

NewsLine

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Editor's Column

By Terry Shoemaker

ACE-STL General Meeting

March 28th Saturday 1:30p.m
April 29th Wednesday 7:00p.m
May 27th Wednesday 7:00p.m
June 27th Saturday 1:30p.m
July 29th Wednesday 7:00p.m
August 26th Wednesday 7:00p.m
September 26th Saturday 1:30p.m
October 28th Wednesday 7:00p.m
November 25th Wed 7:00p.m
December 30th Wednesday 7:00p.m

Thornhill Library
(See Back Page for Map)

ACE Desktop Publishing SIG

April 13th, Monday 7pm
Terry Shoemaker's house
644-7168

MIDI SIG

Greg Kopchak's House

ILLINOIS CLUB MEETINGS

EAUG GENERAL MEETING

April 6th, Mon 7:00 PM
info 618-254-6077modem

STAR GENERAL MEETING

April 27th, Monday 7pm
Moose, 115 N. Lincoln
O'Fallon, IL Info (618)746-4710

1992 ACE CLUB OFFICERS

President: Nick Barr
Vice President: Greg Kopchak
Secretary: Tom Zenthoefter
Treasurer: Wanda Schartman
Editor: Terry Shoemaker
Book Library: Volunteer needed!
8Bit Disk Lib: Mike Huddle
ST Disk Lib: Tom Zenthoefter

SIG DIRECTORS

8BIT Anna Mason, Joan Ryan
MIDI: Greg Kopchak
DTP Terry Shoemaker

Things are looking up with our membership. We now need both hands AND feet to count our members. We should pick up at least two or three regulars at the next meeting who have been procrastinating. This still only takes us up to about half of last years membership. We have lost some members due to the falling prices of IBM clones and still others who feel their computer is a lost cause. There is nothing we can do about the users who have converted, but we need to work on the latter. The Atari Classics and Atari ST's are still both very good computers with plenty of software available to do anything you want.

The Classic 8-bit computers may not have the latest and greatest programs but there are programs to do Word Processing, Database Management, Spreadsheets and plenty of games. You can even find programs to do all of the above in the ACE St. Louis Library. Many programs for the ST are still being updated and there are many very powerful programs which are a lot cheaper then what you will find on other computer systems. We need you, the active Atari Users, to convince your Atari friends to dust off their computers and come to the meetings.

We still need volunteers to bring hardware to meetings so that we have the proper equipment to demo programs. If each user volunteered a system for one meeting you would not have to bring your system to more then one meeting a year. While your bringing a system why not bring your favorite software program and share your knowledge with the others.

I have tried to add articles concerning updated programs and an article on basic programming. I would like to have your input on this type of format or on what type of information you would like to see.

I would prefer to get back to original articles from club members, however, have not seen many submissions. Why not sit down right now and write a short review of a program and send it to the P.O. Box or upload it to Gateway (647-3290) or send file mail to me at the following locations:

Service	Address
Flash BBS	Gateway * Shoe
Genie	T.Shoemaker

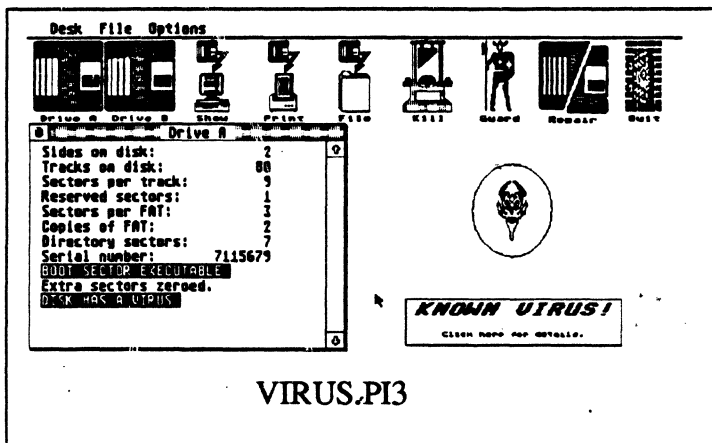
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ST Disk Library

