

# NewsLine

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September 1992

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## ATARI CLASSICS

### Press Release

A New Magazine for the 8-Bit Enthusiast!!!

Greetings Fellow Atari 8-Bit Users!

My name is Ben Poehland, and I'm pleased to announce that I shall be serving as Managing Editor of Atari Classics (AC), a new magazine exclusively devoted to the Atari 8bit user. If you are among the thousands who have bemoaned the recent loss of nationally distributed magazines that once supported your beloved 8-bit, I'm here to add a long - overdue ray of hope to your 8bit future!

The philosophical orientation of AC- incorporated in its Manifest is to be a magazine "of, by , and for the Atari 8bit user". Unlike previous 8bit periodicals, the content of AC will directly reflect the expressed desires of the user community, especially as recorded during the Mail-In Campaign conducted January 15- May 2, 1992. The magazine will be staffed by members of the user community, and its content will be drawn entirely from the user community.

Unicorn Publications, already well-known for its outstanding Atari Interface Magazine (which covers both the ST and 8bit markets), has agreed to provide publishing services for AC. AC and AIM will be essentially independent publications, and the addition of AC to Unicorn's stable of products will not affect AIM's present subscribers. One of the many unique arrangements concerning AC is that its actual day-to-day operation will be largely in the hands of the user community rather than the publisher. Whatever "flavor" we decide to give it will be entirely our own.

Continued on Page 7

### IN THIS ISSUE

Atari Classics	1	8bit
Atari Explorer Online		
Diamond Edge	3	ST
Ron Robinson		
Computers, Luck and other Things	6	
Bob Smith MFACC		
Atari Press Releases	8	
Atari Explorer online		
My Computer Friend	9	
Bob Smith AEO		
Carolyn's Corner	10	8bit
Carolyn Hoglin MFACC		
The Falcon	11	ST
AEO9214		
Znet Newswire	13	

### REGULAR FEATURES

Editor's Column	2	
Terry Shoemaker		

# Editor's Column

## By Terry Shoemaker

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### **ACE-STL General Meeting**

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**

October 19th, Monday 7pm  
Terry Shoemaker's house  
644-7168

### **MIDI SIG**

Greg Kopchak's House

### **ILLINOIS CLUB MEETINGS**

#### **EAUG GENERAL MEETING**

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

#### **STAR GENERAL MEETING**

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

### **1992 ACE CLUB OFFICERS**

President:

Vice President: Greg Kopchak

Secretary: Tom Zenthoeffer

Treasurer: Wanda Schartman

Editor: Terry Shoemaker

Book Library: Volunteer needed!

8Bit Disk Lib: Mike Huddle

ST Disk Lib: Tom Zenthoeffer

### **SIG DIRECTORS**

MIDI: Greg Kopchak

DTP: Terry Shoemaker

Much has happened in the past month. Stan Lowell, a good friend that many of us know but have never met died recently. If you were a user of Gateway BBS, the Znet Forem on Flash or a reader of Zmagazine you know the name. If you were fortunate enough to talk to Stan either in messages or on the phone you probably feel that you knew him. Stan was an avid Atarian who ran an 8-bit BBS in New Jersey which netted messages to our local boards. Stan worked hard on his bbs and was very supportive of the FoReM XEP program. I'm sure Stan's wife would like to have back the many hours that he spent working on the board and spending time sending us messages back and forth but she would also appreciate the fact that he received much enjoyment out of this pasttime as many of us do. Probably an interesting fact, Stan's BBS has been running fine for the past week that he has been gone. Usually with Bulletin Boards it is Murphy's law that when you go out of town the board goes down 5 minutes after you walk out the door. Be sure to read "My Computer Friend" by Bob Smith in this newsletter. It says what most of us feel.

Last month at the ACE St. Louis Meeting our president Nick Barr resigned. Nick sent a letter to Atari concerning his displeasure concerning lack of support for the 8-bit Atari Computers. I think Nick just realized what many of us knew all along. Computers are a form of technology and technology does not sit still. It is a media which is quickly changing and in so, many items quickly become obsolete quickly. As long as there is support for a computer by its users it will not die. None of us want to put our money into something that we cannot buy software to run on it but the fact is there are many very good programs available for the 8-bit Atari. There are not so many new and better then before programs but there are fun games, educational programs, word processors, spreadsheets and data base programs which, when used creatively can do what you need them to. There are so many programs in our club library it would take a person a year or more to get through them all and we have recently received new disks from AIM. If you have an 8-bit or ST the way to keep it alive is to be active in the club. Come to the meetings and find out what you can do to help.

I was unable to hold the Desktop Publishing SIG in September due to illness but you can find the October date to the left.

