

PORTLAND

DECEMBER 1985

ATARI CLUB

IN THIS ISSUE

NEXT GENERAL MEETING

MONDAY, JANUARY 6, 1985 - 6:30 PM

BPA AUDITORIUM, NE 9TH AND HOLLADAY

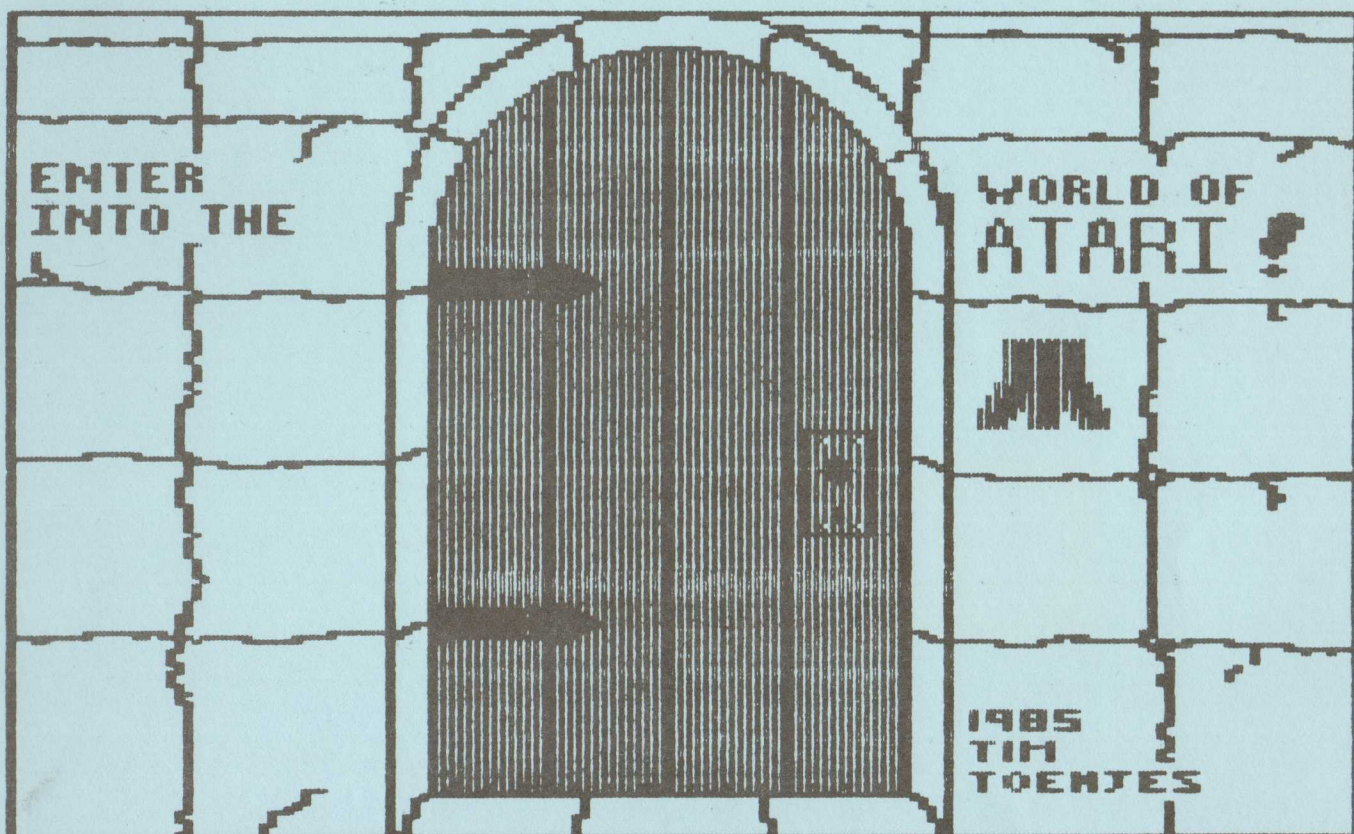
PAC BULLETIN BOARD SYSTEMS

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PORTLAND ATARI CLUB

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Membership is \$20 per year and includes a subscription to this newsletter and access to members only functions. Single copy price of the newsletter is \$1.50. General meetings are open to the public and start at 6:30 PM on the 1st Mon. of each month (2nd Mon. in the case of holidays) on the date and at the location listed on the cover of this newsletter.

Exchange newsletters, articles, correspondence and ads should be sent to the following address:
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CLUB BUSINESS AND ACTIVITIES

*President's Column
Chuck Hall*

I thought I had written my last President's column last month, but due to the weather and scheduling problems we were unable to hold our December meeting. Therefore I will write a little bit (ha ha) here and tell you what is coming up. As usual I am late with my article this month and now will try to remember all of those things I have been wanting to say all month. Luckily I can't remember many of them now.

The January meeting promises to be a good one. We had planned to have a large give-away drawing during the December meeting so we will have that still. Everyone coming through the door will receive a free ticket. Then during the meeting we will have drawings for the latest software and products. We will also have our election so that we can get the new board installed. We will have a megaroid challenge where some lucky winner will walk off with something nice. What is a Megaroid Challenge? Well, I am glad you asked. One of the most popular arcade games ever designed for the Atari is called Asteroids. Not being of nimble finger and lightning-fast-reflexes it is not necessarily one of my favorites, although I have played it a couple of times many computers ago. We now have a public domain version of the game for the ST computer. We will be calling out ten of our numbers during the meeting, and the ten people holding those numbers will have a chance to come up and play the game. Highest score wins. Since this is going to be a drawing of luck, everybody will have an equal chance to win. I still haven't reached the high score that came on my disk, and it is only about 4000. That should be child's play to beat and I can hear some of you laughing now.

We will also be demonstrating some of our past club disks once again since many of you have not been able to see some of the earlier stuff. Last meeting we generated almost \$500 worth of sales. We thank you for your support and hope to be able to continue provide great public domain disks for your purchase.

While I am here, I would like to apologize to Jerry Andersen who is running for Club Librarian. I inadvertently called him Gary in the last newsletter. Anyway, Jerry is the person who has been leading the effort for the Kerr Center, and has provided us some nice Modem disks in the last couple of months. We thank him for his efforts and wish him luck in the upcoming election. We only have one other position that is being contested. That is for President. So come out and support

your candidates. We will also be handing you a ballot as you enter the meeting and let you cast your vote either during the meeting, or you can wait until the break. At a certain time, we will ask you to complete your balloting and the count will begin. We will have the results at the end of the meeting.

It should be good and fun meeting and I look forward to seeing you all there.

There seems to be a mild resurgence of software for the ATARI. Its was a little dry for awhile, but now we are seeing many new titles for our machine. I am surprised every time I go into one of our local stores, that they now carry new titles consistently. If you have not been by your local dealer lately, stop by and check out some of the new stuff. Of course one of the major directions we see for the 8-bit machines, is the expansion of memory. I have heard reports of people now expanding their machines from 256K to 1Mb (1024K - pronounced "1 Megabyte"). For an example of this be sure to read Vern Vertree's article about Ernie Negus's modified 130XE. I saw it myself, but it is still hard to believe. At first I thought I might dub it the 130XE(P) for portable, but that would not be fair enough. It can only be called a 130XE(EN) (Ernie Negus).

I hope to have a little something in here elsewhere on what I am doing with my 520ST. I have not had a single problem with the machine, and it is quite a dream to use. We are seeing more stores in town begin to pick it up now. Atari is also providing free software for the machine. One which I use extensively is STWRITE. This is Atari Writer converted to the ST. For the price it is fantastic. Even if they charged for it, it would be a good deal. One thing it accomplishes, is that if you are used to using AtariWriter on you 8-bit, then you will feel right at home using it on your ST. Of course the function keys have replaced many of the OPTION/SELECT/SHIFT combinations, but it does not take long to get used to it. The second program is Neochrome, which you have seen at the meetings. This is a fantastic paint program. I have little or no artistic ability, and am a bit color blind. However, with this program I can take one of my numerous needlepoint charts, select the proper colors with my wifes help, and begin to layout my masterpiece on the screen. I have passed this technique on to others and they seem to like it also. It sure makes it a lot easier.

I would guess that there are at least 50 pieces of software out for the ST now, and by the

*Membership Secretary
Debbie Pritchard*

first of the year, I would not be surprised to see more than a Hundred. So where is all of the software. Well, now it is here. We have some reviews of COMDEX available for print and that will give you some idea of what is coming out. Antic magazine is also presenting a good list of what is now coming.

Since we are now beginning to get a lot of information about the ST and how to use it and its different levels of the operating system, it has become very hard to stay up with all of the available documentation. I will try to come up with a list of what is available, and we might be able to provide it to those that are interested for the cost of copying. Since that runs us about 3 cents a page, the cost will not be high. If anybody is interested in getting some inexpensive, fast copying done, many of us currently use the services of Express Copy at 8700 SW 26th, Suite F. This is on a frontage road on the East side of Barbur Road. The normal cost is about 3 cents a copy, less for volume.