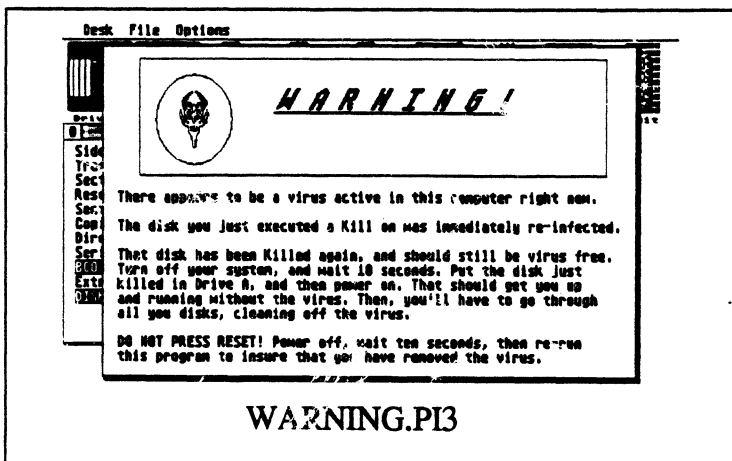
by Tom Zenthoefter

ST Disk Library Tom Zenthoefter The ST disk library has more than 150 regular disks and 9 AIM disks at this time. After removing the DESKTOP.INFs and assorted READ.MEs from the listing there are still more than 2000 file names among those disks.

Some of the disks had been infected by the Type 1 virus (see VIRUS.PI3). The details of what I know about this particular virus can be found in picture KEY.PI3. I went through every disk in the ST disk library with George Woodside's Virus Killer version 3.84 and found a number of disks, including the archival copies, were infected with this virus. No list was made of infected disks as my intention was to make sure that none of the disks in the club library contained a known virus.



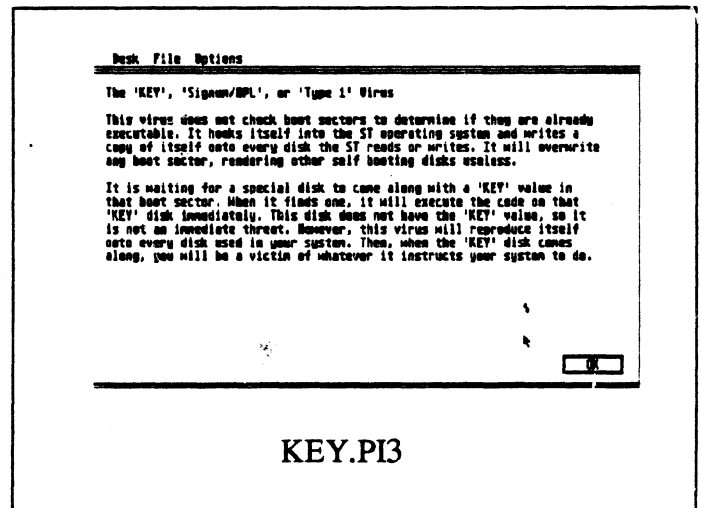
If your system is infected with a virus and you run Virus Killer it will let you know if your system re-infects the disk (see WARNING.PI3).



Currently the AIM disks are numbered separately (ie 9203 year- month) from the older disks although this will probably change in the future once I get the descriptions of the files input into the catalog. The catalog is being created with DC.TOS which is on club disk #16. Normally I will have a copy of the latest catalog listing with me on disk at the monthly meetings incase you want to have a copy of it copied to one of your disks.

Three of the club disks are either missing in my copies or are unreadable, these disks are #86, #99, and #108. I would appreciate either a copy of these disks or compressed files of the contents of these disks. I'm sure that it could be arranged for whoever provides me first with each of these disks a free club disk in return.

Any suggestions on how the disk library could be improved will be appreciated.



