under no-load conditions.

This is the schematic diagram of the Type I power supply. Component designations in all schematics correspond to locations screened on pc boards.



Schematic diagram of the Type III power supply.



Schematic diagram of the Type IV power supply.

Now getting back to the research. While trying to figure out what the differences between the supplies were, a friend at work gave me the May 86 issue of Modern Electronics magazine and told me there's an article about Atari computer power supplies. What a break! All the information I've been looking for. Schematics of each supply, specs and a comparison pointing out the differences and benefits of each supply. All the information needed to answer my questions in a seven page magazine article.

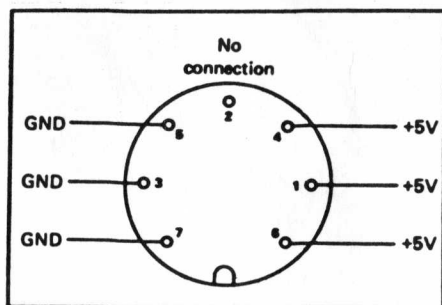
The information gathered from Modern Electronics was more than I had hoped for. It not only explained why my friends XM-301 acted the way it did on his system but pointed out how to repair the supplies, except the type 2 supply of course.

My friend has a type 4 power supply. It not only has the lowest power output but has a pass transistor used in the supply which if a short occurs between the emitter and collector terminals, full 10 volts DC is passed to the computer. The end result, your computer fries! Though such a disastrous condition is unlikely to occur, the possibility does exist. This supply was the pain in the neck causing the XM-301 to malfunction. The modem worked fine when using the other 3 supplies.

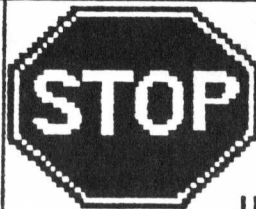
The type 4 supply doesn't even deliver 1 ampere under normal usage and with a modem that depends on the power of the computer to function, the type 4 supply is a real dog. While this lack of power doesn't hamper the operation of the computer, it does suggest a slimmer reliability margin in locations where AC line voltage is subject to fluxation.

My friend has decided to purchase another power supply from a mail order house for \$35.00. He said it's a small price to pay for all the headaches he has been having.

The schematics that accompany this article were taken from the Modern Electronic's article. Believe me, without these specs and drawings, you could end up in a world of confusion trying to figure out why certain equipment works on your friends system but not on your own system even though the systems seem to be identical.



Pinout descriptions for XL/XE connector on cable that goes to the computer.



USER GROUPS TAKE NOTE

ABE's ACE's Library Access Policy

ABE's ACEs, in an effort to promote the dispersal of Public Domain programs and information between user groups, has created the following policy:

Any user group's Librarian, including proof of position with a functioning ATARI user group, may request the disk version of the ABE's ACE's library directory. This directory is made available for the fee of \$2.00 (to cover costs), or is free if the request is accompanied by a library directory (on disk) from the requesting user group.

Disks from the ABE's ACE's Library will be made available to recognized librarians at half the normal selling price. Individuals other than recognized librarians will pay the normal selling price plus mailing costs.

All disks in the ABE's ACE's Library are two-sided and formatted in single density unless otherwise noted in the Library directory. The normal selling price at this time is \$4.00.

ABE's ACEs is not interested in disk-for-disk exchange programs as it is impossible to keep track of imbalances in such a system involving more than two user groups. ABE's ACEs will, if requesting disks from participating user groups, pay whatever fair price those groups may ask.

For more information contact:

Michael C. Stoliker, Librarian
C/O ABE's ACEs
P.O. Box 2830
Lehigh Valley, Pa. 18001

Atari XL/XE Power Supply Characteristics

Characteristic	I	II	III	IV
Aesthetic appeal	superb	rotten	nice	so-so
Interior accessibility	easy	impossible	easy	difficult
Ease of repair	easy	impossible	easy	tedious
Output Rated Amperes	1.5	1.5	1.5	1.5
Volts	5.0	5.0	5.0	5.0
Measured Amperes	1.44	1.15	1.29	0.93
Volts	4.90	4.90	4.90	4.90



HabaDisk 10

16-bit Hardware Review by Dennis John

Just before our last newsletter (June) went to press, we received the HabaDisk 10 donation from Haba Systems, Inc. The HabaDisk 10 is a 10 megabyte hard disk for the Atari ST computer line. It was one of the very first hard drives available for the ST. When first released, the unit received some very bad reviews. Several developers gave it low marks in a series of public messages on CompuServe.

As recently as a few weeks ago, one of the main programmers at Michtron was telling users of MichTron's company BBS to avoid the HabaDisk at all costs.

I have no way of knowing how many of the initial complaints were justified. I can only write this review based on my experience with the drive.

On May 20th, I received a phone call from Ralph Fenner, informing me that the club's hard disk had arrived. In less than fifteen minutes I was over at Ralph's house, and after a long social visit that lasted about 30 seconds, I was on my way home with the HabaDisk. As the SysOp of the club's 2nd BBS, HELP KEY II, I was charged with getting the drive operational.

The unit was well packaged in a double box with dense foam protection. I had never had any experience with a hard drive prior to this, so the first thing I pulled out of the box was the instruction manual.



The HabaDisk 10 now holds over 200 8 and 16-bit download files on the club's 2nd BBS, HELP KEY II. The drive still has 8 megabytes of unused storage space.

The manual is a well written, 29 page booklet complete with a Table of Contents. Haba Systems was kind enough to omit the normal warnings you get with most electronic devices. You know, "Don't take a shower while holding the HabaDisk," etc. They did have some valid cautions however. Don't block the drive's vents, drop it, or plug/unplug the drive when the computer or drive are running.

Packaged with each HabaDisk is a utilities disk. One of the files on this disk allows you to format the hard disk. The HabaDisk comes from the factory pre-formatted. The format utility can be used if you wish to start over again at some point down the road. It allows you to format the entire disk or just the directory.