A couple of final comments before I bail out of here. I understand that some of you have been looking for blank disks at the meeting and that they have been unavailable. We should have plenty of them on hand at the next meeting. Also, I wish to thank my wife, Jean for all of the help she has given me during this busy year. One thing many of you might not know. We have sold somewhere around 500 club disks this past year. Maybe more. Have you ever thought about how much copying that is? Think about it for a moment. The person responsible for almost all of this copying has been Jean. She has had grateful help from Vern Vertrees, Tom Brown, and a couple of others I can not recall at the moment, but she has done the bulk of it. In the past that was the job of the Disk Librarian, but the job became so huge that a couple of years ago, it was farmed out to a copying service. That cost us \$1.87 per copy including the disk price. Not too bad, but this is a club, where the members are supposed to volunteer and help where needed. We now buy the disks for \$.79 to \$.88 a piece and Jean does most of the copying. She has saved us over \$500 this past year. I hope that our new Club Librarian will again assume this responsibility. If not, some of you are going to get called upon to help. Anyway, I will see you at the next meeting.

One more time! I bet you thought you wouldn't have to hear from me again, surprise! As you all know the election was not held because of our early onset of winter weather. In fact nothing was held. So here I am again folks.

The list of new members is a little smaller than usual because of our lack of a meeting in December, all of these applications were received thru the mail or IB Computers. We would all like to welcome these new members to the Portland Atari Club:

Joseph Humphrey	Alexander Friant
Dennis Klus	Thomas Krausse
Donald W. Poole	Larry Cowles
Peter J. Phelps	William D. McCabe
David Shult	Chris Hale
Scott Huskey	Robert V. Runyon
Dorothy Robinson	Marc Jones

Welcome to all of you. May 1986 be a great one!

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Board Meeting Notes Dan Gibson

The November board meeting was held at 7pm on November 20th at IB Computers. Attending were the following, Jim Link, Clyde Pritchard, Chuck and Jean Hall, Dave Holliday, Dan Gibson, Tom Addis, Tom Brown, Elanna Schlichting, Lloyd Suiter, Jim Berry, Steve and Debbie Billings, and Vern Vertrees.

December Meeting

The December general meeting will begin at 6:30 with PAC software sales until 7:00 to 7:15 when the main meeting will start. NOTE: The December meeting was cancelled due to weather conditions. We were unable to get the facility for another date during December, so all activities will occur at the January meeting. The first order of business will be to vote for 1986 Board positions. For those positions with more than one candidate each person running will have a few minutes to speak at the meeting. Next, we hope to have someone from Covox Inc., a Eugene based company, demonstrate Voice Master. This is a speech and music processor. It records your natural voice, speaks back to you, and even understands what you are saying. Now you can have a two way conversation with your computer! This exciting product even writes music. All you do is hum or whistle and the notes literally scroll by. Your composition can be edited, saved, and printed out. You don't have to know one note from another in order to write and compose music. All this for only \$89.95. This includes all hardware and software. In addition, we will be demonstrating Silent Service, a new submarine simulation game. And if this is not enough, Lloyd Suiter will demonstrate new and old PAC disks. Lastly, we will be giving away at no charge for the tickets the following items: An Atari XM301 modem, a complete library of the PAC disks, and 10 pieces of software. We will also be selling PAC T-shirts for \$5.00 a piece. Plus you get a free kids size T-shirt with each purchase.

The PAC BBS's

The Board voted to buy a DD DS drive for the second BBS. This should make Don Adams life as SYSOP a little easier. We also approved the purchase of a desk for the first BBS.

Treasurer's Report

As of this writing, the balance in our checking account stands at \$2,684. At the last meeting software sales totaled \$463, and \$540 for memberships.

Next Board Meeting

Due to the holidays, the next board meeting is December 30th at IB Computers.

Dealers Corner

*Compusource 11504 Mill Plain Suite C Vancouver, WA 98684 (206) 254-5849	*Computers Etc. *** 1513 NE 122ND (Halsey) Portland, OR 97230 252-0179
*I B Computers ** 1519 SW Marlow Portland, OR 97225 297-8425	Computerola 6224 SE Main (resd.) Portland, OR 239-4315
High Tech Toys 12195 SW Canyon Rd. (2A) Beaverton, OR 97005 646-3950	Computron Business Sys. 1139 SW 11th Portland, OR 97205 224-2220
Creative Computers 3275 SW Cedar Hills Blvd Beaverton, OR 97005 644-1160	AABACUS Computer Group 9590 SW Barbur Blvd Portland, OR 97219 245-4888

* Discount is available to PAC members.

** Each month, there will be an item available to PAC members at a special discount price.

- Some of the above stores are ST dealers only, so you might want to call first.

AUTHORIZED SERVICE CENTERS

Micro Care 2203 NE Oregon St. Portland, OR 97232 230-0770	NW Computer Support 10200 SW Nimbus, G1 Tigard, OR 97223 684-3280
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Explorer's SIG
Elanna Schlichting

There is no longer a Portland Atari Club Beginner's SIG. On November 12 we officially changed our name to the Explorer's SIG. Those of you needing introductory help may rest assured that we are still here to help you get up and running. The name was changed because we realized that we are beginners only a short time and to keep that name for the directions we were taking did not do us or our computer service. The Atari is an easy computer to get up and running and once that is established, what happens next is up to the user and his/her interest. What we have been doing after that point is to explore the multitude of possibilities available to us with this computer, thus the name Explorer's. We will be responsible to all members to help them get to the point where they will be able to explore along with us. We are currently finishing up a four week course led by Randall Leong, Lee Bole and Margaret Manning. if you are interested in a future course, contact Tom Brown or myself and we will set one up for you. But don't wait for a class to come to a meeting, we are always available to help out.

The newly renamed Explorer's Group welcomed Russell Schwartz and Vern Vertrees to their November 12th meeting. Russ and Vern talked about various aspects of the hardware and then Russ went into detail about DOS 2.5, including such (by us) lesser used functions as wild cards, copy to Screen Editor and MEM.SAV files. and the helpful Diskfix program. We are gradually moving into more complicated aspects of utilities and in line with this, Mike Sturgeon took time in the November 19th meeting to introduce us to Disk Wizard II, a program which among other things enables one to explore the inner design of various programs. For a non-programmer, this is a fascinating introduction to the complicated structure that underlies the programs we use - something along the line of translating ancient hieroglyphics.

One last note - November marked another milestone for the Explorer's SIG. It was one year ago that we began the SIG and this marks our first anniversary. In that time, a lot of people have given a lot of time and care to help others to learn about their Atari's. I want to thank those people for their interest and good will. They are what makes this club what it is and what it will be. From their help, others have learned enough to go on and help another generation. New people are now coming in who will eventually add to the wealth of knowledge that exists in all our members. Let's keep the movement flowing!

SIG CONTACT LIST

The following is a list of our current groups and the contacts for each:

Adventure Games	
Russ Schwartz	646-6418
SIGASM (Assembler)	
Clyde Pritchard	648-0461
ATR-8000	
Jim Scott	281-6724
Explorer's SIG	
Elanna Schlichting	285-4471
Bulletin Board	
Steve & Debbie Billings	246-1751
Business Applications	
Thomas Brown	644-6674
Modem & Communication SIG	
Jerry Andersen	655-3914
NLSIG (Newsletter)	
Clyde Pritchard	648-0461
ST SIG	
Pat Warnshuis	246-3724

PAC HELP HOTLINES

The following people have generously offered to take telephone queries in the areas indicated.

Adventure Games	Russell Schwartz	646-6418
Assembly Language	Leroy Baxter	653-1633
BASIC Programming	Nick Yost	981-0838
	Lee Gassaway	642-2455
BBS Usage	Steve Billings	246-1751
	Don Adams	245-7168
	Russell Schwartz	646-6418
C	Randal Schwartz	643-1089
Cassette Operation	Lee Gassaway	642-2455
DOS Operations	Gary Lippert	233-7069
FORTH Programming	Ron Chaffer	283-5691
	Ricky Wooldridge	224-7163
Hardware Operation	Gary Lippert	233-7069
Modem Operations	Gary Lippert	233-7069
Operating System	Nick Yost	981-0838
	Leroy Baxter	653-1633

NEWS AND REVIEWS

ADC MD1202 300/1200 BAUD Modem
David Pelinka

As electronics technology has improved, home computers have become more powerful and less expensive. This same rule applies to modems as well, but price changes for 1200 baud modems in particular have been slow in coming. A good 300 baud modem can be had for \$50, but those tired of horse-and-buggy communications speed have had to pay dearly for something faster. It is still possible to pay \$419 for a Hayes and Anchor's Signalman Mk. XII Hayes compatible will set you back \$269. Given the \$179 price tag of an Atari 130XE these prices seem out of line. Fortunately, a price breakthrough has finally arrived. Now you can own a 300/1200 baud "smartmodem" that will do everything the Hayes does (and more) for only \$175.

Description

The term "smartmodem" was coined by Hayes for their modems. They utilize a set of commands that the computer uses to talk to the modem that has become a standard in a lot of communications software. To run that software, a compatible modem like the ADC is required. The ADC supports all the Hayes commands, communicates at 300 or 1200 baud (1200 baud is 4 times faster than 300), and provides auto-dial and auto-answer capabilities. It also has several features not found in the Hayes such as a built-in help menu and clock, auto tone/rotary dial selection, and auto-redial of busy numbers. Like the Hayes, the ADC uses a RS232 serial interface to connect to a computer. 8-bit Atari owners will need an 850 or other interface. No additional interface is needed for the ST because it is built-in.