ACE St. Louis Meeting minutes January and February 1992

By Tom Zenthoefter

MINUTES JANUARY

Minutes of ACE St. Louis meeting on January 29, 1992

The meeting opened with President Nick Barr mentioning some of the mail-order companies that still support Atari computers. Some of those mentioned include:

American Technavision 15338
Inverness St. San Leandro, CA
94579 (800)551-9995

B&C Computer Visions 2730
Scott Boulevard Santa Clara, CA
95050 (408)986-9960

Computer Software Services PO
Box 17660 Rochester, NY 14617
(716)429-5639

Toad Computers 556 Baltimore
Annapolis Blvd. Severna Park,
MD 21146-3818 Info: (410)544-
6943 Orders: (800)448-TOAD

*****IMPORTANT*****

Due to outside commitments, our Treasurer, Wanda Schartman must resign as club treasurer. We are in need of someone to take over the duties of the treasurer.

For those who are thinking about the CodeHead TOS Extension Card to upgrade their ST's to TOS 2.06, an order of 5 or more TECs the price per unit of the regular TECs drops from \$139 to \$125 and the BUS and CPU bridge versions are \$130 each.

Side note: The TECs are currently being held up by unavailability of the TOS ROMs. Atari is killing some newly reported bugs that were found in TOS 2.06.

Nick Barr showed Blue Team Bridge from Antic software. Not being a bridge player I was unable

to evaluate its usefulness but it did allow you to save a hand for later playing or replaying as well as to be able to create hands for the four players.

Greg Kopchak showed a slide show of some maps that were extracted from the data from a CD ROM for the IBM. This data has all the streets of the US in a scale that is to the block level. Greg is planning on attempting to write a front-end program to access the CD ROM, otherwise he may bring an IBM clone to access and display this ROM. The extracted data should be able to be imported into the the STart map making program or converted to a format that can be imported into DEGAS.

MINUTES FEBRUARY

At the February 26 meeting of ACE St. Louis, our president, Nick Barr, shoed Facemaker and Preppie on the 8-bit while due to a communications mixup, there was no ST system on hand. Facemaker allows you to choose from various face elements such as eyes, nose, mouth, and hair to construct a face and then to animate that face. Preppie is a Frogger type game where the player tries to get to the other side of the screen while a

GROUP BUY TOS 2.06

Codehead is offering a group buy for the TEC board and Atari's 2.06 TOS chips. The TEC board allows any ST to have TOS 2.06 operating system. If you are not familiar with the new TOS it is quite an improvement over the older TOS versions. Besides incorporating some of the features found in Neodesk, the new TOS has improved handling of Floppy Disk control which will allow users to later upgrade to 1.44 floppies without problems formatting disks. The TOS will allow correct any problems users with acellerator boards have experienced with disk formatting.

To get the User Group price we need a minimum of five (5) orders. We currently have three members committed and need only two more. The upgrade will require some soldering and we plan an installation SIG to help when the TEC boards come in. Pricing including TOS is as follows:

Board	Description	Reg	Discount
TEC standard version	requires soldering	\$139	\$125
TEC Bus Bridge	Solderless, for Mega ST Bus	\$155	\$139
TEC CPU Bridge	Solderless, for socket CPUs	\$155	\$139
TEC 2.06 Chip Set	For STe owners	\$ 60	\$ 60

See Tom Zenthoefter at the meeting or call Terry at 644-7168 for more information or to order your upgrade.

ADVENTURES IN STRUCTURED PROGRAMMING

by Michael Stomp

All of the columns on Structured Programming techniques, originally appeared in The ACCESS Key, the newsletter of the Atari Computer Club Encompassing Suburban Sacramento. These articles may be freely reprinted, provided source credit is given. The files are unformatted text files.