The manual has a few cautions about transferring files to and from the drive with GEM. Haba suggests that you use GEM to copy only a few files at a time. GEM should not be used to transfer large batches of files. Also, the manual cautions against transferring large files (over 50K) to the hard drive with GEM.

If you want to copy batches of files, or large files, Haba provides a command program on the utility disk. HABACMD.TOS is a powerful disk utility that acts much like the DOS's most of us are used to. It supports wild cards and has many easy-to-use features that allow you to keep your files in order.

After reading the manual, and making a back-up of the utility disk, it was time to take the HabaDisk out of the box. The drive is about 7" wide, 3" high and 13" deep. The unit has a red LED busy light on the front, an on/off switch on the back, a power cord and a cord to connect the drive to the ST's DMA port. The cord to connect the drive to the ST is very short and the drive must be placed just to the left of, or behind the ST.

Rather than take the club's BBS down, I connected the HabaDisk to my ST to transfer the first batch of files to it. After making the proper connections I turned the HabaDisk on. If you imagine being at an airport, in one of the lounges, and outside, thru the glass, you can hear a jet warming up, you'll have a good idea what the drive sounds like. It's not loud, but in the 15-20 seconds it takes to get up to 3600 rpm, you keep expecting it to take off. It has an internal fan that I do not find in the least disturbing, but you will never be in doubt as to whether the drive is on or not.

I copied the first library file from 3 1/2" disk to the HabaDisk. The 3 1/2" drive was busy for about 15 seconds and the HabaDisk busy light was on and off so fast, that if it had been any faster, it wouldn't have lit up at all. I thought something was wrong so I checked the directory. Sure enough, the file was there. I then did

batch transfers of about 100 additional files from several disks. The speed was, and still is, unbelievable.

The next step was to configure the club's MichTron BBS software so that it would know to look on the HabaDisk for all downloads. This task completed, I was ready to put the new system in full operation. The total time, from opening the box, reading the manual, backing up the utility disk, to transferring 100+ files to the HabaDisk was just over one hour!

Late in the day, on May 20th, the HabaDisk went on line with the HELP KEY II BBS. With the exception of thunderstorms, the drive and BBS have been running 24 hours a day, seven days a week, ever since. We now have over 200 files on the HabaDisk. Those 200 files are using only two megabytes of space. That leaves room for about 800 more files before we have to start thinking about deleting old files to make room.

To date, we have had no problems whatsoever with the HabaDisk. I have found it to be an extremely fast, dependable unit. As someone who can well remember paying \$600 for my first Atari 810 disk drive (88K storage), I think the \$699 list price on the HabaDisk (10,000K storage) is very reasonable. I also think that 10 megabytes of storage are more than adequate for 90% of the ST owners I know, including myself.

The 1300+ hours our HabaDisk has been running so far, would be the same as the average user running it about four hours a day for a full year. If you're considering adding a hard drive to your ST, I highly recommend the HabaDisk 10.

Here are some specifications:

Average access time.....321 usec
Spacing track to track.....2.9 usec
Transfer rate.....5 megabits/sec
Disk speed.....3600 rpm +/- 1%
Suggested retail price.....\$699

ON AUGUST 5TH HABA LOWERED THE PRICE OF THE HABADISK 10 TO \$499.95! CALL 1-800-468-4222 EXT.238 FOR MORE INFORMATION.

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ATARIWRITER PLUS INTERVIEW

by Thom Geller

TG: I've been using ATARIWRITER, your older brother, for about 2 years now. I found it to be a very good program, easy to use, and it always seemed to fit all of my needs. Why should I even contemplate switching over to another word processor, such as AW+?

Aw+: First you must realize that ATARIWRITER and ATARIWRITER PLUS are from the same family of word processors. We both had our beginnings at Atari, even though when my brother was under development, Atari was a much different place than what it is now. It was my Uncle Jack that told me we wanted someone new in the family, someone who could offer more power without the price. I told him I would work twice as hard, and get paid twice as less to accomplish those ends.

TG: How well did it work out? Was it worth the wait? What can you offer me that ATARIWRITER can't?

Aw+: One question at a time please! First off, do you own a 130XE?

TG: Yes.

Aw+: Good. Lets start there. I can provide you with 3 "banks" of memory. Each bank contains 15,872 bytes, for a total of over 47,600 bytes of available memory. Of course, on a 64K machine I can only offer you 12,645 bytes of memory, that's less than half of what my brother ATARIWRITER could offer you.

TG: What does that mean in English?

Aw+: It means one byte equals roughly one typed character. You can figure on about 1500 bytes for each standard double-spaced page.

TG: OK. OK. I've heard rumors that you can support 2 drives, is there any truth to that?

Aw+: No problem. I can Load, Save, Delete, Merge, Format and check the directories of 2 disk drives. Why, you can keep me in drive 1 and keep your data disk in drive 2, it'll cut down on a lot of disk swapping. Isn't that enough?

TG: It's enough. Tell me more about this "Merge" function.

Aw+: Mail Merge is a data base program that allows you to compile and manage data bases of your choosing. For example, you can create your own electronic address book, keeping an up-to-date record of names and addresses of family, friends and business associates.

TG: Is that anything like the <CONTROL V> function in ATARIWRITER?

Aw+: As a matter of fact it's not. In my Mail Merge data base you are limited to 255 records, 15 fields of 20 characters per field.

TG: Hmmm. Nice, but I still don't think it's worth a switch.

Aw+: Nice!! I'll show you nice! You know that pesky Global Format ATARIWRITER had? Well mine's a sheer delight. I have 14 Global Format fields, no more manual references to see what (I) or (Y) stands for, it's all spelled out for you right there. Double column? I got'em, and not just for Atari printers, it'll work on Epson, Stars and others. How about Alphabetizing a list of words or phrases. Beep On/Off on the main menu, and if your curious enough, you can even count the words in your document. Nice Huhnn.

TG: I see what you mean.