Hardware Configuration

The ADC is a stackable modem like the Hayes measuring 10 X 5 1/2 x 2 inches. The front panel contains 8 LED indicators that display current communications conditions. They are HS: high speed to indicate 300 or 1200 baud, AA: auto-answer on/off, CD: carrier detect, OH: off-hook, RD: receive data, TD: transmit data, TR: terminal ready, MR: modem ready. The back panel contains an on/off switch, modular plugs for both the phone line and a separate telephone, the RS232 connector, and a volume control for the built-in speaker. If the modem is using the line, the phone is disconnected, otherwise the phone functions normally. The internal speaker lets you monitor the status of the line for dial-tone, ringing and answer. This is very useful in problem solving. A problem BBS number might turn out to have someone talking on the other end! 10 configuration DIP

switches are found on the bottom of the modem and they are well marked with their purpose and default position. The most useful switches let you select extended MD1202 or standard Hayes result codes, enable/disable auto-answer (good to have in order to prevent your callers from getting a loud beep in their ear every time they call you), and enable/disable auto-redial.

Operation

The additional features of the ADC allow it to do some of the work that communications software normally does. Usually, the terminal program tests the status of the phone line and responds by connecting, aborting or redialing. Additional RS232 connections beyond the basic transmit/receive/ground are required for this operation. You can get the ADC to emulate the Hayes by turning off auto-redial, and selecting the Hayes result codes. If you are using the necessary RS232 lines, the setup should act just like a Hayes. But since the ADC does these things by itself, and my setup did not use any but the minimum RS232 lines, I found that with a minor software change to force the program into terminal mode after dialing I could let the ADC handle the phone line from then on.

I have used Amodem 4.2 and Amodem 7.1 successfully with the ADC. A typical BBS session goes like this. First, the modem dials the BBS number. The modem takes over and displays DIAL COMPLETE, RINGING and CONNECT. If the line is busy, the message BUSY - WILL RETRY IN 30 SECONDS appears and the modem waits to redial. This continues until a connection is reached or a key is pressed which aborts the redial process. In fact, pressing a key aborts any dial. At any point in the session you can get back to the modem command mode by entering +++. The modem responds OK and you can enter modem commands off-line. To continue with the session, enter ATQ and the modem goes back on-line. When the session is over, the message CARRIER LOST is displayed. Note that all modem commands must be entered in Ascii, the modem does not recognize Atascii. This only applies to command mode, on-line you can speak whatever you like.

Hayes Compatibility

As I've mentioned, the ADC supports all the Hayes commands, and it should be possible to make it act just like a Hayes if you desire. In addition the ADC has a built-in help menu that lists the most important modem commands, a clock that displays the date and time, automatic tone/-

continued...

SynFile+ for the 130XE
Clyde Pritchard

rotary selection, and automatic redial. Also as shown above, the ADC can determine the phone line status and even wait for additional tones when dialing. You can also use buffered communications (1200 between computer and modem, 300 between modem and phone) if the required RS232 lines are connected.

Summary

I found the ADC to be an excellent performer and value. There is simply no competition at this time. I've successfully transferred files using CAPTURE and XMODEM protocols, and have had no noise problems at 300 or 1200 baud. The 43 page manual gives good instructions for casual setup and provides plenty of technical information as well. The ADC is manufactured by BSR and can be obtained through the DAK Industries Inc. Winter 1986 catalog for \$169 plus \$6 postage. DAK offers a 30 day refund if you're not satisfied. After that it carries a 1 year parts and labor warranty from the manufacturer.

The new version of SynFile+ for the 130XE has been out for a few weeks now. It seems to be the same program with the exception of a change to the title screen and the 130XE memory support. The 130XE is not even mentioned in the manual, which is a spiral bound, almost unchanged, reprint of the original. The tutorial disk that came with the original version is no longer supplied. I'm sure these things were done to reduce costs, which is fine. We don't need fancy packages and binders, we need programs that work and do a good job.

I believe that a 130XE version of SynCalc is available now too. I also heard or read a rumor that a report writer package for Synfile+ is under development by someone outside Broderbund/Synapse. Keep your eyes open for that one, it would be nice to have if it works well.



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*AtariWriter Plus
Clyde Pritchard*

As many of you know by now, Atari has finally delivered the new word processing program, AtariWriter Plus (AW+). After many months of reading the wonderful full page ads about AW+, it looks like it has been worth the wait. It is definitely a new and improved product, and the list price of \$49.95 makes it a great buy.

So what makes it new and improved? Here's a quick summary. 130XE memory support, better support of 2 drive systems, support for non-Atari printers - with and without printer drivers, printer driver utility, "printing" to disk or RS232 devices, enhanced block operations (cut & paste, etc.) - including sorting, additional cursor movement commands, search & replace control characters, increased speed in many operations, spelling checker, an improved mail merge facility, and support of a scrolling text window up to 254 columns wide.

Even though AW+ is "new & improved", it is still very much like the original AtariWriter (AW) program. This makes it easy for those of us who have been AW users for a long time to make the transition without going totally nuts. Also, like AW, AW+ is easy for a beginner to learn, and can do almost everything a word processing program should do.

The 130XE memory support is implemented by giving you 3 15K banks to create or edit your document. This is an interesting method, and probably accounts for some of the improvement in text entry speed. This is because the program is only working with a portion of a document at any time, which means that it doesn't have to push down so much text when you are inserting new text at the beginning of the file.

Better support for 2 drive systems? Well, AW+ allows you to get a directory listing of drive 1 or 2. AW only allowed directory listings for drive 1. The same difference is present for the format disk option, AW+ will format drive 1 or 2. Locking, unlocking and renaming files must still be done outside the program. AW+ is distributed on a copy protected disk with DOS 2.5, which means it is set-up to support only single or enhanced density drives; i.e. the Atari 810, 1050 and compatibles. AW+ will format in enhanced density only on 1050 type drives, so you will need preformatted single-density (SD) disks ready if you want to save a new document in SD. What about double-density (DD)? Well, if you boot your system with a DD DOS (without BASIC), then put the AW+ disk in drive 1 and binary load the AUTORUN.SYS

file, you can work in DD mode. You may run into problems switching densities if your DD DOS doesn't like to dynamically switch between DD and SD. I haven't done a lot of testing in DD mode yet because I use enhanced density (ED) quite a bit these days, so don't stake your life (or your files) on this combination without doing your own testing to make sure it works right for you.

AW+ now supports several non-Atari printers on its printer selection menu. If your printer is not listed, you can use AW+'s printer driver utility program to build a configuration file for your printer. The utility allows you to specify control codes for line initialization, line feed & carriage return, backspace, underline on-off, elongate on-off, boldface on-off, superscripts, subscripts, return without line feed and up to 9 type fonts. You can create or edit printer driver files, and return to AW+ without power off-on. No printer driver files are supplied with AW+. Once you specify your printer type or printer driver file, you must re-boot to make a change.

AW+ now allows you to "print" your document to disk (D1: - D2:) or RS232 (R1: - R4:) devices. Printing to disk can be handy for setting up nicely program documentation files.

AW+'s block operations (delete, move, duplicate) remain about the same as AW's, but the block marking method is easier and faster. New block operations allow you to sort (alphabetize) a block of text or count the number of words it contains (you can count the words in the whole file without marking it as a block). Pay attention to the warning about sorting large amounts of text, it takes quite a bit of time. Sorting small blocks and using block moves to finish the job can be faster. The 130XE version has an 8000 character buffer for block operations, so you can manipulate quite a bit of text.

Cursor controls now include moving left and right a word at a time. AW+ also allows for a type-over cursor as well as the default insert mode cursor. A message at the bottom of the screen tells you which mode you are in. That's about it in this area.

The search and replace functions now allow you to work with control characters. They also "remember" the last search or replace strings that you entered, and a reverse search (to top of file) has been added also.

AW+ now scrolls faster, and accepts keyboard input faster too. It could be faster, but it is better.

continued...

The spelling checker, called Proof Reader (PR), that is supplied with AW+ is very good and fast too. It is loaded from the AW+ Main Menu without rebooting. The dictionary is supplied on a separate disk. Besides not having to reboot to use PR (or to return to AW+), you don't even have to reload your document. This saves a lot of time, and gives AW+ a truly integrated spelling checker. PR allows you to correct errors, highlight errors, print errors, search the dictionary, build and use your own dictionary, load & save files, get directories of drives 1 & 2, and check all or part of a file. If you have a 2 drive system, the dictionary is used from drive 2, and your document disk is in drive 1. The PR dictionary contains 36,000 words.

AW+ has a much better (and documented) mail merge (MM) than the old AW. It still has the option that lets you type in words at print time, but the new MM is what AW should have had. Anyway, AW+ MM allows you to build and manage a "data base" of names & addresses (or whatever), and then merge that data with a document at print time. The data base can contain up to 22,292 characters, or 255 records; whichever comes first (sounds like a car). Each record can contain up to 15 fields (items of information). The maximum field size is 20 characters. Each field has a name of up to 12 characters. A default record format is supplied, and contains the following fields; last name, first name, company, title, address, 3 user-defined fields, city, state, zip code, work area code & phone, home area code & phone. You can modify the default record layout to meet your needs. You must be sure that you have it right, especially before you enter any data, because you cannot change the layout once it is entered. You can add, change and delete records from your file, and you can append 1 file to another, as long as their formats are alike. There is not a documented method for loading non-MM files into AW+, but I think that it can be done. I'll try it out and let you know. Data can be extracted to another disk file by using the MM feature and printing to disk. MM also allows you to build a subset of a file, which allows you to use MM on only part of your data base. An interesting "quirk" in MM involves using a hyphen in the data. MM uses the hyphen to show you the field size when you enter data, and for some reason it removes the last hyphen in a field, even when it is between two pieces of data. For example, in a phone number field with the data "503-555-1212", you end up with "503-555 1212".