If you wish to contact me, write to:

The ACCESS Key
P.O. Box 1354
Sacramento, CA 95812-1354
Michael Stomp
Oct. 14, 1981

VI. GOODBYE GOTO Let's say you have studied the previous three articles and have broken your program into modules according to one or more of the design methods described. Now you are ready to start writing the individual modules as procedures and want clear, untangled code that takes full advantage of the extended commands of a structured language such as TURBO BASIC XL. How should you go about it?

I would say that the secret lies in GOTO statements; don't use them. You don't need them. After all, many languages, such as ACTION! don't even have a GOTO statement or anything like one. While there are occasions when one could make an argument for using a GOTO, in general their overuse is the prime cause of tangled coding. Let's examine some cases and see how GOTOS can be eliminated.

IF - ELSE - ENDIF

GOTOS commonly occur two ways; by themselves or in IF statements, either explicitly or implicitly. One common sight in Basic programs is something like this:

```
1020 IF X=0 THEN Y=3:GOTO  
1100  
<stuff done if X<>0>
```

```
1100 <continue on>
```

The new form of the IF statement in TBXL allow us to eliminate the GOTO with:

```
1020 IF X=0  
1030 Y=3  
1040 ELSE  
1050 <stuff done if X<>0>  
1090 ENDIF  
1100 <continue on>
```

This makes it very clear that we are doing an alternation, and just what the two alternatives are. To make things clear in the original version, draw a box around the statements following the IF up to the target of the GOTO, however far that might take you. That's what goes after the ELSE statement and before the END IF. If nothing is done when X=0 except the GOTO, one can negate the test like this:

```
1020 IF X<>0  
    <stuff done if X<>0>
```

```
1090 ENDIF  
1100 <continue on>
```

WHILE - WEND

If the pattern of GOTOS looks like this:

```
1020 IF X=0 THEN 1100  
    <done if X<>0>
```

```
1090 GOTO 1020  
1100 <continue on>
```

Here there is a second GOTO which jumps back up to the IF statement. Obviously, what we have here is a loop, so why not write it explicitly as a loop? Of course, something in the lines between 1020 and 1090 had better change X so that eventually it becomes zero or we will never get out of this loop! We will execute those statements as long as X<>0, or 'while' X<>0. Obviously, what we need to use is the WHILE statement:

```
1020 WHILE X<>0  
    <done if X<>0>  
1090 WEND  
1100 <continue on>
```

We negated the test in the IF statement, from 'IF X=0...' to 'WHILE X<>0', and marked the end of the statements in the loop with 'WEND'. There are three things to notice about the WHILE loop:

- 1) X must be given a value BEFORE we start the loop.
- 2) If the loop is ever to terminate, something in its body must change X so that it eventually becomes zero.
- 3) The loop may not be executed even once, depending upon X.

Of course, the same things are true when the loop was done with GOTO statements.

ADVENTURES IN STRUCTURED PROGRAMMING

REPEAT - UNTIL

You ought to be able to see the next example coming:

```
1020 .
1090 IF X=0 THEN 1020
1100 <continue on>
```

Again we have a jump backwards, so we must have a loop, one that continues 'until' X becomes nonzero. The translation is:

```
1010 REPEAT
1020 .
1090 UNTIL X<>0
1100 <continue on>
```

As in the case of the WHILE statement we negated the test in the IF statement. Again, there are three things to notice:

- 1) X need NOT be given a value before starting the loop.
- 2) If the loop is ever to terminate, something in its body must change X so that it eventually becomes nonzero.
- 3) The loop will ALWAYS be executed at least once, no matter what X is.

DO - LOOP

The next form is a bit more complicated in the pattern of GOTOs:

```
1020 .
1050 IF X=0 THEN 1100
.
1090 GOTO 1020
1100 <continue on>
```

Again there is a jump backwards, so we have a loop, but this time we exit the loop in the middle. The translation is:

```
1010 DO
1020 .
1050 IF X=0 THEN EXIT
.
1090 LOOP
1100 <continue on>
```

The DO...LOOP by itself will never terminate; it is the EXIT command that breaks us out of it. (Note that this time we did NOT negate the test in the IF statement.) The WHILE loop makes the loop test at the beginning; the UNTIL loop makes the test at the end; and the DO loop makes the test in the middle, breaking the loop into two parts. Again, there are three things to note:

- 1) X need NOT be given a value before entering the loop, but must be given a value in the first part.
- 2) If the loop is ever to terminate, something in either part one or part two must change X so that it eventually becomes zero.
- 3) The first part of the loop is always executed; the second part may not be executed even once.