Aw+: That's not all. How about Printer Drivers, saving files in a ASCII format for other non Atari computers to use. Search and Replace, Global Replace, Reverse Search, Move Block, Duplicate Block, Delete Block, and all this is highlighted in INVERSE so you can see exactly what you're working with. Type over mode, this is a new one, when you edit, it will type over previously entered text instead of just pushing it over to the right. Don't let this mislead you I still have a lot in common with ATARIWRITER, many of our commands are still the same. Such as <SELECT T> & <SELECT B> for top & bottom of page, <OPTION P> for print preview and many, many more.

TG: I never knew.

Aw+: You bet your carbon based life for, you never knew. Want more? View your text in 80 columns, as you type in your text the text scrolls to the left and wraps around on the 80th column, perfect for rows of data.

TG: I'm convinced, I'll buy it!

Aw+: Not so fast I'm saving the best for last. The PROOFREADER, a dictionary of over 36,000 words. You can Correct Errors, Highlight Errors, Print Errors and of course do a Dictionary Search for errors, even create your own personal dictionary.

TG: Well thanks for the interview, it's been very informative. Here, let me help you into your jacket.

Aw+: Thanks. Lets do lunch sometime.

Let me tell you a few things that ATARIWRITER PLUS didn't tell you. First, all Search and Edit like functions can only be done within the memory bank you are currently in, you must switch banks to complete these functions. Secondly the PROOFREADER is not the fastest around, but its not the slowest either. Well.... maybe it is.

For the curious, the word count is 865.

EDITOR'S NOTE:

When writing his AtariWriter Plus "interview", Thom found the following file which I wrote for the HELP KEY BBS almost two years ago. Thom asked me to run the information again as it ties in with the material he has covered. The following information deals with the original AtariWriter.

ATARIWRITER'S HIDDEN FUNCTIONS

The Atariwriter cartridge has several functions which were never covered in the manual packaged with it. The instructions for Synfile+ revealed Atariwriter's database merge capability and a story by Frank Pazel in the JACG newsletter (November 1984) revealed another hidden function.

DATABASE MERGE

This is a very important function that should have been in the Atariwriter manual. Let's say that you have a letter that you want to send to ten people, stores or whatever. You will want each letter to have the same basic information but you want each to have a personalized address as well as to have a personalized greeting imbedded in the body of each letter.

The Atariwriter book tells you to write the letter and press OPTION-INSERT at each point in the letter where you want to add information. When you print out a letter, your printer will stop at each of these points and you will be prompted to type in the missing information. What isn't covered in the book is the fact that this can be done from a database so that you will not have to type in each piece of information for each copy of the letter you are printing.

To do so you would first write the letter and put the OPTION-INSERTs in just as mentioned above. The next step is your database. Synfile+ can make one for you from any of it's files but you don't have to use it to make the database. Atariwriter can be used or the database can be made with your BASIC cartridge. I prefer Atariwriter since it allows you to use all of the editing functions.

Your database is nothing more than a list of the information you wish to put in the blanks of your form letter.

If you use Atariwriter to make the database, you would go to Create a file. Delete the top status line and type in the information you want added to the letter. Each line must start at the left of the screen and must end with a return. One line for each entry. Thus a database might look like the following:

Mr. David Morton
ACME Co.
1234 South Street
Bethlehem, PA 18017
Mr. Morton
Mr. Sam Smith
Textron Inc.
4321 North Avenue
Allentown, PA 18103
Mr. Smith

and so on. Don't skip any lines between data. Save this file. For this example I'll use the name "D1:NAME.DAT"

To do the actual merge, you load your form letter and then press "P" to print it. Enter the number of copies you wish to print and press RETURN. When your printer gets to the first blank it will stop. You now press CONTROL-V. You will not see any change. Now enter the filename D1:NAME.DAT and press RETURN.

Atariwriter will go to your data file and pull the first line of data and insert it into the first blank in your first copy of the letter. The second line will go into the second blank and so on. If you've asked for several copies (up to 99) the second copy of the letter will take data from the next line in the datafile so that each letter has it's own name and address information in it.

COPY TEXT FROM ONE LETTER TO ANOTHER

You can copy a section of text from one file to another with your Atariwriter. Just mark the start and end of the section you wish to move with the normal CONTROL-X's you would use to move text within a file. Next, press ESC and load the file you want to move the text to. Now move the cursor to the place in the file where you want the text to go and press OPTION-D.

The text is still in the buffer so if you want to copy it to other locations just move the cursor and press OPTION-D again as needed. It's great for form letters or to copy special report formats.



Hello Atari?
Is Anyone There?

by Sharon Klegarth

I've had lots of fun with Atari, since I purchased my 800XL last year. First, I had the computer lock up every time I spent hours typing in a program. After it happened 6 or 7 times, I decided maybe it wasn't me, so I tried to call Atari's toll free number. Surprise! It wasn't there, but they did give me a long distance number to call, so I did. I wasted 5 minutes listening to a garbled machine recording that didn't help me a bit! Then I discovered Analog. Someone knew about my problem! I got brave, and smart, and called directory assistance, and got a real telephone number. After a few tries, I reached this very nice girl. After hearing my story with references to Analog, she sent me a Basic cartridge. I was very happy.

Everything's great--right? Wrong. Now I find out that DOS 3 is no good, and I've got to get 2.5, and change all my files. O.K. Back to the telephone. I got the same nice girl, but no quick response this time. I had to call back once more before I got my new 2.5 disk. A.T.&T. loved me.

Now, everything is all set. Nope, my Atari 1027 printer broke down during the warranty period. I called Service Merchandise, and they said they wouldn't take it back, because they didn't trust Atari to make good on the return. They told me to call Atari's service center locally. I did, but they were no longer Atari's service center. I called every repair center in the ABE area, only to find none. O.K. Back to the phone and Atari. This same nice girl told me, since I couldn't take it back to the place of purchase, or to a repair center, I should insure the printer and mail it to them, along with a note explaining the problem. In the note, I mentioned how nice the Electronic Repair Center was, when I called them, and that they handled Commodore, and wouldn't it be nice if they did Atari too? Although, it probably had nothing to do with it, it made me feel good to hear they were servicing Atari a few months later. (Just maybe someone was listening.)