The only way to get around this is to make the field 1 character longer than you need. Then MM removes the trailing hyphen.

A few miscellaneous items. The double column printing feature now works with printers that cannot do reverse half line feeds. AW+ will format each page in memory and print both columns at the same time. I am having trouble making this work with a printer driver file, but it does work without one. Also, the eject feature now does a column eject rather than a page eject in double column mode.

You can switch between lower and upper case by using the "caps" key alone, rather than having to use "shift-caps". Support for International Characters is also provided.

A 130XE only feature is provided to evenly distribute text among the 3 banks. Switching from bank to bank is easy, just press <START-B>.

In addition to the AW merge file function, you can now save part of a file by marking the block to be saved.

AW+ also uses a "global format" feature, which is a new menu option. You specify all print format options here (defaults are provided), rather than at the top of the file as in AW. You override the global format options by embedding the proper format command in your document. The global options you set are saved with the file, and are restored when you load the file.

This leads to another new feature, "Save ASCII", which saves the file without the global format options. Embedded format commands are still saved with the file if they exist.

That's about it, except for mentioning the packaging and documentation. The packaging is almost generic, a white envelope with black print. The manual is 67 pages in 8 1/2 by 11 format. It is fairly well organized, has a table of contents, a DOS error message list, a quick reference to AW+ commands (without page number references), and **no index!** It is not as well done as the old AW manual, but I am working on an index and a reference sheet.

AtariWriter Plus is a definite improvement over the original AtariWriter (which is a good program), and is a very good word processor that should serve almost everyone. It may not be at the top of the heap, but it is on the plus side, and it looks like Atari has another winner on the shelf.

*PaperClip for the 130XE
Clyde Pritchard*

This will definitely be an overview, because I am short on time and space. Anyway, the new version of the PaperClip Word Processor from Batteries Included for the 130XE is now available. It is selling for about \$50.

PaperClip (PC) uses one large buffer of about 75K rather than the multiple bank technique used by AtariWriter Plus. This is a very large file, probably more than most non-business users will ever need. However, PC's dual-window feature, which allows editing of two documents at a time is enhanced by the greater memory space. PC is probably the fastest word processor available for the Atari, and it will be interesting to see how it handles insertion of text at the beginning of a document when the buffer starts filling up.

Other new features in the new version of PC (both 130XE and non-130XE versions) include; more

default printer driver files for new printers, a "hanging indent" feature, a utility to print a listing of a printer driver file, a utility to create an index from a document, and a utility to use special fonts from/with the Epson FX-80 printer.

The new features are covered in an addendum to the original manual. The addendum also has an index to the manual, which is a great help.

PaperClip is one of the top word processing programs available for the Atari, and has many features that other programs are missing. All it needs to be even nicer is an integrated spelling checker like The Writer's Tool or AtariWriter Plus.

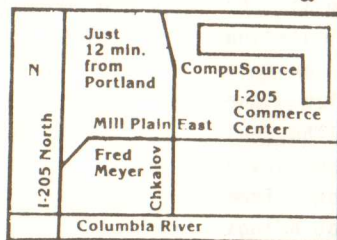
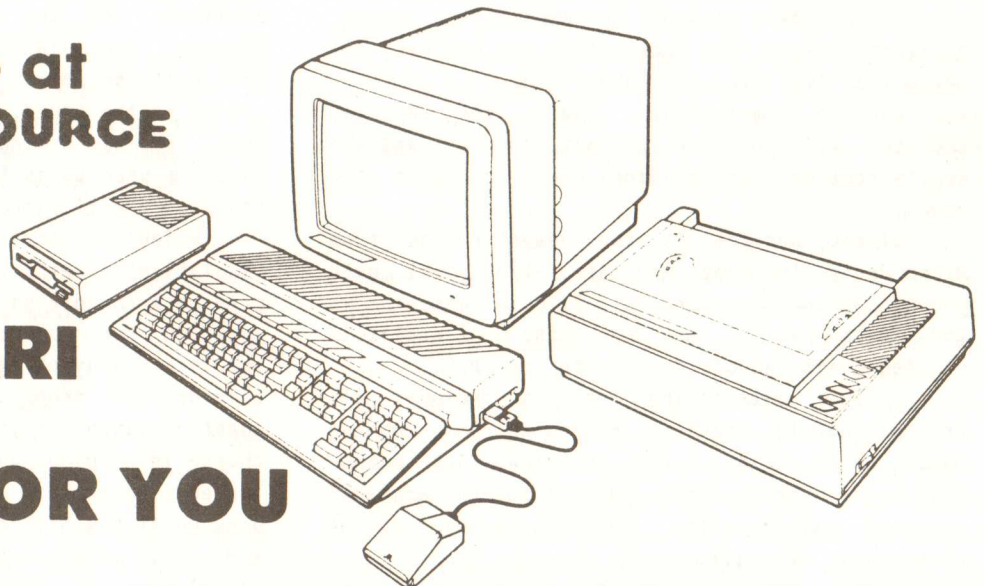
The war of the word processors is getting rough, so expect to hear more in the future.

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Silent Service
Lloyd Suiter

0130 hours, Sunday, December 25, 1942... The night air clinging to my body. From the red light below a whisper of smoke and the hushed sound of Jingle Bells seeps from the metal opening. The ocean seems to join in the chorus?

A star falling across the black sky. St. Nicholas on his merry rounds. There is no merry in Christmas for the men aboard the Seawolf. Just another night, black, hot, dangerous, and far, far, from home.

I wonder what Christmas is like back home this year. Is it snowing? I wish I could see snow again. The whiteness of a open field with evergreens coated for the winter. And Betty, my Betty ... how I miss your warm longing touc....

BATTLE STATIONS!! BATTLE STATIONS!!
DIVE!! DIVE!!

Sonar Report: Enemy convoy detected. 2 Transport Ships, 1 Troop Carrier, 2 Kaibokan Escorts.

A troop carrier on her way to the South China Sea. Loaded to the sails with men and equipment to ensure a not so Happy New Year's for some poor G.I..

Two Kaibokan Escorts. A deadly enemy and one to stay clear of, especially when there are two.

All hatches closed, Christmas tree green, periscope depth - 40 feet. Steer 083 degrees, all ahead 1/3. Aye, Aye, Sir. Ahead 1/3.

And the attack begins. You're the Captain, and the fate of the Seawolf, her men, and the G.I.'s rest on your decisions over the next few hours.

Silent Service is the newest release from Micro Prose. The Submarine Simulation that puts you in command of a World War II U.S. Submarine in the South Pacific and one of the most realistic strategic simulations to date for any P.C..

S.S.'s outstanding features include: all critical battle stations - engine room, conning tower, ship's bridge, periscope view, and damage report graphically displayed. All screens are well designed and detailed, and help to bring on the ultra sense of realism.

This no ordinary game. Silent Service is the most detailed and realistic submarine simulation for the home computer ever. Players are allowed to select "reality levels" to customize the complexity, and time scaling to help with the real time effects of the simulation. S.S. provides a wide selection of historical scenarios from individual attacks to patrol missions that brings challenge to both the first time user and the

experienced submarine veteran.

The manual is again a work of art in design and function and will consume a at least four hours of your time. There is a function sheet of over 28 commands that are at your call to command the ship in the heat of a major conflict.

This simulation is a not a video game, even though the graphics are excellent. If you're a run and shoot video type you might be disappointed as you are forced to sit on the bottom and pray for the enemy above to go away.

There is so much detail that I'll just let those who by the game read the manual to find it all out.

If you are a Navy type person or long to command your own killer of the sea then this is the simulation for you. But a bit of forewarning. Not everyone makes a seaman and to become a Captain of your own ship takes a special type. The Navy spends millions of dollars to train their officers in sea warfare. As I said this is a very real simulation. It will take time to be an effective commander and a very long time to master.

There are only two faults that I have with Silent Service. One is that it might be too realistic for the new to simulations player. However, the player can set his own mode of difficulty so anyone can experience success. The second is the sound. With a program as detailed as this is I was hoping for more in the way of sound that I'm used to in the movies. The Dive Warning sound is a real disappointment to me.

Silent Service is almost a perfect simulation! (That's for navy types. For me, just give me a foxhole six feet in the ground.) Now the question for you is; as Captain of your sub will you select a quiet patrol sector in the Marianas Islands, or choose the dangerous waters off the coast of Japan? Do you use a periscope attack, or charge in at night with a surface attack? How many Torpedos can you afford to use? Will they even blow up if you hit your target? These decisions and many more are yours to make as you take your place among the elite ranks of the **Silent Service!**

Good luck and good hunting.

*Forbidden Quest
Clay Gradis*

Whoop, Whoop, Whoop. You awaken to the sound of the alarm klaxon sounding in the control room. You run in there to find that the hull's integrity has been broken, air is leaking rapidly. Quickly you jump to action stopping the leak. Only then do you notice that your ship is about to crash land!