EXIT TO THE RESCUE

The EXIT command can be used to get out of any of the other kinds of loops, including FOR...NEXT loops. This can be handy for solving some types of programming problems that can arise. For example, consider the following loop:

```
1000 J=1
1010 WHILE J<=LEN(A$) AND
      A$(J,J)<>" "
1020 J=J+1
1030 WEND
1040 IF J>LEN(A$)
1050 ? "No blank space"
1060 ELSE
1070 ? "Space at position ";J
1080 ENDIF
```

This loop searches A\$ looking for the first blank space, so we remain in the loop as long as there are characters yet to check and we haven't found a blank. It should work, but it doesn't; the problem lies in the test in the WHILE statement in the case A\$ contains NO blank. When J becomes greater than the string length, the first clause is false, so the second clause doesn't matter; the whole condition is false. Unfortunately, the Basic interpreter (as well as the ACTION! compiler) isn't smart enough to recognize that, and tries to evaluate the second clause: [A\$(J,J)<>" "]. But now J exceeds the string length, causing an error. (For some strange reason you get Error #12, Line Not Found, instead of the more logical Error #5, String Length Exceeded. Just to keep us confused, I guess. A similar thing happens with numeric arrays.) Obviously, we must break the loop test into two parts. But how? Use nested WHILE loops? (I'll let you figure out why that won't work.)

As you might guess from the title of this section, our salvation comes from the EXIT command:

```
1000 J=1
1010 WHILE J<=LEN(A$)
1015 IF A$(J,J)=" " THEN EXIT
1020 J=J+1
1030 WEND
1040 IF J>LEN(A$)
1050 ? "No blank space"
```

ADVENTURES IN STRUCTURED PROGRAMMING

```
1060 ELSE
1070 ? "Space at position ";J
1080 ENDIF
```

We add an IF statement with the second clause of the loop test negated, and EXIT if true. When we reach line 1015, J can never be greater than the string length, for the test in the WHILE statement would have already terminated the loop if that were the case. A similar problem with a test in an UNTIL statement is handled in a similar way; an IF statement, exiting the loop if the string length is exceeded, is placed right before the UNTIL statement, and the test in the UNTIL statement will only contain the second clause of the entire test.

Using these techniques for transforming various patterns of GOTO statements you find in a program should result in clearer structured code. I am sure, however, that you could find some examples of programs so tangled that it might be very difficult to see the underlying structure. Those are probably programs with some nasty logic bugs lying in wait. Even more reason to try to untangle the snarl.

A final word of advice: When you print a listing of a Turbo Basic program the various loops, IF...ENDIFs, and procedures will be indented two spaces each. This makes it easy to see, in a graphical manner, just where structures begin and end, and whether you have properly closed out everything. That is, if you haven't put too many things on the same line! Each WHILE,

REPEAT, DO, WEND, UNTIL, LOOP, as well as each IF, ELSE, and ENDIF should be put on a line by itself. In that way, you get full advantage of the indenting. You can lay a ruler vertically on a print-out and connect the beginning and end of each structure, and see if you have them properly nested and terminated. Some people like to crowd as many statements as they can on each line, hoping to save a little RAM. It is better to get the program right than to worry about a trivial economy of memory, and a clear listing is a great help in getting it right. If memory is tight, reduce the size of some arrays until you get the bugs out and the program running correctly. Then go back and pack multiple statements on each line, if you must. But there are more effective way to squeeze out more memory.