Now I wait six weeks, like a good girl, and no printer. I wanted my printer back! So I called again, and was given a different number this time. I tried again and again, and finally got another nice girl, who couldn't find my printer. She would check and call me back. I waited and waited, so I finally called back again. They had no record of ever receiving my printer! Now, I get to call UPS and have them put a trace on my missing printer. I waited about 2 weeks, but I finally had proof, that Atari did get it. I called her back again with the name of the person who received it, and she was suitably impressed, but she still needed to see a copy of the trace. O.K. I sent it, and waited to hear from her. (I hate waiting.) Two weeks later, I called again. This girl and I were getting very close. She just got my copy, and put the paperwork through "RUSH". Expecting the worse, I was surprised to get my printer in 3 weeks (she told me another 6-8 weeks). It worked! I sent this girl a thank you note and rejoiced!

You would think I had learned my lesson--right? Wrong. I recently ordered from Black Patch, the Atari Writer Plus. It was cheap, and it also didn't work right. The proofreader (dictionary checker) wouldn't copy, and I found out later if I had tried the bl words, I would have known there was something wrong with the disk. I called Black Patch and Atari alternately, expecting either to say "Send your disk back, and we'll send you another copy." I couldn't get either. I did get mail through on my XM-301 modem (which works fine, by the way) on a bulletin board to another user. He had purchased AW+ from Black Patch a short time before I did. I felt relieved, when I found out his wife was in the Women's Sig, like I am, so it wasn't like asking a stranger to make a copy for me of his dictionary disk. But surprise! Their's didn't work either! I finally got through to Black Patch. He thought since someone else had the same problem, their whole shipment probably had bugs. He'd check a few of their AW+ disks, and call me back. He never did, but then I was on the phone a lot--trying to get through to Atari.

I liked to call after 6:00PM, because of the cheaper rates here, but it's still afternoon in California. I still couldn't get through, so I started calling at various times. I finally got someone who only answered phones, and didn't know anything. But he did give me another phone number for the Technical Dept. Before I could get through, I discovered another bug in my software. My page wait, wouldn't. It would scroll the paper up, but instead of stopping and telling me to put in another sheet of paper, and press RETURN--it would start printing again on the last line. Now I get my moneys worth! Two problems for the price of one call!

I finally got through in the morning (the most expensive time to call), and I spoke with this nice lady, with a foreign accent, who talked s..l..o..w..l..y. She didn't know about the dictionary problem or the page wait,

so she asked lots of questions (sometimes twice). I explained about my hardware, what AW+ did and didn't do, what I tried to do to make it work, about how I used the right side of the disk--everything. There were periods in our conversation, where the line was quiet on both sides. I think she was thinking. Finally, she took my phone number and said someone would check into it and call me back. Well, I waited, and waited. After a week I called back. This time I got the first nice girl (who is very efficient), and she knew about the bug in the dictionary disk. I received my new disk 4 days later. She didn't, however, know about the page wait, but since she found a note on someones desk, she was sure he'd get back to me. He only worked part-time, in the morning, and went to college in the afternoon.

I waited a few more days, and this time called in the morning, only to have a man tell me that this guy didn't come in until the afternoon, when I wouldn't be home. (Grrrr) We set up a time for the following Monday, when this guy would call me. I made sure no one used the phone for an hour before and after the scheduled time. Guess What? He didn't call.

When the going gets tough, the tough get creative! I sent a letter to Atari, Attention: Technical Dept, Genius who works part time. In the letter I explained my problem, told them about my hardware, and mentioned the high phone bill I hadn't received yet. I also asked them to fill out the enclosed card, and send it back to me in the enclosed, stamped, self addressed envelope. (I was making it easy for them.) The enclosed card was a Thank You card, and on the inside was:

Date:

Mrs. Klegarth,

- Please return your Atariwriter Plus disk for a new one.
- Please follow these instructions to make your present Atariwriter Plus work.

Instructions:

Thank you,

In five days, I got a phone call from Diana Goralczyk, the technical manager. She apologized that I had to go to such lengths to get service. (I wasn't sorry, it worked!) Everyone in her office (it seems there are still a few more technicians, than even I talked to!) wanted to know if they were the "genius". She didn't even want my AW+ disk sent back, just a copy of the receipt, when I got my new disk. (I sent the original, because I knew if it didn't work, I wasn't going to tell anyone.) She even sent my card, complete with envelope and stamp back to me with the new Disk. I held my breath, as I rushed to try the new disk and....IT WORKS!!!

Stay tuned for the next installment, I'm thinking of getting an ST. Where else can you have this much fun for under \$500.00 (phone tolls excluded)?

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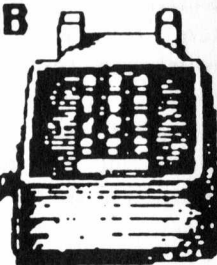
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by
J.D.Craig

PROGRAMMING

RING CHRISTMAS BELLS

The first "defect" in the program (presented in the last two issues) is in the already mentioned use of potentially confusing constants. The capital letters I, O, and S should not be used. (In languages that allow lower case constants, add letter l to that list.) Also, Z should have been declared as equal to zero: Atari BASIC initializes anything undeclared as equal to zero after a RUN, but it's still not good programming practice.

The biggest problem with the program is caused by the use of a short cut. For the sake of simplicity, I reduced the entire song's structure to a repetition of this rhythmic phrase: Long, short, short, short in notes followed by one short rest (where a long is equal in duration to two shorts). The problem arises when the desired rhythm is different; in this case more notes per the pattern are needed at at least two places in the tune. At these places, I had to choose which notes in the desired pattern could be eliminated with the least damage to the song. However, the structure does allow less notes or oscillators to be used on each rhythmic beat, as evidenced by the zeros in lines like 100 and 460.