Forbidden Quest is a text adventure from Pryority Software. Forbidden Quest (Fquest) takes full advantage of the GEM, it has drop down menus and a click on compass for movement. It uses two windows, one for your commands and another for its responses.

While you are alive (which usually won't be to long) your pointer is an arrow, once you die your pointer becomes a skeleton's hand. All of the GEM functions work well with this program, the pointer/icon doesn't interfere with the text and all of the windows look well organized.

The parser is fairly extensive, although it is nowhere near Infocom's. There are times when it becomes maddening, especially when you are trying to move through something like a doorway or a hatch, you can't say go through hatch or go into hatch, you have to give it a direction like North. The parser does take most words though and seems to work well with sentences.

If Infocom had this program's GEM arangement or if this program had Infocom's parser then it would be the greatest text adventure available. As it stands the program is very excellent and we recommend it to our text adventuring friends, it seems to be a fairly easy adventure so even beginners will enjoy it.

Oh, did we mention that this program has sound effects? You hear the sound of the klaxon and the air escaping at first, we havn't gotten far enough yet to know if there are other sounds, although we assume that there are.

Also the program works in both color and monochrome so no one is left out in the cold. Enjoy it, it's great.

We rate it a 8+ on our 1 to 10 chart. With Infocom at 9+ this is very good.

ST*SIG - ENTERGAMIC PUBLICATIONS
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*Hacker
Jim Miller*

When you spend good money for a computer game, one would think you would get some documentation to help you play the game, Right-Wrong!

Your all alone with your SRU in a great big world. What is a SRU? That for you to find out! By the time you start on your mission, you had better know every part of it. Yes, you need to get intimate with it. Do you know what a phlamson joint is?

Hope you do not have claustrophobia because you and your SRU are going to spend a lot of time in tunnels. You will feel the tension built when you find yourself at a dead end or you say to yourself, have I been this way before? Or what's worse you can know longer see yourself on the screen anymore. That's right, you will find yourself talking to yourself.

Can you see in the dark? You will raise up your window and you will be in total darkness. What worse you will need to talk to a spy???? So read your documentation, so that you can find out what to do, Ha!

So, what is the object of this game? **To save the world.** Are you ready! Well so far I have destroyed the world at least 30 times, Depressing.

As you travel from one city to another talking to spies, buying pieces of a document until you get back the full document. You then waltz back to Washington, D.C. with the document and save the world. If you believe this, I got a piece of property in a swamp I wanna sell you?

The problems if you care to accept them are: Some spies take the same bribe, so you will need to do this in the right order and be careful not to buy too much. OH- you need to watch the time and just when you think you got enough problems, a spy satellite starts looking for you. When it finds you, you had better have the right answers. What are they? There is a clue here somewhere. Oh-just one final suggestion, go get a blindfold and try running around in a maze for awhile and see if you can keep it all straight and find you way out. It will be good practice.

In case you get lucky, have your printer on. You get a certificate of accomplishment for the great deed of saving the world. At least that's what I hear, I am still destroying the world!

So--Log in please?

With What?--Ha!Ha!Ha!Ha!

Password- Russia, Timbuctu, Haiti
Have Fun.

Alternate Reality
Steve Billings

Just imagine if the Earth was attacked by a species from another planet. You could have a lot of fun!

Go to the kitchen. Mix up some popcorn. Sit down in your chair and boot up Alternate Reality.

Opening scene: A busy city, anywhere USA, sounds of horns and sirens. The music builds as the camera pans to a space ship descending on the city.

The space ship descends and hovers over the city. Beams of light shoot out and hit the buildings. People, maybe even you, are pulled into the ship as panic ensues.

The theme music wells up as the ship now climbs into the atmosphere and accelerates. As the ship reaches the edge of Earth's atmosphere it turns and races to the stars. As stars rush at you the credits appear on the screen and the song begins.

"Familiar, but somehow strangely different." Are you ready to enter an Alternate Reality? This has to be the greatest intro to any computer game I have ever seen and better than most movies I have seen. The intro alone is worth half the price of this software. The rest of the game is more than worth the \$32 going price. So you get a real bargain on this one!

The name of the game is Alternate Reality and is being put out by Datasoft, the credit for the creation of the game is given to a software company called Paradise Programming, inc. Enough commercials, lets go back to the game.

If you have enjoyed Temple of Apshai or Ultima this game is similar, but takes the role playing a big step further. To begin you step through a portal into a new reality. As you step through your personality and physical characteristics are established. You are now standing in the center of a city. Not looking down on little figures moving around on a flat map, but looking out through first person eyes in a 3D city. You have a couple of bucks in your pocket and some rags for clothes. Now it is up to you to try and survive.

You are a stranger in this town and the citizens seem none too friendly. You run into people all the time and sometimes strange creatures. Some of the natives are slightly animated.

If you are high in charisma or smarts you might try charming or tricking the people you bump into, but you will probably have to end up fighting for your life. To gain experience points

and gain levels I have found that you pretty much have to battle the citizens you meet.

Scattered around the city are Inns, Taverns, Shops, Banks, Smithies (for weapons and armor), Healers, and Trade Guilds. The city is an unknown maze and the first major problem is mapping out the city. It is pretty big. I am still in the process of finding my way around and locating the different refuges.

Watch out! Sudden thunderstorms hit and night falls quickly. These are the times that the most unscupulous characters come out on the street. This is a dangerous place and thieves and muggers abound. Unless you have a weapon, or magic spells you won't last long.

You control the movement of your character with the joystick or the keyboard. I find it easier to control the movement with the keyboard, but for some strange reason the movement commands use the 'I,J,K,L' keys rather than the arrow keys. When you encounter a citizen a menu of choices pops up and you have to make a choice of action with the keyboard again. All choices are one key commands and are quickly learned. You don't have too much time to consider your action, because time continues and the person you encounter will take action on his own. Either to punch you, hack at you, rob you, or move on down the road.

The city is difficult to map. All the city walls look pretty much the same. Like cobble stones. Doorways are outlined and the waterfall in the south and the sun's location give the few visual clues to your orientation. You can buy a compass at the store, and that can help a little, but it may get stolen pretty quick. Figure on getting hopelessly lost very often. It is very frustrating to get lost and start wandering around only to stumble across a new Guild or Healer with no clue as to how to get back to known territory or return to the same spot on future playings.

The music and songs are excellent aspects of this game. When you enter a Shop, Smithy, Tavern or whatever, there is music and a song scrolls across the screen. I sing along with them even though I can't sing a note. Some of the tunes are real catchy and you will find yourself humming them through the day. The songs are also supposed to offer clues, but I have not figured out what yet.

I have not scratched the surface of this game yet. I have not lasted more than a couple of days before getting too lost or running out of money and succumbing to the weather or the hands of the

HOW TO DO IT . . .

How to Use PAC BBS #2
Don Adams

Many of you have been using our new club board, called PAC #2. We are using different software than what is being used on PAC #1, so there have been some questions about how to use the new features that are available in PAC #2. It seems a shame that the SYSOP gets a manual on how to use the system, but the users do not! This really does not seem logical to me, so in the coming weeks I hope to create one for the board, that can be read or downloaded by the users of the board.

The software that we are using on PAC #2 is called E.S.P. Mindlink and is sold by Sofmark. We are currently using Version 2 Revision 1.04 but will be changing versions soon (hopefully by the time that you read this). I do not expect any major changes to the use of the software by the users, although there will be some differences for me. We have had some problem with bugs in the system. I would like to comment on this just briefly. I also run the Magical Mystery Machine RCP/M. When I set up the MMM, I spent 3 months perfecting the software so that it would work without bugs in it. PAC #2 was setup in 3 days. This has been a learning process for me.

E.S.P. Mindlink looks very similar to F.o.R.e.M. It has most of the features of F.o.R.e.M. It has added some things that I feel make it a better choice than F.o.R.e.M. I am working with the programmer to get some things that are in F.o.R.e.M, programmed into E.S.P. Mindlink.

E.S.P. Mindlink uses memory to store much of the data that is used over and over again. For example, all of the menus and bulletin files are stored in memory, the password file is stored in memory, and the message index that you are currently signed onto is in memory. Well what does this mean to you? It means that the file is immediately available to be sent back to you when you request it. How many times have you waited for the function help screen to be sent back to you when you are on PAC #1? I find that very frustrating. When we start using the Atari 130XE again, the system will be able to find your entry in the password file almost instantaneously, instead of the long wait that has been occurring with F.o.R.e.M.

Now, I suppose that it would be a good idea to tell you how to use the functions that are in E.S.P. Mindlink. There are several new ones that are not on F.o.R.e.M. as I said earlier. They include the 'C' function, which searches the

POSTOFFICE for any messages that have been left with the 'L' function. Wow, I just gave you 3 new things in one sentence. Let's look at each. The POSTOFFICE is a special message area that stores all the private messages. These are the ones that you want only to be available to the person that the message is addressed to. There are two ways to use the POSTOFFICE on the current version of E.S.P. Mindlink. One way is to press the 'P' function, which will change the logged message area to the POSTOFFICE and then press the 'E' function, which will enter a message. The messages entered this way will not set the private message flag for the person that the message is addressed to. The person that the message is addressed to will have to use the 'R' function to read their message. This is not the best way to use this message area. The other way is to use the 'L' function. This will ask you for the name of the person that you want the message addressed to and will then go out and set a flag in the password file. The next time that the person that the message is addressed to signs on, the system will tell them at sign-on that they have E-MAIL. The person can then just press the 'C' function and the system will automatically search the POSTOFFICE for messages that are addressed and flagged for that that person. This is the procedure that should be used if you have a message for a particular individual, and it is not of general interest to the rest of the users of the system. The 'C' function does not search all the message areas for messages to you. The only way that you can find out if there is a message to you in a message area other than the POSTOFFICE is to either use the 'Q' (quick msg scan function) or to use the 'R' function (read messages) and then use the '-' function, which will return all the messages to you in reverse order.