FLASH BBS

Flash now has a selection of multiple message bases
Including many National Crossnet bases such as:

**Sports, Politics, ST and 8 Bit SIGs, National Crossnet Bases
including Desktop Publishing, ZNet and many others**

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Football Pool and more

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Online 24 Hours a day - 7 Days a week

ATARI SHOW SUMMARY

When And Where

Genie Lamp Issue 3/20/92

The categories below indicate the message areas on Genie where more information on the upcoming shows can be found.

March 28, 92 - GLENCON, Glendale, CA. CAT 11, TOP 13.

CodeHead Technologies will be the special guest for this year's first Glendale Atari Developers' Conference (GLENCON).

The Glendale Conferences are sponsored by the User Group, H.A.C.K.S., but attendance is open to all ATARI Clubs and ATARI owners. The CodeHead Conference will be held in the 275 seat theatre above the Glendale Public Library's Main Branch, 222 East Harvard Street, Glendale, CA. The meeting will start promptly at 10:30 AM and is expected to last three hours. Best of all, admission is FREE, but it is on a first come, first serve basis only.

March 29, 92, 2pm - Mid-Cities Seminars, LA and Orange Co. Area CAT 11, TOP 17.

The Mid-Cities Professional Series Seminars that will be kicking off in March 92.

These Seminars are geared to the working professional. Helping him to get the most out of his / her equipment and create the best profit from his/her musical endeavours!

April 4 & 5, 92 - ACE '92, Toronto, Canada CAT 11, TOP 6.

ACE '92 is co-hosted by the Toronto Atari Federation (TAF).

The Atari Canadian Exposition to be held in Toronto on April 4th and 5th, will not only feature the latest in software and hardware, demonstrations and training sessions, but those who attend will walk away with thousands of dollars in prizes and awards. All who purchase an admission ticket to either day of the Exposition and submit a filled out stub will be eligible for Door Prizes throughout the day they are attending.

April 11 & 12, 92 - Trenton Computer Festival, Trenton, N.J. CAT 11, TOP 18.

The show is sponsored by the Amateur Computer Group of NJ, Mercer County College, Trenton State College and a few other user groups. What sets this show apart from the other "Computer Shows" is that it is a nonprofit event. The show also boasts over 100 free forums/talks about things like Computer Graphics (micro and mainframe), C++, CP/M, MIDI, hardware and an ever increasing number of talks on how to use the

July 18, 92 - Blue Ridge AtariFest, Asheville, N.C. CAT 11, TOP 7.

The Blue Ridge Atari Computer Enthusiasts (BRACE) and its sponsor, Computer Studio, are pleased to announce the 3rd Annual BLUE RIDGE AtariFest. Westgate Shopping Center - Asheville, N.C. 10:00am to 6:00pm

July 25, 92 - MIST AtariFest IV, Indianapolis, IN. CAT 11, TOP 10.

The show will run from 10:00 am to 5:00 pm. at the Castleway Conference Center at 6385 Castleplace Drive, Indianapolis, Indiana. Public admission to the fest will be \$3.00 and will include a raffle ticket to win one of the many hardware and software items donated by attending vendors and developers. Additional raffle tickets will be available for purchase.

August 15 & 16, 92 - CT AtariFest '92, Connecticut. CAT 11, TOP 14.

At the Sheraton Hotel in Hartford, Connecticut at the Bradley International Airport, right off I-91 near I-84.

September 12 & 13, 92 - The Glendale Show, Glendale, CA. CAT 11, TOP 12.

October 10, 92 - MDC-RCC Computer Fair, St. Charles, MO at Stegton Restaurant & Banquet Center.

SM147 Review

Bob Malay

The other day UPS delivered a white box with no Atari labels, no fuji symbol - nothing that hinted that this was a Atari product. Opening up the box revealed a 14" Super VGA Monochrome monitor. The documentation that came with the monitor also lacks any Atari corporate stamps. The monitor is a 14" flat screen paper white display. The front panel contains the lighted on/off push button switch, brightness control, and contrast control, oh, and to the left of the controls is a name plate with "Atari" on it - no fuji. The back of the monitor has user-accessible vertical size, horizontal phase (position), sub brightness, and focus. The monitor sits on a tilt and swivel base. The color of the plastic is a much deeper gray color than any of the "normal" Atari products. The size of the unit is taller than the SM124, but not as wide or as deep.