In another program (not presented here) I created a structure that can increment or decrement any combination of the oscillators' volume settings desired while setting pitches to any allowable value. But being written in BASIC, it can run on the slow side if not properly implemented. Also, the lines containing program and oscillator control are longer than the entire program we have been working on here, and its DATA lines are necessarily complex, as they contain values for program control, pitch, and timing. Our program's timing is controlled in the program structure itself, thus eliminating the execution of at least one more READ instruction per note.

But we yield to rhythmic change at the end for the nine sound (and two silence) events from line 20 on: The O loop is reset to read four notes, then reset again for a rest (FOR O=A TO G*C:NEXT O) telling your Atari to quietly count to 480. Next, 3 pitches are read in and the volume locations ramped together (FOR J=H TO G+B STEP -(F/D):POKE T,J:POKE U,J:POKE V,J:NEXT J) in line 30, after which 3 pairs of pitches are fed into three ramps (FOR O=A TO C:READ K,L:POKE Q,K:POKE R,L:FOR J=H TO G STEP -(F/C):POKE U,J:POKE V,J:NEXT J:NEXT O). This procedure is a dirty but effective one: Note that the 3 pitch volumes have not been ramped to zero but to 2 (G+B!). Therefore oscillator zero continues to ring through the three pairs of pitches on the other oscillators that follow. Oscillator zero is then set to volume zero, and another rest loop is used (FOR O=A TO G*B:NEXT O) counting to 320. The final tone of four pitches is set in line 50 and ramped in line 55 (FOR L=Z TO C*B STEP 0.025:POKE T,Y-L:POKE U,Y-L:POKE V,H-L:POKE W,H-L:NEXT L). This line is more complex than the others mainly because different tones (Y and H) are being used. The calculations inside the loops might seem unwieldy, but this is actually one of the easier ways of controlling rhythm - the more complex the calculation, the longer it takes to execute.

In general, it may be said that increased flexibility in pitch, tone, volume, and rhythmic structures require more complex programs than those that aim for restricted or repetitive events. One of the simplest and most rhythmically easy to handle programs is this one, where T is the pitch location for an oscillator set to an audible volume in tone 10:

```
10 READ X: POKE T,X: GOTO 10
100 DATA 86,86,86,86,86,86,86,86
110 DATA 0,0,0,0,0,0,0,0
120 DATA 96,96,96,96,96,96,96,96
```

This will produce 3 very fast events - note, silence, lower note - all of the same duration. Want slower rhythms? Use more repetitions of each note. Want varied rhythms? Change the number of times each note repeats with relation to the others. The disadvantages of this are that only one oscillator is being used, and that it is very wasteful of DATA space. (Note also the wasted space in lines like our line 100.) But the point is that there are many approaches that can be used for many different results.

One final cavil about our Christmas tune. Our percussive ramps have only six steps from full volume to silence, and at the beginning of the tune, the sound is especially "grainy" or rough. This is partly from the limited number of steps in the ramp loop and partly from

the POKES of zero into the "unused" oscillators. In any case, notice how the sound seems to improve as more notes are used, due largely to an audio phenomenon known as "masking". The basic idea of masking is that you can cover up some sounds by using others at the same time. For example, one way to make oscillator zero decrease "smoothly" from one volume level to a lower one over a period of a few seconds is add another sound event, even a quiet one, on another oscillator every time you decrease zero's level by one unit.

Now, as a little Christmas present to those of you who have Electronic Arts' MUSIC CONSTRUCTION SET, I have submitted yet another version of RING CHRISTMAS BELLS to the library, saved in that system's format. The song winds down rather quickly because I found out the hard way when I had run out of memory, and didn't want to have to go too far back with the changes. Those of you who don't have the software to run this might enjoy just taking apart the two files (yes, two!) for examination. They are titled RINGCBJC and RINGCBJC.MUS. MUSIC CONSTRUCTION SET users should just use the command LOAD RINGCBJC in the disk mode.



Programmer's Outpost

This month's type-in program is reprinted from the June 1986 issue of CURRENT NOTES by Mark A. Brown.

FLASH is a quick program that makes inverse letters turn on and off for highlighting effects. This can also be used to make the cursor flash.

Grabbing somebody's attention among a screenful of text is a breeze with this program.

The vertical blank interrupt is used in this instance to keep track of when the inverse letters should be on and when they should be off.

The format to start it is:

```
JUNK=USR(1536,NUMBER)
```

where NUMBER is either a zero or a one; zero if you want the letters flashing 100% of the time, one if you want the keyboard to be taken into account and not have anything flash as long as a key is pressed.

The flash takes advantage of not only the vertical blank routine but the features of location 755. If you want to have some fun with text, poke some random numbers into here. You'll find it quite interesting.

FLASH

```
10 FOR A=1536 TO 1604:READ B:POKE A,B:
NEXT A:DATA 104,104,104,141,67,6,169,3
0,141,68,6,169,6,170,160,19,76,92
```

```
20 DATA 228,173,67,6,240,22,173,15,210
,201,255,240,15,169,30,141,68,6,173,24
3,2,9,2,141,243,2,208,18,206,68
```

```
30 DATA 6,208,13,173,243,2,73,2,141,24
3,2,169,10,141,68,6,76,95,228,0,0
```

```
40 A=USR(1536,1)
```

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ATARI ST ■ ■ ■ ■ | |

ST COMMUNICATIONS

by Ralph Fenner

Telecommunication on Atari computers has advanced quite a bit since the company released the first communicator kit. That package included an 830 acoustic modea, an 850 interface, and the infamous Telelink I cartridge.