Well let's see here. We have covered the 'L', 'P', and 'C' function. We have also mentioned the 'Q' and the 'R' function. One more thing about the 'R' function is that you will press the 'R' key and then will get another screen that says:

```
>>Read Messages :GENERAL
>>Forward/Reverse = '+/-'
>>Read Messages [From-To] :
```

Ok so what does this mean? Well, it means that there are several ways that you can retrieve the messages. You can get messages by typing in just the the number of the message that you want or the message that you want to start at. Say that you wanted message #5. If you press the 'R'

function and then press a '5', the message will give you message number 5 and then at the bottom of the message say [M]ain [D]elete [N]ext [R]eply :. You may then press a 'M' to return to the main menu or a 'D' to delete the message if it is addressed to you or you left the message. The 'N' will give you the next message. The 'R' will send a reply to the message. You will not have to re-enter the name of the user and the subject. The system will do it for you.

One other command that I think has some real potential is the 'V' function. This stands for Virtual Memory System or VMS. This is an area that I can place files that are of general interest to all. Currently there is a file describing how to use the POSTOFFICE and several general help files for the system. The instruction manual that I hope to write will end up there. The VMS will allow you to download a file or just read it. I think that it may be worthwhile to download some of the longer files here. You may want to check this area out every now and then to see what has been added here. I intend to add new things every so often.

Whenever you use the editor to enter a message (using either the 'E', 'L' or 'M' option) you will end a message using a '/' and then a letter. It is important that you put the slash first. If you hang up, the message will not be saved. I am finding that many messages to me are not being saved because of this. A '/S' will probably be used most often, which saves a message. '/A' aborts the message, '/Gn', where n is a line number, will take you to that line. Be careful with this one though, because you will have to retype any lines that follow the line that you go to. A '/T' puts the cursor at the top of the message. You can go up or down n number of lines by typing in a '/Un' or a '/Dn'. A '/L' will list the message and a '/?' will display the help screen for the message area.

A word about signing onto the system. First, none of the passwords from PAC #1 were transferred to this system. The reason is that the file format is completely different. This means that the first time you sign onto the system, you will have to press RETURN, instead of entering your password. There is an application that you will need to fill out and then you will be allowed into the system. You will find that the system will respond to very few of your commands. This is to discourage people who do not belong to the Portland Atari Club from signing onto the system again. This board is strictly for club members, so it should be easier

to get onto. I will need to upgrade your status so that you can use the other functions. You might want to use the 'Y' function (ye!! for SYSOP), so that I can do it while you are online. If I am not there, then use the 'M' function and leave me a message. I will upgrade your status as soon as I can.

Second, make sure that you save your password when you leave the system if you are a member of the club. This will make it so that I can upgrade your status so that you can use all the system functions. If you don't do this, I cannot give you a higher status. This means that you will have to sign off the system by using the 'G' option. Do not hang up! Your password is not saved until you leave the system.

The third thing about getting onto the system is that you need to hit the return key several times to "wake" the system up. This allows the system to determine what baud rate you are using. The system will work at 1200 baud but we do not have a 1200 baud modem for it yet. Hopefully we can get a 1200 baud modem for the system soon. Do not worry about sending numerous returns to the system. Sometimes the phone is bad and the system does not recognize your characters as return characters. The system also will determine whether you are using ATASCII or ASCII mode.

You will also have to enter your phone number as part of the signon procedure. You type the area code, prefix, and number. The BBS will insert the hyphens. You cannot backspace over the hyphens, so be careful. If you make a mistake, just fill out the number and you will get to try again.

One final comment for you ST users out there. The system will support the Atari 520ST using STTALK. Currently, it will not upload a file that is longer than 32 blocks because STTALK does not wait for the system to save the buffer. This will be fixed on a future version of E.S.P. Mindlink.

I hope that this will help you with the new software. Please try the board out. The number is 245-4608. Have fun on the system.

*Omniview XL 80 Column Upgrade
Ed Drury*

The Omniview XL is a chip that plugs into either the RAMROD-XL board or the OS socket of the Atari 800XL. The features of this upgrade are: 80 column emulation for Letter Perfect, BASIC, MAC/65, ATR8000 CP/M, Fastchip floating point package, and 400/800 compatibility.

The Omniview is easy to install in the 800XL. The only required tools are a flat screwdriver, a phillips screwdriver, and a small pair of pliers. The old 800XL OS chip is just pulled out and Omniview is plugged into its place. With Omniview installed, the OPTION key is held DOWN on power up if you WANT BASIC. By holding down SHIFT + CONTROL + A and hitting the RESET key, the 80 column emulator is invoked.

The 80 column emulation is very good but has some shortcomings. First of all, it is slower than normal screen display. Omniview uses ANTIC mode F (Gr. 8) to get its 4 by 8 character cell size. Because of that the memory for screen data is given as about 8K in the users manual. As a terminal for the ATR8000 the Omniview has some more disappointments. The main one is that there are no 'curly' braces for C programmers! There is no keyboard redefinition capability like DT80 has.

Despite these problems, I feel the Omniview chip is great product for the 800XL owner with the ATR8000. It has features which no other ATR terminal emulator I have seen for the Atari has. It can be invoked from Atari DOS or BASIC! Not only that, but you can go back to Atari DOS FROM CP/M! The screen display, although slow, is by far better than DT-80.

Omniview offers some nice features for the Atari as well. The 80 column emulation under Atari software can be activated from assembly or BASIC. Any program that uses E: with no split screen or line drawing will work in 80 column mode. Atariwriter and Visicalc will not work. The documentation includes information on getting the 80 column mode to switch on in programs which use the Bit-3 board, patching LJK products to work in 80 column mode, and mixing text and graphics in 80 column mode.

The best thing about the Omniview is that it got rid of my translator blues! Not only do I not have to sit through booting the translator before I boot my program, but I don't lose it with a RESET. I am still testing software with it and so far I have not found any programs which previously required the translator disk do not boot correctly and run with Omniview.

*Window Routines
Chuck Hall*

This program will work on all 8-bit Atari computers with disk drives and 32K+ of memory. When typed in, the program should be saved as 'IWDOS'; it can then be executed by RUN "D:IWDOS". When run, the program displays six options that should be selected via the key A through F. A roll-down type of menu will then appear, and an option can be selected using the cursor-up and cursor-down (arrow) keys, without the CTRL key. The RETURN key will actually select the option.

All DOS commands are implemented, except for binary LOAD/SAVE and some of the duplicating options. Any option that requires a filename to be entered will accept the wildcards '*' and '?', and drive one will be assumed unless otherwise specified. As IWDOS sits above DOS and accesses DOS functions with the XIO command, it should be compatible with all versions of DOS.

The program is not set up to be re-entered, or to boot up as an AUTORUN file. It shouldn't take too much time for you to set it up either way. I just didn't have the time to do it here. I ran into a couple of new programming concepts here, and am very interested in the assembly language routines used. We don't have the room here to present them, but if there is any interest, I can probably get them into the next issue, with an explanation of how they work.