The ACE St. Louis Newsline is a monthly publication of the ACE St. Louis Atari User Group. The club is in NO way affiliated with ATARI Corporation. The ACE-STL User Group is dedicated to making Atari Computers, Software and peripherals more productive and useful. ATARI and FUJI symbols are registered trademarks of the ATARI Corporation. All other trademarks, copyrights and service marks belong to the respective owners. Opinions expressed in this newsletter are not the opinions of the club, its officers, its members or its advertisers except where noted all opinions belong to the writer. Items from this newsletter may be used by other club newsletters or magazines unless otherwise noted, if proper credit is given to the author and the club. This Newsletter is produced using a 2 1/2 meg 520ST, Pagestream 1.8 and a HP Deskjet Plus Printer using Ultrascript.

# DIAMOND EDGE

## Ron Robinson -- (C) 1992

One of the best investments you can make in any computer system is the addition of a hard drive. A hard drive can bring millions of bytes of programs and data just a mouse click and a few milliseconds away from your beck and call. Everyone who adds a hard drive to their system soon can't imagine how they got along with out it. Atari ST owners are fortunate in that a high speed hard disk interface included with the machine allows industry standard hard drives to be easily used.

There are some unique problems and risks involved with using a hard drive besides the damage to your charge account. You may notice they seem to slow down as they fill with data. Sometimes they quit working, usually at the worst possible time. But now, instead of loosing just a floppy full of work, you can loose multi-megabytes of important programs and data.

This makes it important to regularly verify the condition of your hard drive and backup the data on your hard disk. Many of us have not realized how important it is to backup our hard drive until we loose some valuable data.

### Hard Drive Damage

Data on your hard drive can be damaged in several ways and for a number of reasons. Every time you turn the drive on or off, it is possible for a few unwanted bits of data to be written to the disk. You can guarantee this happening by shutting off power while the computer is writing to the disk or deleting a file.

Physically jarring a hard drive while it is running can also cause bad things to happen. The disks inside a hard drive spin at several thousand revolutions per second. A little bump to the drive can result in the read/write heads in your drive "crashing" into the disk. This may result in varying degrees of damage.

Very bad damage is known as a head crash. Most hard disk driver programs include a park program which retracts the heads to a safe area where they can not be damaged. Many of the newer hard drives include auto-parking mechanisms that automatically retract the heads into a safe area when power is removed.

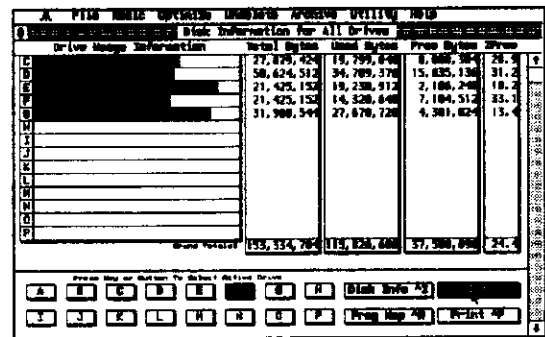
The best ways to avoid problems with a hard drive are to:

- \*Back up your drive regularly.
- \*Never shut off or reset your computer or drive while it is accessing the disk.
- \*If you do not have an auto parking drive, use a program to park the heads on your disk drive anytime you walk away from the computer and leave it running. Also use it before you turn off your disk. This will help prevent damage if the drive is bumped.
- \*Use a program to periodically test the integrity of your hard drive and the files on your drive.

### Tools for Your Hard Drive -- Diamond Edge

The ultimate hard disk utility, Diamond Edge from Oregon Research is now available. The program features a very easy to use graphical interface and a comprehensive collection of disk diagnostics, undelete, protection, repair and optimization functions.

A very well thought out user interface makes the program very easy to use. All functions are accessible from the control screen and GEM drop down menus. Graphical displays give you bar graphs depicting percent fragmentation by files size. A map gives a visual picture of where the data is placed on your hard drive. Clicking on "All Info" graphically shows you the space available on all your drives. Most operations can be performed on a single partition or all the partitions on your hard disk with one command.



*With a single click you can see the distribution of free disk space across all your drive partitions*

### Optimization

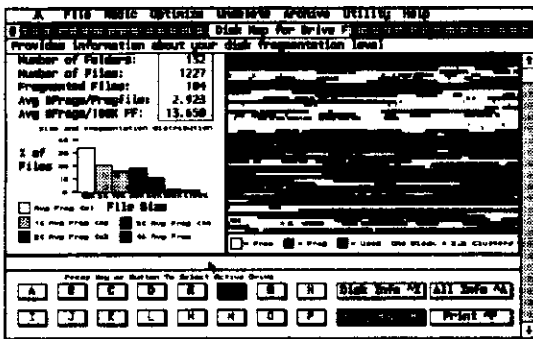
As the files on your hard drive grow in size and number, the speed of your hard drive begins to drop off. Imagine program XYZ opens 25 clusters (sectors) of data in a file on a freshly formatted disk. We go ahead and do something that fills the next 100 clusters. We now need to add 25 clusters of information to the data file. The first 25 clusters are written on top of the old data, the drive has to skip the

# DIAMOND EDGE

Continued

next 100 clusters before finishing up writing the remaining data. This is known as file fragmentation.

File fragmentation slows things down. Since computer files are constantly changing, think what happens after a few months of disk operations. The result can be much like reading a magazine article that skips to another page every paragraph or two.