Right from the start people complained that they wanted more features in their terminal software. Xmodem downloading, Autodialing, Autoreodial, Terminal emulation, and Endless capture buffers are just a few of the features that were missing from the early software. Through the years these were provided. But most of the "State of the Art" software came from Public Domain sources. Such as the seemingly endless supply of Amodem clones. The good commercial software seemed limited to just a very few, like Home Pak, Backtalk, and Chameleon.

Now we have a new Atari computer, the ST. A 16-bit powerhouse. Telecommunications seems to be one of its strong points. After all, with its fast processing speed, large memory, built-in interface, and very low price. You can purchase a Smart System for the same or less than the price of a Dumb terminal.

But what about the software? Well, on this machine the best software seems to be coming from the commercial sector. The quantity, quality, and features of the ST communications software is excellent. Below are reviews of the latest batch of new releases. They represent quality software, not just on this machine, but for all communications software.

ST-Term 2.0 Comnet Systems - \$ 29.95

This program supports three different terminal modes. VT52, VT100, and ATASCII (Atari 8-bit emulation).

The terminal screen is a clean 24 lines x 80 characters. It has no terminal status shown. Status can be obtained by pressing a combination of keys. A full status screen is then displayed with all available information including time on-line (the timer feature can also calculate money spent on pay services), upload/download settings, RS232 settings, and more. Pressing Help enters command mode, and will show a full screen of available commands.

The program has a capture buffer which can be toggled with one keypress from terminal mode. It can store over 65,500 bytes and will show available memory when turned on.

Autodialing is another of its nice features. It will store your list of BBS/Service phone numbers and allow you to easily page through them and dial. A nice built-in feature is its ability to save RS232 information to reconfigure the program for each call. It also stores user numbers and password information and will transmit these on log-on.

Macros are the Function Key type. The program will support up to 20 of these. They do not seem to support program functions. But can be set up to handle the multiple keystroke commands for most BBS/Services. These can then be saved with the program setup file. You could then have a different setup file for each BBS/Service.

File transfer is another strong point of ST-Term. It supports standard Xmodem and also the ForeM version. So using this program you can download more than 256 sectors on a 8-bit FoReM BBS (many BBS's are using 8-bit FoReM boards, if you're having trouble downloading ask the SYSOP this program may be the fix).

The second protocol is Kermit. Kermit supports multiple and batch file transfers. This can be real handy for transferring all those files from your 8-bit to your ST over a null modem. You won't have to type in all those filenames, just use wildcards. The last type of transfer is Ascii.

To sum it up, the programs compatibility with 8-bit FoReM BBS's, the usefulness of Kermit protocol, and the features described above make ST-Term well worth the \$29.95 list price.

Flash
Antic Publishing - \$39.95

I'll tell you right from the start that this program is my personal favorite. It's fast, easy to use, and is priced right. What more can you ask for?

It supports the three most popular terminal types VT52, VT100, and Vidtex. The Vidtex mode supports the Comuserve graphics. It will save them to disk as Degas files.

The program uses two screens for operation. The first is the terminal screen. This is a clean 24 line x 80 column screen with a single status line across the bottom. This shows amount of capture buffer used and communications settings. By pressing one key the status line will become a command line. This allows you to issue any command available within the program. Pressing the left mouse button while in terminal mode brings the dialing directory on the screen. Clicking on the number you want dials it. The directory can store up to sixty numbers in memory.

NESTOR COMMUNICATIONS

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Additional directory files can be saved to and loaded from disk. Pressing the right mouse button toggles between screens 1 and 2.

This brings us to screen two. This is the capture buffer screen. This screen holds everything that has been captured into the buffer. The capture buffer is made up of all the free memory on your ST. On a 520 its about 230K. It has GEM sliders to move through the text. On the top it has drop down menus with the commands for the program and the buffer editor. Editor??? Yes! This feature makes the program worth every dime of the \$39.95. It means you can leave the capture on the whole time you're on a BBS or service. When you log off, go to the capture buffer screen. You can then read messages at your own pace without worrying about pay service fees. The capture buffer also has a built-in word processor. Now you can grab just the sections of text you want and save them to disk, or to the printer. You can also delete sections you don't want then save the whole buffer. Since it is a word processor you can also use it to type up your macro files.

Commands can be issued to the program in three different ways. The first is through the use of GEM and drop down menus. This is nice for beginners. The second is from a command line while in terminal mode. This is much faster than the first. The third way is accomplished by holding down the ALT key and pressing a single key.

This is the fastest method, but requires memorizing the keys or using a cheat sheet.

Macros are loaded and controlled from the dialing menu. They can control a simple log-on or can handle things as complex as automatic mail retrieval. The macro files are one long text file. This is nice because they can be as long as you want. And you don't have to worry about cramming commands onto limited function key lines. The program also supports up to 20 function key macros. But since the log-on macro takes care of the heavy duty stuff. These can be used for simple commands to the program or BBS/Service.

Another powerful feature for the advanced user is the Translation Table. It allows you to selectively change the text input or output by specifying which characters will replace others.

The last item is file transfer. Flash can handle both Ascii and Xmodem file transfers. All parameters can be set for both. Xmodem supports 7 bit, 8 bit checksum, and 8 bit CRC. It also allows transfer of 1K blocks.

I'm going to end it here due to space limitations. This program is excellent and has many fine features I haven't touched on. Like Type-ahead mode, on-screen tier, Help files and much more. You won't be sorry buying this one.

NEWS

ATARI "WRITES" AN AGREEMENT

InfoWorld reports Atari Corp. announced that it has signed an agreement with Microsoft Corp. to offer Microsoft Write for the Atari 520 ST and 1040 ST. Microsoft Write is based on the Macintosh version of the Microsoft Word word processing program. Atari's agreement grants them the right to sell, market, and distribute Microsoft Write worldwide.

PRODUCTS/SERVICES

PRINTER GUIDE FROM PANASONIC

Panasonic Industrial Co's Computer Products Division released a 32-page guide for selecting printers. This, according to COMPUTING TODAY!, GENIE's on-line computer news magazine.