So I hooked this thing up and booted, the display is very bright and white (not bluish as was described by someone else on this net when they mentioned the SM144). There is no sound, but thats ok I use the external speaker outputs on the STE anyway. The picture quality is sharp and precise, and I especially like the ability to adjust the picture size whenever I want to without resorting to surgery. At first I noticed some shadowing going on, but tracked that down to my monitor switchbox - which I repositioned and all the shadows disappeared. This display does have one defect - the top portion of the screen seems as if it is being "pulled" down - horizontal lines appear to be downward arcs - I hope this is just a minor adjustment - does anybody have any ideas about this??

At first I was a bit disappointed, I guess I expected something on the order of a Sun Mono monitor :) - after using it for awhile, the larger screen just makes things easier to see - I find myself squinting less. All in all I like it - and the Spectre GCR Mac screens look great (I did have to downsize the screen to make the Mac desktop look normal and not stretched horizontally).

Bargain hunters take note - I would bet that you could pick up a the PC version of this monitor, cut of the D-Type connector and add the Atari monitor cable - it appears thats what the manufacturer has done.

Specs:

CRT 14 inch diagonal, 90 degree deflection, non- glare

INPUT SIGNAL:
Video Signal Analog Levels
Horizontal Sync TTL Positive/Negative
Vertical Sync TTL Positive/Negative

SCANNING FREQUENCY:
Horizontal 28KHz TO 38KHz
Vertical 49-95Hz

DISPLAY AREA: 240x180mm
BANDWIDTH: 40MHz (-3dB)
RESOLUTION: 1000 Lines (Center),
900 Lines (Corner)

POWER SOURCE: AC 115V/230V,
60Hz/50Hz Jumper Selecting
POWER CONSUMPTION: 35W (Max.)

ENVIRONMENT:
Operating Temperature 0 degrees C ~ 40 degrees C Ambient
Humidity 10%-85% Relative,
Non-Condensing

WEIGHT: Approx. 7Kgs (Net)
DIMENSIONS: 345mm (H) x
310mm (D) x 324mm (W)

Included was the D-Type Connector Pinouts

1	NC
2	VIDEO
3	NC
4	NC
5	GND
6	NC
7	VIDEO GND
8	NC
9	NC
10	GND
11	NC
12	GND
13	H-SYNC
14	V-SYNC
15	NC

Program Upgrades From Genie Lamp

1ST WORD PLUS 3.2 Maintenance Upgrade

A maintenance release of First Word Plus which takes owners of version 3.xx to version 3.2 is now available. The major features of this upgrade are:

- full TT support;
- choice of steady or flashing cursor;
- enhanced hyphenation control;
- clipboard retained on program exit;
- long pathnames handled by file selector;
- improved footnote handling;
- direct document loading by clicking on document from the desktop.

The upgrade price is \$20. You must send in the original Master Disk with your order. Add \$5 shipping and handling. Owners of versions 2.xx may call or write for special order details.

First Word Plus Printer Drivers

A disk of printer drivers from GST is also available. Among the printers included are the Brother M1109, HR15, HR25; Canon BJ10, 300; Epson GQ3500 & 5000, LQ500, SQ; HP LaserJet, PaintJet, DeskJet; Star LC/NL10, LC24; Citizen 1200; Panasonic 1081, 1124; NEC 2200 and others. Call or write if your printer is not listed. The price is \$30. Add \$5 shipping and handling.