A very badly fragmented test partition is shown here. Fragmented files are displayed in a lighter grey. Notice the bar graph show % fragmentation by file size.

The "optimizer" part of the program can restore speed to your hard drive by regrouping files and directories. A fast "compress free space" mode minimizes the time to group files together. Read/Write speed prioritization can be used to tune you drives for the way you use them. As your drive is optimized, a graphic status screen shows the files being moved on the drive map display during optimization.

Diamond Edge performs a Full Optimization by defragmenting directories and placing all of the directory sectors consecutively on the disk. This will speed file searches and places all of the files within each directory consecutively to optimize disk performance. This means Diamond Edge always performs a complete disk optimization where other utilities may only un-fragment files.

## Optimization Speed

Benchmarks to compare optimization speeds of several utilities were performed on a very, very fragmented partition follow. As a reference point, the first item in the table is a "partition to partition" image copy.

After defragmenting the partition, each program was run again to see what the minimum time would be (second column)- optimizing a partition that essentially did not need defragmentation.

Test hardware was a MSTe connected to a fairly slow (in today's terms) external hard drive (old ICD host, CDC Wren drive). The above results may (do) not reflect the latest versions for some of the programs listed so your mileage may vary.

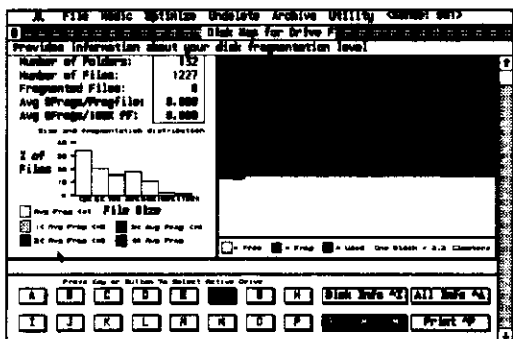
## Disk Repair Shop on a Disk

A "Medic" disk repair feature allows you to test and repair the file structure of your hard drive. A "Map disk" operation will verify the sectors on your drive are good by finding and marking any bad sectors that may have cropped up. Further security of your data files can be achieved by generating CRC or Checksum validation files.

During testing, I have reset the computer in the middle of an optimization (don't do this at home folks). Diamond Edge was able to recover the partition -- *automatically* -- no muss, no fuss.

Test Partition:	
Total Bytes	21,425,152
Used Bytes	18,993,152
Number of Folders	83
Number of Files	1,002
# of fragmented files	121

Product	Before Optimization	After Optimization
Diamond Back Image Copy		228 sec
Diamond Edge (OR Res. Assoc.)	451 sec	224 sec
MOS Utilities (Max Out. Soft.)	685 sec	54 sec
HD Sentry (Beckemeyer)	1,040 sec	103 sec
HD Toolkit (Michtron)	1,854 sec	363 sec



The same partition after defragmentation - all the files are now grouped together providing faster disk performance.

# DIAMOND EDGE

Continued

You can save, restore, edit critical disk information to restore even very badly damaged disks or recover crashed disks. The integrity of data on your disk can be validated using CRC and checksums of all your files.

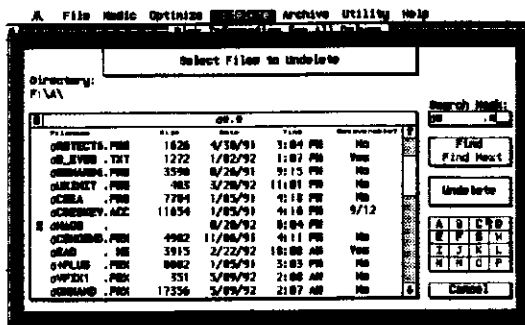
You can save hard disk configuration information using the "Archive" features that allow you to save the file structure and SCSI partition info. The complementary function provides restoration of the file structure and SCSI partition info if needed.

## Data Recovery:

The Diamond Mirror system automatically saves critical disk information that allows you to recover deleted files. The "Mirror" program automatically runs from your autofolder to keep track of deleted files for future recovery. The program's intelligent undelete feature will automate recovery of the files. If mirror has not been run, undelete will still help recover files if possible under TOS.

data from lost clusters or zero'd disk partitions.

excellent user interface making all the features very easy to use.



*The undelete program helps you recover files in the event you erased something you really wanted after all.*

## General Disk Management

A wide variety of powerful disk management and information tools are available within Diamond Edge. These utilities include hard disk partitioning, copying, zeroing, wiping, etc. A utility to edit the partition map of the drive is available within the program.

Backup utilities provided with Diamond Edge include hard drive to hard drive backup capabilities to copy a partition with defragmentation or to do an image copy partition for very fast backup -- handy for Syquest owners.

## Documentation and Support

The spiral bound manual is excellent. On-line Help is also available from within the program.