A Printer of My Own is designed for beginning computer users who are interested in learning about printers. It reviews laser, dot-matrix, daisywheel, and ink-jet printers & plotters. Also, the book contains information on print modes, speeds, compatibility issues, paper handling, and accessory controls. A Printer of My Own can be received free by writing to:

Computer Products Division
Panazip 7D-3
Panasonic Industrial Co.
Two Panasonic Way
Secaucus, NJ 07094

ST SOFTWARE CATALOGUE

Current Notes (July/August '86) reports that Atari is selling a 400-page volume which lists about 300 software products for the ST. It includes product and order information, and is available for \$12.45 from:

Atari Customer Relations
1196 Borregas Avenue
Sunnyvale, CA 94086

PLUG 'N PRINT FOR ST

Okidata Corporation has released a Plug N Print kit to connect the Okimate 20 color printer to the ST computer. Price is set at just under \$100.

RUMOR

MAC EMULATOR

The Mac Emulator (see April's News page) is due out this month. David Small, creator of the Macintosh emulator for the Atari ST, says that he will release the product without the needed Apple ROMs. You will have to purchase those from an Apple dealer. The final name for the product has not been set yet. It seems someone is upset about the use of the word Mac. No word on just who that might be. Hmm...

ST UPGRADES

Comuserve's Online Today magazine says Atari will be releasing a new graphic board for the ST capable of 1000 lines of resolution. Also a new sound chip, memory expansion boards and a multi-tasking upgrade. Online Today also had a story about a 10 meg 3 1/2" floppy drive for the ST. Of course, we still haven't seen the 20 meg Atari hard drives shown at the January CES so it's anyone's guess as to when (if) these upgrades will see the light of day.

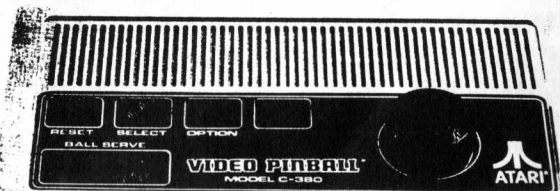
HISTORY

"Sherman...set the Wayback Machine..."

The year is 1978 and you've just received the 2nd issue of Products That Think from JS&A. This is what you see on page 19:

"Here's our choice for the best of the new dedicated video games. Atari's Video Pinball. Order one at no obligation today."

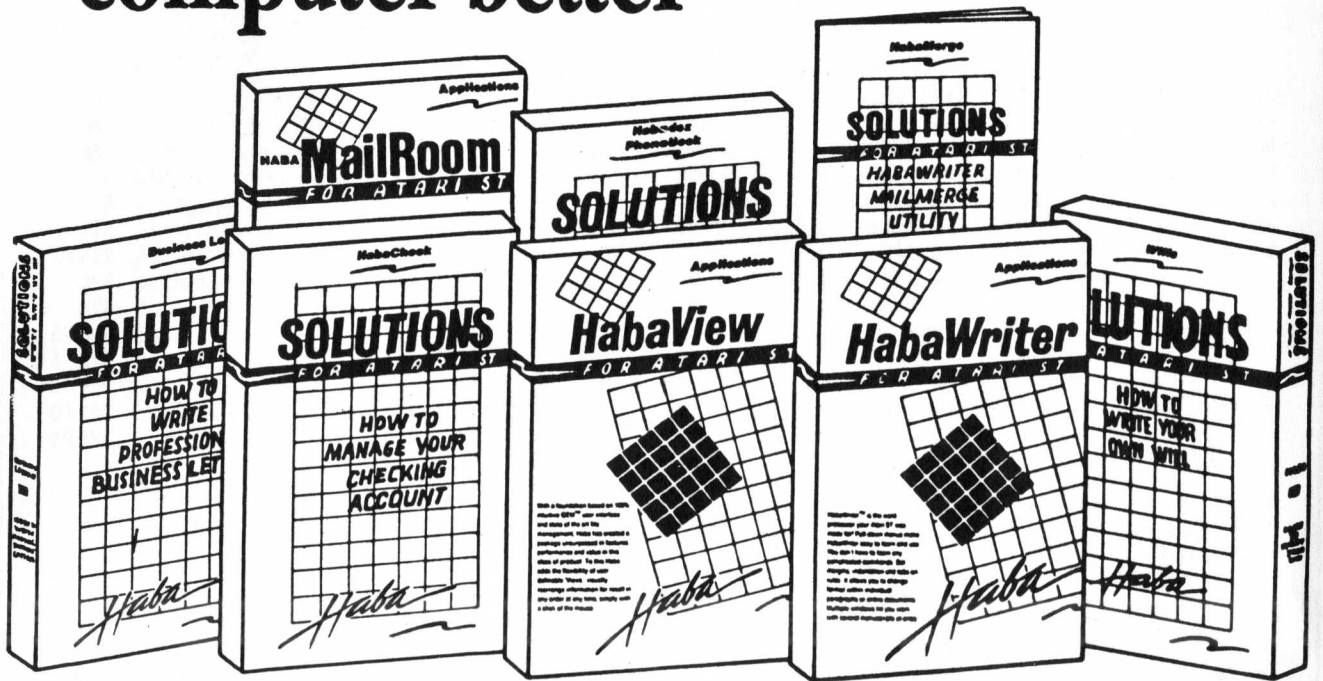
We've come a long way. That Atari Model C-380 did only one thing. It played six variations of Breakout. Cost? \$89.95 plus \$2.50 shipping. Today you can buy a 64K color computer for that same amount. Ahhh, the good 'ol days.



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Other titles for the 520ST include **HabaCheck™**, a personal financial management program, **Haba Mail Room™**, an answer to your mailing list needs, **HabaMerge™**, a mail-merge type utility, **Solutions: Will's™** and **Solutions: Business Letters™**.

By the way, if you're reading this and you don't have a 520ST, what's your excuse?

*automatic dialing feature requires the use of a Habamodem™ or any Hayes™ compatible modem.