Ontario residents add 8% PST; all Canadian orders add 7% GST. To order send check or money order to:

ABC Solutions
4040 Creditview Road
Unit 11-151
Mississauga Ontario
CANADA L5N 5L3

We may also be contacted at:
(416) 824-8484
GENIE: ABC.SOLN

ABC Solutions is a new company specializing in productivity software for Atari ST/TT computers. We also represent RPM Software's First Graph, the first professional graphing package for the ST/TT. Watch for more exciting announcements in the coming months.

"ABC Solutions ... We don't play games."

Lexicor Products

NOTICE:

It has come to our attention that sources other than Lexicor Software are offering Phase-4 upgrades.

Currently the ONLY proper place to get upgrades is:

Lexicor Software Corp.
58 Redwood Rd.
Fairfax, CA 94930
Phone 415-453-0271

If you have a broken program you may contact lexicor for service. You will be asked to supply proof of purchase. All qualifying warranty request will be honored.

The current versions of Lexicor software products is as follows:

1. Chronos V1.30
2. Prism Paint V1.1
3. CiberSculpt V1.1
4. Render for Sculpt V1.0
5. Animators Tool Set (adds overlay, split and splice functions to PPaint V1.1)
6. Prism render V1.0 24Bit rendering
7. Genesis V1.0
8. Informal 24Bit Video Demo. V1.0

In general updates are \$20 to \$25 each, although I will do pack updates for a tad over this...ie the pack for \$30.

Desktop Publishing SIG

BY Terry Shoemaker

At the March Desktop Publishing Meeting we took a look at the new Migraph OCR (Optical Character Recognition) Software which converts a scanned image of text into an ascii file which can be edited and used by a word processor or desktop publishing program.

I had about 25 pages of scanned typewritten text which, after about 5 pages there were very few characters the program would not recognize. We did find that the quality of the scan makes a big difference in recognition factor as we attempted to convert some scanned text which had a light original.

We discovered that you may not want to "train" the program for certain characters which closely resemble each other. An example would be, if your zero and letter O look similar and you train the zero, all of your O's will be converted to zero. It is for this reason that you should use a spell check program and review your text after converting.

This program can be quite useful for someone who has to do a lot of copy typing (like a newsletter editor), but would not be worth the expense for the person with the occasional page or pages of text to copy type. Particularly taking into consideration the time factor of scanning, pasting, converting and spell checking. A tip for anyone who has purchased a

scanning tray from Migraph or Wiz-Works. Wally McDuffy said he put a small amount of oil on the runners to make the scanner move more smoothly. I can understand the need since you feel an occasional sticking when drawing the scanner down the tray.

The tray is very useful in conjunction with the OCR software since it gives you two straight even scans to paste together. The tray also allows you to do a full page scan with your handscanner and also gives you a more even scan when scanning any graphic.

If you purchase the Tray from Wiz-Works you receive the Coalesce software for editing and pasting your scans. If you are a follower of Doctor Bob Ware you can use the program/accessory Scan-lite from within Coalesce. I just received an upgrade to Scan-Lite and will be giving a more indepth review of it in the next issue of the Newslite.

Atari recently had a full dual two page center ad in LA

Computing magazine which has a subscriber base of 1,500,000. The ad was for a complete Desktop Publishing Package with a price of \$2999.00. The package consists of A MegaST2 with 50 Meg hard disk, SM147 Monitor, SLM605 Laser printer, Migraph Hand Scanner and choice of Pagestream or Calamus software.

Normally the Desktop publishing Sig meeting is held on the Third Monday each month. Since I will be on vacation at that time in April, I have changed the date to the second Monday, same being April 13th, 7:00 p.m. at my house. For more information call my recorder at 644-7168.

If you have a preference on a program or hardware product that you would like more information on let me know. We will try to find someone who has it and give a demo.

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A.C.E. St. Louis Calender March 1992

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
22	23	24	25	26	27	28 ACE Meeting Thornhill Library 7pm
29	30	31	•			

A.C.E. St. Louis Calender April 1992

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			1	2	3	4
5	6 EAUG Meeting	7	8	9	10	11
12	13 DTP Sig See Article	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29 ACE General Membership Thornhill 7pm	30		