Diamond Edge is a genuine bargain at \$69.95. Particularly when you consider there are several programs in one: optimizer, disk diagnostics and repair, data recovery, delete protection and disk utilities. In addition to the high speed performance, the various functions are organized under an

Oregon Research Associates has a very good reputation for taking care of their customers. Existing Diamond Back II owners can take advantage of a special limited time offer of \$50 plus \$5 for shipping and handling. Just furnish your Diamond Back II owners registration number when ordering to the address below. Payment can be made via Check, Money Order, COD, or VISA/MasterCard.

## Got a Hard Drive? You Need this Program!

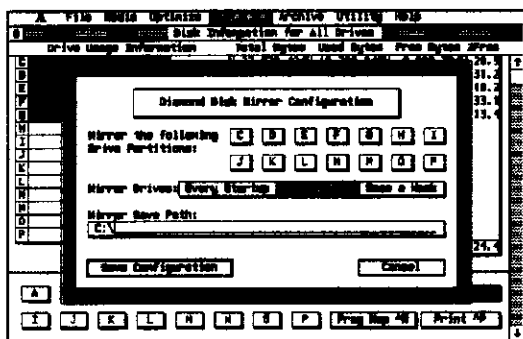
If a utility program saves a critical file from a crashed hard disk just once, the product will more than justify the price. This is why I would strongly recommend purchasing more than one disk utility. You may find a situation where one works where the other does not.

I was fortunate enough to be involved in the beta testing of this product and feel everyone who owns a hard drive will be very interested in checking this product out -- it's a winner!

**DIAMOND EDGE**  
**\$69.95**

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*An auto folder program helps keep track of disk info in the event you need to recover a deleted file*

Even fragmented files and subdirectories can be recovered. The program will validate the integrity of the undeleted file. It can also identify and recover

# COMPUTERS, LUCK AND OTHER THINGS

By Bob Smith

In the years that I have become addicted to those all consuming and at the same time wonderful Atari computers, little changes have taken place. These changes include a: growing stoop shouldered, b: turning very pale, c: a dramatic increase of my clumsiness, etc. With that, I set out to find out why. I quickly came to the conclusion that there were outside forces at work and while most of the changes in my life were attributable to a: poor seating at the computer console, b: no sunlight, the third reason completely escaped my extensive detection. My clumsiness was a very real symptom and I just had to find out why.

One day, I was talking to several computer engineer friends of mine and the discussion was concerning this mutual affliction that we all seem to have. It amazed me that clumsiness was so wide spread among the computer fraternity and there seemed to be no explanation. From those discussions, I started to feel that outside influences were at work here and perhaps they were governed by a separate set of rules and laws. I decided to proceed along that direction and see if I could uncover these "laws" or at the very minimum find a cause to my problem.

At this point, let me relate a typical instance.... I could be in the middle of using my favorite Atari word processor and be merrily tooling along, writing this very lengthy paper and be well into it and suddenly everything goes blank. Normally, you would chalk this up to a onetime occurrence and let it go at that. Now in my situation, this has happened on several occasions. Another instance might be when I have had floppies to move from one side of the table to the other. Normally, I wait to move several at a time, but I have waited until the pile was fairly large and sure enough, as soon as I had picked up those 3 1/2 plastic jacketed floppies, away they went in all directions.



There had to be a connection between these and other unnatural happenings. What could it be? About the time that I was considering this, a friend of mine, who is a locally recognized Sysop, happened to mention that he had suffered from a "Murphy's Law". Suddenly in my mind, the lights went on, trumpets sounded and an angelic look swept over my face. I politely said thank you to him and proceeded to hurry home. The answer was in front of me all of the time and I didn't see it.

I proceeded to get into some very heavy research to the exclusion of almost everything else, not counting my computers of course, but many other things. Anyway, this research did not resolve the problems, but did provide me with the 'Laws' as to why these occurrences were happening. I will share these 'Laws' with you so that you too won't stay awake nights wondering why these things are happening.

The all important 'Laws' are laid out in no particular order and you will have to read all of them to find your specific 'Law'.

- 1- No good deed goes unpunished.
- 2- Leak proof seals - will.
- 3- Self starters will not.
- 4- Interchangeable parts - won't.
- 5- There is always one more bug.
- 6- Nature is a Mother.
- 7- If you're feeling good, don't worry, you'll get over it.
- 8- All warranties expire upon payment of the invoice.
- 9- Where you stand on an issue depends on where you sit.
- 10- If you try and please everybody, nobody will like it.
- 11- A short cut is the longest distance between two points.
- 12- You will always find something in the last place you look.
- 13- Anything that can go wrong will. (Most famous one)
- 14- Every solution breeds new problems.
- 15- It is impossible to make anything foolproof, because fools

are so ingenious.

16- An ounce of image is worth a pound of performance.

17- You will remember that you forgot to take out the trash when the garbage truck is two doors away.

18- When in doubt, mumble. When in trouble, delegate.

19- Nature always sides with the hidden flaw.

20- Murphy was an optimist.

21- A bird in hand is safer than one overhead.

22- To know yourself is the ultimate form of aggression.

23- Anything you try to fix will take longer and cost more than you thought.

24- If you fool around with a thing for very long you will screw it up.