Note: When the symbol "|" appears in the listing, type a vertical bar (shift =).

```
10 REM ** Window Routines M/C **
20 GRAPHICS 18: POKE 16,64: POKE 53774,64:
POSITION 1,5: ? #6;"one moment please"
30 FOR I=30720 TO 31362: READ A: POKE I,A: NEXT I
40 DATA 104,104,104,141,127,121,104,104,141,126,
121,165,88,141,129,122,165,89,141,130,122
50 DATA 162,40,173,129,122,24,109,126,121,141,129,
122,144,3,238,130,122,202,208,238,173
60 DATA 129,122,24,109,127,121,141,129,122,144,3,
238,130,122,104,141,125,121,104,141,124
70 DATA 121,169,0,133,207,169,108,133,208,172,124,
121,132,203,172,125,121,132,204,160,0
80 DATA 140,126,121,140,127,121,140,128,121,177,
203,230,203,208,2,230,204,201,124,240,5
90 DATA 238,128,121,208,239,173,128,121,240,13,
238,126,121,205,127,121,144,223,141,127,121
100 DATA 176,218,173,129,122,133,203,173,130,122,
133,204,177,203,32,207,121,169,81,145,203
110 DATA 200,162,0,177,203,32,207,121,169,82,145,
203,200,232,236,127,121,208,240,177,203
120 DATA 32,207,121,169,69,145,203,173,124,121,
133,205,173,125,121,133,206,169,0,141,129
130 DATA 121,165,203,24,105,40,133,203,144,2,230,
```

```

204,160,0,177,203,32,207,121,169,124
140 DATA 145,203,200,162,0,142,128,121,177,203,32,
207,121,161,205,230,205,208,2,230,206
150 DATA 201,124,240,11,32,105,121,145,203,200,
238,128,121,208,228,198,207,165,207,201,255
160 DATA 144,2,198,208,173,128,121,205,127,121,
240,15,177,203,32,207,121,169,0,145,203
170 DATA 200,238,128,121,208,233,177,203,32,207,
121,169,124,145,203,238,129,121,173,129,121
180 DATA 205,126,121,240,3,76,190,120,165,203,24,
105,40,133,203,144,2,230,204,160,0
190 DATA 177,203,32,207,121,169,90,145,203,200,
162,0,177,203,32,207,121,169,82,145,203
200 DATA 200,232,236,127,121,208,240,177,203,32,
207,121,169,67,145,203,169,1,141,129,121
210 DATA 32,249,121,96,41,127,201,32,16,4,24,105,
64,96,201,96,16,4,56,233,32,96,96,0,0,0,0,0
220 DATA 0,104,169,0,133,207,169,108,133,208,173,
129,122,133,203,173,130,122,133,204,169
230 DATA 0,141,129,121,160,0,32,229,121,145,203,
200,162,0,32,229,121,145,203,200,232
240 DATA 236,127,121,208,244,32,229,121,145,203,
165,203,24,105,40,133,203,144,2,230,204
250 DATA 238,129,121,173,129,121,56,233,2,205,126,
121,208,204,96,72,165,207,141,220,121
260 DATA 165,208,141,221,121,104,141,255,255,230,
207,208,2,230,208,96,165,207,141,240,121
270 DATA 165,208,141,241,121,173,255,255,230,207,
208,2,230,208,96,173,129,122,133,203,173
280 DATA 130,122,133,204,162,0,236,129,121,240,14,
165,203,24,105,40,133,203,144,2,230
290 DATA 204,232,208,237,162,0,160,1,177,203,73,
128,145,203,200,232,236,127,121,208,243
300 DATA 96,169,255,141,252,2,173,252,2,201,255,
240,249,201,12,240,55,201,14,240,6
310 DATA 201,15,240,22,208,230,32,249,121,206,129,
121,208,6,173,126,121,141,129,121,32
320 DATA 249,121,76,42,122,32,249,121,173,129,121,
205,126,121,208,5,169,0,141,129,121
330 DATA 238,129,121,32,249,121,76,42,122,173,129,
121,133,212,169,0,133,213,169,255,141,252,2,104,96
,0,0
340 REM ** Draw Icons **
350 GRAPHICS 0: POKE 16,64: POKE 53744,64: POKE
709,0: POKE 710,122: POKE 712,118: POKE 752,1: DIM
F$(40),DIR$(300)
360 REM
370 FOR R=0 TO 1: FOR C=0 TO 2: COLOR 17: PLOT
2+12*C,6+6*R: COLOR 5: PLOT 13+12*C,1+6*R: COLOR
3: PLOT 13+12*C,6+6*R
380 COLOR 26: PLOT 2+12*C,6+6*R: COLOR 18: PLOT
3+12*C,1+6*R: DRAWTO 12+12*C,1+6*R: PLOT
3+12*C,6+6*R
390 DRAWTO 12+12*C,6+6*R: COLOR 124: PLOT
2+12*C,2+6*R: DRAWTO 2+12*C,5+6*R: PLOT
13+12*C,2+6*R: DRAWTO 13+12*C,5+6*R
400 FOR IR=0 TO 3: FOR IC=0 TO 2: READ A: COLOR A:
PLOT 3+12*C+IC,2+6*R+IR: NEXT IC: NEXT IR: FOR I=0
TO 2: READ F$
410 POSITION 7+12*C,3+6*R+I: ? F$: NEXT I:
POSITION 12+12*C,2+6*R: ? CHR$(193+C+3*R): NEXT C:
NEXT R
420 DATA
160,160,160,160,148,174,160,252,160,13,13,
13,Disc,Menu,,17,18,5,124,160,124,124,149,124,11,1
49,12
430 DATA Cart,Contr1,,160,160,10,160,160,160,160,
160,160,149,149,149,File,Utills,,160,160,160,160,14
8,174,160
440 DATA 252,160,13,13,13,Disc,Utills,,8,149,10,
32,8,136,32,149,32,32,149,32,Help,,,8,32
450 DATA 10,138,160,136,32,160,32,32,149,32,
Copy,Utills,
460 REM ** Main Program **
470 GOSUB 1250: IF C<65 OR C>70 THEN 470
480 ON C-64 GOSUB 490,620,680,780,900,980: GOTO
470
490 REM ** Disc Menu **
500 A=ADR("Exit|Drive #1 Directory|Drive #2
Directory|Drive #3 Directory|Drive #4 Directory|")
510 I=USR(30720,3,6,A)
520 N=USR(31274): IF N=1 THEN 580
530 F$="D?: *.*": F$(2,2)=STR$(N-1): TRAP 610:
OPEN #2,6,0,F$: TRAP 590
540 DIR$=" Disk Drive #? Directory| ":
DIR$(14,14)=STR$(N-1): C=0: ERR=0
550 INPUT #2,F$: DIR$(LEN(DIR$)+1)=F$:
DIR$(LEN(DIR$)+1)="|": C=C+1: IF C<10 THEN 550
560 GOSUB 1340
570 I=USR(31106): I=USR(30720,3,6,ADR(DIR$)):
GOSUB 1310: IF NOT ERR THEN 540
580 CLOSE #2: I=USR(31106): RETURN
590 IF C=0 THEN 580
600 ERR=1: GOTO 560
610 TRAP 520: CLOSE #2: GOTO 520
620 REM ** Cart Contr1 **
630 A=ADR("Exit|Return To Basic|Atari Dos|"):
I=USR(30720,9,6,A): N=USR(31274): I=USR(31106)
640 ON N GOTO 650,660,670
650 RETURN
660 GRAPHICS 0: POP : NEW
670 POP : DOS
680 REM **File Utills **
690 A=ADR("Exit|Delete File|Rename File|Protect
File|Unprotect File|"): I=USR(30720,21,6,A)
700 N=USR(31274): IF N=1 THEN 760

```

continued...

```

710 POSITION 2,21: ON N-1 GOSUB 720,730,740,750:
GOTO 760
720 ? "Delete, enter filename.": GOSUB 1100: GOSUB
1210: TRAP 770: XIO 33,#2,0,0,F$: GOSUB 1200:
RETURN
730 ? "Rename, enter Dn: OLDNAME,NEWNAME.": GOSUB
1100: GOSUB 1210: TRAP 770: XIO 32,#2,0,0,F$:
GOSUB 1200: RETURN
740 ? "Protect, enter filename.": GOSUB 1100:
GOSUB 1210: TRAP 770: XIO 35,#2,0,0,F$: GOSUB
1200: RETURN
750 ? "Unprotect, enter filename.": GOSUB 1100:
GOSUB 1210: TRAP 770: XIO 36,#2,0,0,F$: GOSUB
1200: RETURN
760 I=USR(31106): RETURN
770 GOSUB 1200: GOTO 700
780 REM ** Disk Utils **
790 A=ADR("Exit|Format Drive #1|Format Drive
#2|Format Drive #3|Format Drive #4|Save 'IWDOS'|")
800 I=USR(30720,3,12,A)
810 N=USR(31274): IF N=1 THEN 870
820 IF N=6 THEN 890
830 POSITION 2,21: ? "Are you sure (y/n)?: ?
">_";CHR$(30);
840 GOSUB 1250: IF C<>78 AND C<>89 THEN 840
850 ? CHR$(C);: IF C=78 THEN 880
860 F$="D?": F$(2,2)=STR$(N-1): TRAP 880: XIO
254,#2,0,0,F$: GOSUB 1200
870 I=USR(31106): RETURN
880 GOSUB 1200: GOTO 810
890 TRAP 810: SAVE "D:IWDOS": GOTO 870
900 REM ** Help **
910 DIR$="      Instructions| |Select an icon via
the|A to F keys and a window|will pull down with
the|"
920 DIR$(94)="first option highlighted.|" : GOSUB
1340
930 I=USR(30720,7,12,ADR(DIR$)): GOSUB 1310:
DIR$(22)="Use the ? & ? keys to|move the
highlighted||"
940 DIR$(65)="bar up & down through the|options
available.|" : DIR$(30,30)=CHR$(28):
DIR$(34,34)=CHR$(29): GOSUB 1340
950 I=USR(31106): I=USR(30720,7,12,ADR(DIR$)):
GOSUB 1310: DIR$(22)="Finally, when your choice|is
made, press the"
960 DIR$(66)=" RETURN|key to execute that|option.|" :
GOSUB 1340
970 I=USR(31106): I=USR(30720,7,12,ADR(DIR$)):
GOSUB 1310: I=USR(31106): RETURN
980 REM ** Copy Utils **
990 A=ADR("Exit|Copy File|"): I=USR(30720,26,12,A)
1000 N=USR(31274): ON N GOTO 1070,1010
1010 POSITION 2,21: ? "Copy File, enter
SOURCE,DESTINATION.": GOSUB 1100: GOSUB 1210
1020 TRAP 1080: OPEN #1,4,0,F$: N=0: FOR I=1 TO
LEN(F$): IF N=0 AND F$(I,I)=", " THEN N=I
1030 NEXT I: IF N=0 THEN 1080
1040 F$=F$(N+1): GOSUB 1210: TRAP 1090: OPEN
#2,8,0,F$
1050 TRAP 1060: GET #1,C: PUT #2,C: GOTO 1050
1060 CLOSE #1: CLOSE #2: GOSUB 1200
1070 I=USR(31106): RETURN
1080 TRAP 1000: GOSUB 1200: CLOSE #1: GOTO 1000
1090 TRAP 1080: CLOSE #1: GOSUB 1200: CLOSE #2:
GOTO 1000
1100 F$=""
1110 POSITION 2,22: ? ">";F$; "_ "
1120 GOSUB 1250: IF C=27 THEN 1190
1130 IF C=94 THEN 1170
1140 IF NOT (C=42 OR C=44 OR C=46 OR C=63 OR
(C>47 AND C<59) OR (C>64 AND C<91)) THEN 1120
1150 IF LEN(F$)>32 THEN 1120
1160 F$(LEN(F$)+1)=CHR$(C): GOTO 1110
1170 IF LEN(F$)<2 THEN F$="": GOTO 1110
1180 F$=F$(1,LEN(F$)-1): GOTO 1110
1190 POSITION 3+LEN(F$),22: ? " ": RETURN
1200 POSITION 2,21: ? CHR$(156);CHR$(156): RETURN
1210 IF F$="" THEN F$="D": RETURN
1220 IF LEN(F$)>1 THEN IF F$(1,2)="D:" THEN RETURN
1230 IF F$(1,1)="D" THEN IF LEN(F$)>2 THEN IF
(F$(3,3)=" " AND ASC(F$(2))>48 AND ASC(F$(2))<53)
THEN RETURN
1240 FOR I=LEN(F$) TO 1 STEP -1:
F$(I+2,I+2)=F$(I,I): NEXT I: F$(1,2)="D": RETURN
1250 OPEN #1,4,0,"K: "
1260 TRAP 1260: GET #1,C: CLOSE #1
1270 IF C>128 THEN C=C-128
1280 IF C>96 THEN C=C-32
1290 IF C<27 THEN C=C+64
1300 RETURN
1310 POKE 764,255
1320 IF PEEK(764)=255 THEN 1320
1330 POKE 764,255: RETURN
1340 DIR$(LEN(DIR$)+1)="_____(25
underlines)_____|Press any key to continue|": RETURN