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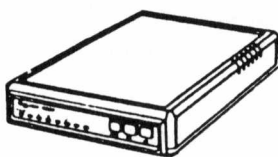
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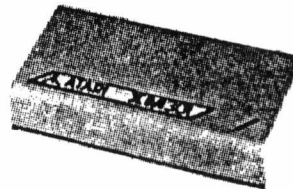
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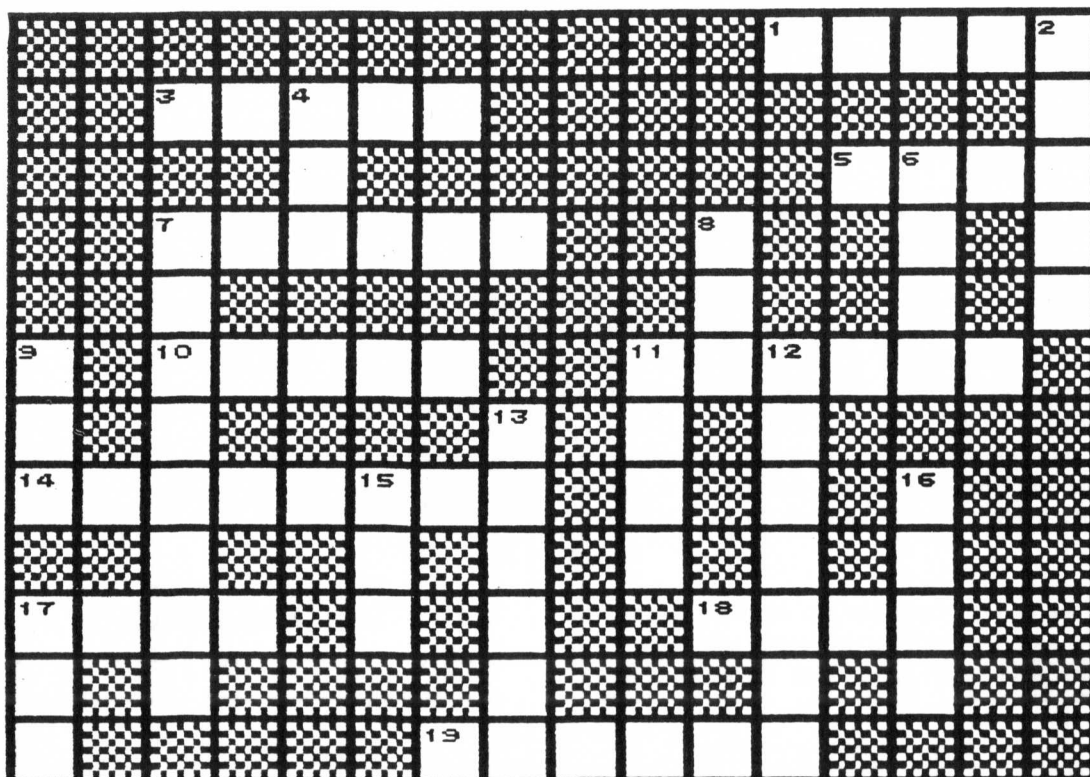
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ALL ANSWERS ARE BASIC STATEMENTS



DOWN CLUES

2. HALTS PROGRAM EXECUTION AND RETURNS THE COMPUTER TO IMMEDIATE MODE
4. RETURNS A RANDOM NUMBER
6. ASSIGNS AN INPUT/OUTPUT CHANNEL NUMBER TO A DEVICE
7. MOVES THE CURSOR TO A SPECIFIC LOCATION ON THE SCREEN
8. CAUSES BASIC TO FORGET THE RETURN LOCATION OF A FOR, GOSUB, OR ON-GOSUB STATEMENT
9. RETURNS THE ABSOLUTE VALUE OF A NUMBER
11. DISPLAYS ALL OR PART OF A PROGRAM IN MEMORY
12. RESETS THE POINTER TO THE LIST OF DATA STATEMENT VALUES
13. DRAWS A STRAIGHT LINE BETWEEN THE POINT LAST DISPLAYED AND A SPECIFIED END POINT
15. RETURNS THE LENGTH OF A STRING
16. UNCONDITIONALLY CAUSES PROGRAM EXECUTION TO BRANCH TO THE INDICATED LINE
17. SENDS A SINGLE NUMERIC VALUE TO A PREVIOUSLY OPENED CHANNEL

ACROSS CLUES

1. CAUSES THE PROGRAM TO BRANCH TO THE INDICATED LINE
3. DETERMINES WHETHER THE TRIGGER BUTTON OF A PADDLE IS ON/OFF
5. STORES A BYTE OF DATA IN A SPECIFIED MEMORY LOCATION
7. RETURNS THE CURRENT VALUE OF THE PADDLE SPECIFIED
10. IDENTIFIES THE CURRENT POSITION OF A JOYSTICK
11. OUTPUTS CHARACTERS TO THE SYSTEM PRINTER
14. ASSIGNS HUE AND LUMINANCE ATTRIBUTES TO COLOR REGISTER
17. DISPLAYS A POINT AT THE SPECIFIED LOCATION ON SCREEN
18. RESUMES EXECUTION OF THE NEXT INSTRUCTION AFTER A HALT
19. RETRIEVES THE CODE OF THE CHARACTER OR GRAPHIC POINT DISPLAYED AT A SCREEN LOCATION

ANSWERS FROM JUNE

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      WITNESS .
      .       U .
      . MILLPEDE S .
      .       E VIP .
      . DEFENDER E K .
      .       G CA .
      . GHOSTBUSTERS.
      . E P T A .
      . N SYNFILE E T .
      . C L HACKER.
      . O U L K .
      . SUNDOG D N T A .
      . N E K H .
      . T G E .
      . LEGIONNAIRE .
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If you would like more information about ABE's ACES, write us at the club's address or call the club HOTLINE at the number listed on this page.

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