25- A \$500 computer will protect a .10 fuse by blowing first.

26- If it jams - force it. If it breaks, it needed replacing anyway.

27- Any tool dropped while repairing a car will roll underneath to the exact center.

28- The repairman will never have seen a computer quite like yours before.

29- When a broken computer is demonstrated for the repairman, it will work perfectly.

30- If everything seems to be going well, you obviously don't know what is going on.

My research has produced more 'Laws' but the previous list should give you a fairly good place to start your own research. Now if I can only figure out a way to stop spilling my coffee on the keyboard.

(Editor's note: This is reprinted from Atari Explorer Online Magazine #9212.)

# ATARI CLASSICS

Continued

Atari Classics represents a unique experiment in the history of the Home Computer Revolution that began in the mid '70s. With Atari Corp.'s announcement of discontinued support for all 8bit products in January 1992, an entire class of machines with a global installed user base numbering in the hundreds of thousands was abandoned along with the community of users who still use them. But for the first time, a rejected user community has marshalled its resources and declared its right to exist independent of Corporate America.

We respond to Atari's challenge in a way that would make our forefathers proud: by rolling up our shirtsleeves and doing the job ourselves!

This will be YOUR magazine. AC will succeed- or fail- on the number of subscription orders it receives. Although seed money to print the Premier Issue has been provided, the magazine will need 500 paid subscriptions to succeed. A limited production run of 800 issues is scheduled for October or November 1992. Most of these will be distributed- **FREE OF CHARGE**- to the roughly 600 people who sent in commitment cards during the Mail Campaign.

**That's right: if you sent in your card, YOU WILL GET TO READ THE FIRST ISSUE FOR FREE BEFORE YOU DECIDE TO BUY.**

(When was the last time you saw a deal like that??)

Of course, there were some folks who got missed in the Mail Campaign. So we ordered up those few extra copies which will also be

distributed for free. First come, first serve, please don't block the stampede!

You can write to:

**Atari Classics  
179 Sproul Rd./Rt. 352  
Frazer, PA 19355 USA  
ATTN: B. Poehland, Managing  
Editor**

to have your name added to the list for a free copy of the Premier Issue. (No guarantees, and be sure to include your postal mailing address!) If you sent in your Campaign card it will **NOT** be necessary to request your free trial issue, as your name is **ALREADY** among the **LUCKY 600!**

The basic subscription fee is \$25/year in the USA, with higher fees for Canadian and other non-US subscriptions. Full details on subscriptions will appear in the Premier Issue and in future announcements. Beginning in 1993 the magazine will be distributed bimonthly (6 issues/year).

A software disk bearing programs published in AC plus selected offerings from the Public Domain, will be available separately for \$9/year in the USA. The disk will be distributed independently but will be timed to appear with every other issue of the magazine (3 disks/year). Full details on disk subscriptions will also appear in the Premier Issue and in future announcements.

The content of Atari Classics will initially lean toward user applications, hardware tutorials and modifications, programming, and software reviews. We plan to aggressively recruit paid commercial advertising from scarce 8bit

vendors, and to publish periodic lists of current 8bit supply sources.

Best of all, **PAID** subscribers will be able to place **FREE** ads in AC to buy, sell or trade their personal 8bit treasures! (But of course, yah gotta **SUBSCRIBE** first!)

And, we'll have a whole bunch of other stuff, contributed by some of the most talented writers and hackers in the Atari 8-bit world, authors whose names you've seen gracing the pages of **ANTIC**, **ANALOG**, **Current Notes**, and **Atari Interface Magazine**. (You'll notice not very many details there - we wanna pique your imagination!)

As of this announcement (August 5, 1992) only a few of the Staff positions at AC have been filled. We are starting completely from scratch, but anticipate most of the administrative machinery for operating the magazine will be in place by the end of August and production begun on our Premier Issue. (We'll need a month to get used to working with each other in an environment of near-total chaos!)

**And when you see that first issue appear in your mailbox this autumn, IT WILL BE YOUR TURN TO DECIDE THE FUTURE OF YOUR MACHINE!!**

**Please post/copy/distribute this announcement freely, and stay tuned for future announcements !!!**



# ATARI PRESS RELEASES

From Atari Corporation

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## ATARI SHIPS NEW MULTITASKING OPERATING SYSTEM WITH ATARI FALCON030 PERSONAL INTEGRATED MEDIA SYSTEM.

Upgraded MultiTOS System Incorporates Notable New Capabilities Based on User Suggestions, Including Font Scaling Manager.

BOSTON (September 23, 1992) Atari Corporation announced today its new multitasking operating system, called MultiTOS. Available with the new Atari Falcon030 personal integrated media machine, the system will be available in November at Atari distributors around the country.

"We took advantage of our strong user network and made many of our upgrades based on input from dedicated Atari users and developers around the world," said Leonard Tramiel, vice-president of system software for Atari. "We designed the operating system around the way people use computers. I believe the level of attention to users, and the degree to which this operating system addresses those concerns, is unique in the industry. We've built in more options and flexibility and at the same time dramatically improved performance."