```

PAC BBS #1
Steve Billings

Editors Note: This is reprint from December 1984 issue, with all those new Christmas modem's out there we thought this article might be timely.

The bulletin board is back as most of you modem owners know by now. We have logged well over 200, almost 250 users. Of those callers about 60 are PAC members.

You should be aware this board is owned by PAC and is run as a service to it's members. All PAC members are allowed access to the download files and longer hook up time on each call. If you don't have a modem now it's not too late, Christmas is coming soon, but, if you get your list off to Santa by Federal Express right now you might just get a surprise under the tree.

If you were thinking ahead and got your request in, I am going to attempt to give a few instructions to help on your use of the PAC FoReM bulletin board.

On your first sign on follow the directions prompted by the program. If you have the option, set your transmission mode to ATASCII translation, this allows you to see the Atari specific characters such as inverse and graphics. When you first connect you will be prompted to hit return. This allows the BBS to determine what translation you are sending. If you sign on in ASCII you will be asked if you need line feeds, normally you will not, but if each line keeps writing over the previous one you do need line feeds. If you made a mistake leave a message to the Sysop or use the 'P' command to change your terminal settings. Next you will see the introduction followed by a prompt for a password or help. If you have a password already you are on your way. If not you must fill out the application. Type 'HELP'. If you didn't use ATASCII, you will be asked what your screen width is and then what value clears your screen. If you are using a standard Atari these should be answered '40' characters width and '125' as the clear screen code. At the sign-off be sure you request 'Y' that the password be saved, otherwise it will not be recorded and you will have to go through the application again next time you call.

After you get your password established and give Debbie and me a chance to validate it, as a PAC member you should have a level 3 security. You can check this by hitting 'P' next time you call to check your profile. If you are not at the level you think you should be at leave a message to Sysop 'M' and tell us the problem. We will check it out (we have been known to make mistakes).

Once you get past the sign-on you will see a

menu of all the commands supported by the program. I will briefly go through those commands and try and give some help in using them:

>A:ASCII/ATASCII toggle.

The Atari computer uses a different numeric code than the standard to allow for special characters such as inverse and graphic characters. If you sign on to the PAC BBS with ASCII code this toggle lets you change while on line. If you change transmission type at your computer without using the toggle the BBS program will not be able to understand any of the transmission. The download files generally require transmission in ATASCII. To use this function hit 'A' then reconfigure your computer, then hit return.

>B:Bulletin display.

If you wish to see the bulletins displayed at sign on hit this key. We are going to try to keep them updated.

>D:Download file.

If you know the name of a file that you want to download use this command to detour going through all the file listings.

>E:Enter message.

Use this to enter a message into one of the message bases. When you enter a message it will automatically be entered into the message base that you are presently in. (See command 'Z')

>F:File download directory.

This command will list for you the files available for downloading. You must be a member of PAC to get a listing. If the BBS responds "No files in this section", it does not recognize you as a current member. Leave a message for the Sysop and we will correct it.

>G:Goodbye.

This will sign you off the board. If it is your first time on the BBS, don't forget to answer yes to the question 'Save password for future use' or you will lose your password.

>H:Helpful hints.

You will be shown some hints to make your time on the BBS more efficient.

>K:Kill message.

This command plus a message number in the base you are in will delete a message. This will only delete a message posted by you or a private message addressed to you.

>L:List of local BBS numbers.

This file gives some numbers of other boards open to the public in the local area. This list changes frequently and may not always be accurate. If you know of any errors please leave a message to the

continued...

Sysop and tell us the correction.

>M:Message to Sysop.

This command will leave a message on the BBS system printer and is for private messages meant only for the eyes of the Sysop.

>P:Profile.

Use this function to view your own profile. If you see any thing incorrect you can change your terminal settings (line feeds required, screen width, or clear screen code), phone #, and or password.

>R:Read messages.

This command will put you into the message files. There are four message bases on this BBS. They are 'General', 'Personal', 'Buy and sell', and 'Adventurer's Inn'. You can select any of these message bases at the main menu by using the 'Z' command. Once you are in a message base hit 'R' again to read the messages. You will then be asked what messages you want to read. If you want to read a range of messages type the starting and ending numbers like this '265-280'. If you want to read all of the messages in ascending order type '>', for descending order type '<'. For only selected messages just type the numbers of the messages separated by comas, '265,272,279'. (Note- In this example and others type only what I have shown between the quotes, don't include the quote marks)

>U:Upload file.

If you have a program or other file you think would be of interest to the other users you can upload it to the system. You must use one of the Amodem type sending formats to send a file because the BBS computer does not have enough excess memory to hold a file and must write it to the disk drive while it is being sent. If you have any trouble sending the system a file contact the Sysop for help.

>Y:Yell for Sysop.

If one of the Sysops is around and feels like chatting this will summon one of them to the computer terminal. If they don't happen to be available leave a message or try again next time.

>Z:Change message conference.

This BBS has four message bases, 'General', 'Personal', 'Buy and Sell', and 'Adventurer's Inn'. Each of these conferences is for leaving and reading messages of a specific nature. Feel free to browse around, but please enter messages in the conference to which they belong, otherwise they are subject to the Sysop's whims to delete. Normally messages will be left on each base for

about a month.

>?:Function menu.

A summary of the available commands is presented to assist in using the BBS.

>*:Special Graphics.

This selection will show a file of some graphic character displays. These are Atari specific and you must be in ATASCII mode to see them.

There are a few other commands which are always available to the caller:

C:(Control+C)

This exits the current display and return you to the main menu selection.

S:(Control+S)

This stops the scrolling of the display to allow you to read it.

Q:(Control+Q)

This will continue the scrolling of the screen after using ^S to stop.

Well, if you are as confused by all this as I was, at the bottom of this page should be a compilation of the commands previously described. A cheat sheet of sorts to help out. If I didn't get it done in time there will be a picture of some sort below and the cheat sheet will be in next month.

Hopefully this will be of use in getting you a good start on the system or help you out if you have had problems. If you have a problem which has not been addressed leave a message on the BBS or drop a letter in the P.O. box to the club at the address on the masthead of this newsletter and it will find it's way to me. Next month I will try and explain some of the shortcuts to using the PAC BBS to help you spend your time more efficiently. Over and out for now...

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This is a short list of some the newest products available for the ATARI. COMPUTEROLA still has access to many of the classic programs. Call for prices and availability.

Atari 1050	160.00	Atari 130SE	120.00
Microbit Interface 1150	50.00	Panasonic 1091	270.00
Star SG-10	225.00	Atari XM301 Modem	45.00
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520 ST

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Best wish to you and your this holiday season. Thanks for a great year.

JIM

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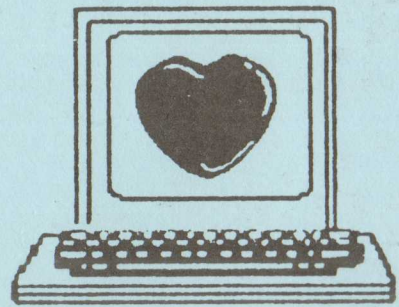
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