## Immediate Pre-Emptive Multitasking Capabilities

Atari's MultiTOS is compatible with existing applications and upgrades from software developers are not required. Running on the Atari Falcon030, MultiTOS takes advantage of the hardware memory protection built into Motorola's 68030. Users can confidently run a word processing program without quitting out of a database or electronic mail program first.

Unlike offerings from other personal computer manufacturers, Atari's MultiTOS is pre-emptive. The system doesn't have to wait for permission from one application before switching to another task. "Other multitasking systems may leave a user waiting indefinitely, until a calculation or manipulation is completed before changing to another application," said Tramiel. "But MultiTOS is more sophisticated and will switch between applications automatically."

The result is a true multitasking environment. Multiple applications can be left running in background windows as new tasks are started in the foreground window. A database program does not have to complete its sort before the user changes windows into a word processor.

## "NewDesk" Improved

In addition to the operating system enhancements, the graphic desktop NewDesk has also been upgraded. New features include:

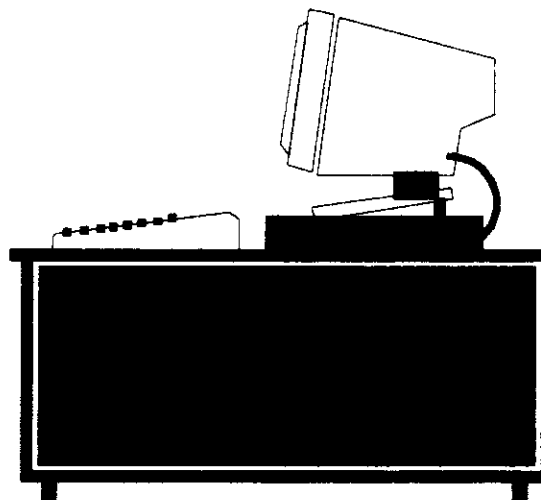
- . Animated, color icons
- . 3-D buttons and scroll bars . Manipulate and resize background windows
- . "Drag and drop" across applications
- . Extensible file system support . Use soft-loaded fonts
- . Hierarchical and pop-up menus

## Font Scaling Manager

Word processing and desktop publishing users will be especially pleased with the addition of Font Scaling Manager (FSM). FSM makes it easy to view any font size by allowing applications to scale text to any point size. FSM also makes arbitrary font rotation and skewing possible, and allows direct manipulation of font characters' Bezier outlines for more advanced type effects.

MultiTOS will ship with the Atari Falcon030, available November 1992. Additionally, MultiTOS will soon be available as an upgrade to Atari's TT030. Demonstrations can be seen at authorized Atari dealers around the country.

Atari Corporation (AMEX:ATC) is a worldwide manufacturer and marketer of palmtop through desktop computer systems. The company sells its systems, peripherals and software through authorized distributors, resellers and integrators.





# MY COMPUTER FRIEND

By Bob Smith

I am writing this to tell you about a friend of mine and how you can be close to someone and yet never have met them. This article is a little different than I generally write, but perhaps it is needed.

My Atari computers have been used for many different and happy tasks and they have brought me many pleasures, a fact I cannot dispute. But, I have also been blessed with a great intangible reward by having my computers. This has been the meeting of some extraordinary human beings and becoming friends with them and additionally acquiring a few very close friends. These friends of mine have all sorts of differences, shapes and thoughts, but we have one common interest that has bound us together and that is our Atari computers. Some of us are System Operators (Sysops) on Bulletin Boards, some of us belong to a user group, and some of us are just users, but all share the same interests.

Let me tell you about one such very close friend, whom I have known for over 4 years and in that time we have shared humor, pain, good times and not so good times. His name is Stan Lowell. You may recognize the name by reading this fine publication as he is on the mast head as a contributing writer.

I first met Stan when I logged on to a local 8-Bit BBS and found out that the BBS was netting with others throughout the country and Stan's Bulletin Board was part of the net. At that time, I had sustained a severe injury to my wrist and had to type in caps. Well, this didn't sit right with Stan and he sent a few messages, with increasingly pointed reminders, to turn off the caps as this was considered yelling in the BBS world. Not being fully familiar with BBS etiquette at that time, I thought that this stranger from New Jersey, of all places was, being a real wise guy and as such I reacted with my best sarcastic humor. Little did I know at that time that this would start a four year battle of the most irreverent and

funny exchanges on almost any subject that Stan or I could think of. Along the way others have joined in and this particular message base traffic has become almost indecipherable to any outsider that is not familiar with the personalities involved.

As time went along, I learned about the computer, sysoping and what it takes to run a BBS. My respect grew at the same time for these warriors of the BBS world and what they invest of themselves into this chosen advocacy. Stan was no different in this respect and many a time I could detect some of the frustrations that he had with the BBS and sometimes when his harddrive had a very definite mind of its own, I could just picture him sitting there mumbling, swearing, cajoling and begging his harddrive to obey him. When you grow close to someone, you learn that they are strong, frail, and share the entire range of human emotions. Stan's wife and children are the type of people that anyone would be proud to call 'family':

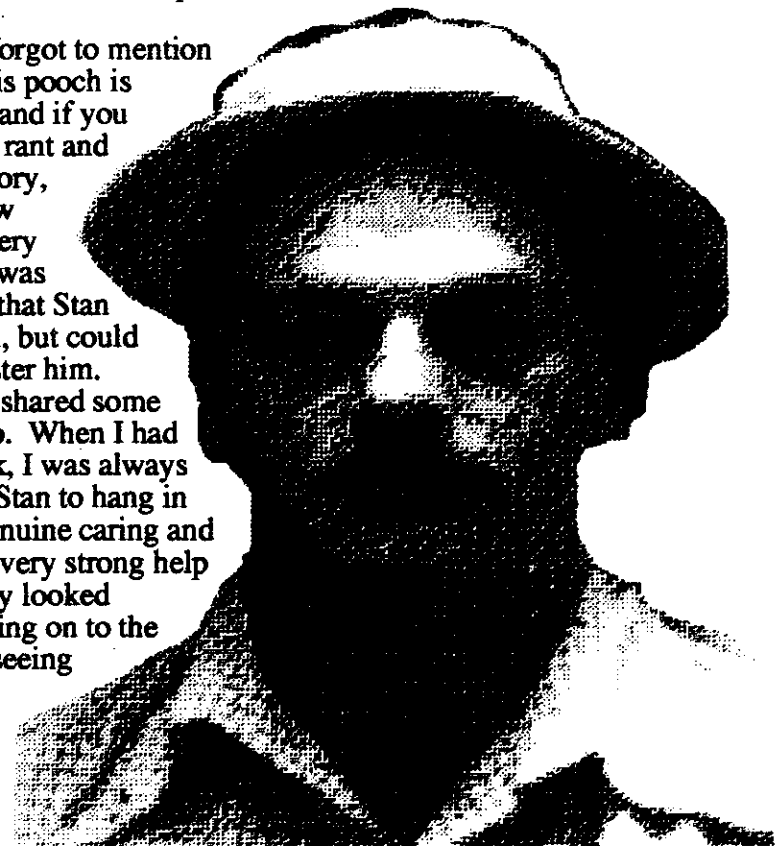
Oh yes, I forgot to mention Stan's dog. This pooch is named Victory and if you listened to Stan rant and rave about Victory, you would know the name was very appropriate. It was my impression that Stan loved his pooch, but could never quite master him.

Stan and I shared some caring times too. When I had injured my back, I was always encouraged by Stan to hang in there and his genuine caring and concern was of very strong help to me and I daily looked forward to logging on to the local BBS and seeing his messages. It is a very special feeling that cannot

really be described. If you have a close friend that cares, you will know what I mean. When I spoke to him by phone, he and I would try to best each other in different things and somehow it always came out even.

As we get older family and friends mean more and more and when you lose one it is extremely hard to deal with. A few days ago, Stan went to heaven and I'll just bet he is right now looking down on me and telling me that he is still trying to figure out what my last BBS message was. Stan, I will miss you more than I care to admit and yet your "GLOW" will always be here. (You will have to read the message traffic to fully understand that). Now Stan stop laughing and get back to fixing your harddrive.

Stan, this "computer" is for you. (Take off on the beer commercial.)





# CAROLYN'S

By Carolyn Hoglin, Orlando FL.

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Did you miss me last month? My husband and I were on a month-long vacation with our Airstream trailer, but we got home just before the Atari withdrawal symptoms were getting serious.

It has come to my attention that lots of folks use their computers to write letters, but then address the envelopes on a typewriter or even write them out with a pen. It's not that much trouble to do it all on the computer. If using AtariWriter Plus, here's one way to do it:

For a standard business envelope, create a new file. On the Edit Screen, make these entries:

```
[L]35 [R]79 [T]24 [B]0  
[Y]48[RET]
```

The letters in brackets indicate [CTRL-L], [CTRL-R], etc., and the values are assuming Pica pitch. Save the file as BUSLTR.FRM.

Next time you type a letter, go to the bottom of the file [SELECT-B] and type [CTRL-E]. This will effect a page break. Then type [OPTION-L] to load the file BUSLTR.FRM created earlier. Now type the name and address for

the envelope. (If you have already typed an inside address in the letter, you may copy it as a block instead of typing it again.)

On the Global Format screen set Page Wait to 1 and reSAVE the file. Now when you print your letter, there will be a pause between the pages and you can insert your envelope into the printer at the appropriate time. If you use different sizes of envelopes, you can create individual formats using different margin settings. You can store each format in a separate file, to be loaded following the last page of your letter.

Did I hear someone say he doesn't remember how to do a block copy? Well, it's not at all complicated. Just place the cursor on the first character of the text to be copied and press [OPTION-B]. Now place the cursor on the character following the last one in the text to be copied and press [OPTION-E]. This marks the Beginning and End of the text, which will now be highlighted. Finally, place the cursor where you want a copy of the text to appear and press [OPTION-X]. Voila! There you have it. This text will stay in the buffer until replaced, so you may make as many copies of it as you like. You may even copy it to another bank or

to another file.

If you want to MOVE the text instead of COPY it, the procedure is similar. You use [OPTION-B] at the beginning, but [OPTION-DEL] at the end. After you confirm that you really do want to delete the block, the text will disappear. It is in the buffer, of course, so may be inserted again where, and as often as, desired with [OPTION-X].

Another hint: In many cases the printing of an envelope will be facilitated if you open the flap before inserting the envelope into the printer. Interestingly enough, I find that my 9-pin printer does a better job addressing envelopes than does my 24-pin, which for some reason invariably leaves smears around the address no matter how I set the print gap.

Well, that's it for this month.

# THE FALCON

## Atari Explorer Online Issue 9214

### ATARI INTRODUCES FIRST COMPUTER SYSTEM DESIGNED FOR PERSONAL INTEGRATED MEDIA

Atari Falcon030(tm) brings high-end capabilities to the market for less than \$1,000.

Boston (September 23, 1992) Atari Corporation today announced the first available personal integrated media system, the Atari Falcon030 computer. From education to entertainment, personal integrated media (PIM) has the potential to change consumers' lives as dramatically as personal computers changed business offices. The system will be available in November at authorized Atari Dealers across the country.

A full scale computer based on the powerful 16 Mhz Motorola 68030 microprocessor, the Atari Falcon030 is specifically designed for personal integrated media functions. It gives even inexperienced users the ability to combine and manipulate video, audio, animation, telecommunications, text and graphics. The system is optimized for these functions and incorporates technology usually reserved for high-end production systems.

"The Atari Falcon030 is an ideal entry into the new and growing personal integrated media market," said Sam Tramiel, Atari's president and CEO. "It's a powerful system that gives users access to a whole new world of applications. Yet the system remains easy-to-use and affordable."

Consumers will be able to use the Atari Falcon030 as a color video phone, communicating in sound and pictures with other Atari Falcon030 users. The system makes it possible to create home videos complete with text and music, record lead vocals on a favorite rock 'n roll classic with the originals musicians playing along; narrate and score a family photo album, produce a visual family tree, invent and play an adventure game set in a childhood home; and much more.

Atari Falcon030 users have immediate access to advanced PIM capabilities thanks to the following features:

||| Atari's Graphic Environment Manager (GEM) and built in graphics co-processor

||| A true color mode that includes more than 65,000 colors, twice the capability of the Apple Macintosh LCII

||| The industry's only standard-equipped MIDI input/output ports

||| 16-bit stereo sound- input and output- for the highest quality reproductions available at sample rates up to 50 kHz

||| Built-in composite and RF video outputs for easy connection to video cassette recorders

||| External video sync for high quality genlocking

||| Overlay mode for easy video titling and special effects

||| Software for PIM applications such as desktop video productions, animations, music and entertainment.

No other computer provides this level of performance and PIM capabilities at a more economical price.

### Applications Highlights

PIM technology will make thousands of new capabilities possible. There are already hundreds of software applications available for the Atari Falcon030, making it easy for users to accomplish a variety of new goals.

### Movie Quality Video

With the Atari Falcon030, users can explore new avenues in home video, from inserting titles and credits to professional quality editing. They can create music videos, cartoons, and school presentations.

The Atari Falcon030 offers state of the art graphics, true color 16-bit mode allowing up to 640x480 resolution and a display of up to 65,536 on- screen colors. It accepts external video synch for high quality genlocking, and uses a unique overlay mode for effortless titling and special effects. In addition, users can obtain composite video signals directly from the Falcon030.

### High Quality Video

Atari takes the music-industry standard -MIDI- one step further. The only company to provide MIDI as a standard system component, the Atari Falcon030 also incorporates Motorola's 56001 digital signal processor (DSP) for the highest quality audio and special effects capabilities, allowing users to remove lead vocals and create their own Karoke machine or run music educations programs.

The Atari Falcon030 provides users with features that are usually restricted to expensive, high-end machines. But without any additional equipment, Atari Falcon030 users can record on two stereo tracks and add graphic equalization and special effects such as surround sound, harmonizing, reverberation, and echo.

### Pricing and Availability

The Atari Falcon030 is a simple to use computer that doesn't require add-on boards or other costly optional hardware. The Atari Falcon030 already includes exactly what users need. The machine offers a wealth of ports for communicating with existing peripherals, and application software for the Atari Falcon030 is readily available.

Priced at \$799 with 1 MB of RAM, the Atari Falcon030 is ideal for users who want a powerful, efficient, and cost-effective tool that can take advantage of today's technologies. The system will be available in November through authorized Atari dealers.

Atari Corporation (AMEX:ATC) is a worldwide manufacturer and marketer of palmtop through desktop computer systems. The company sells it's systems, peripherals, and software through authorized distributors, resellers and integrators.

Atari is a registered trademark of Atari Corporation. Atari Falcon030, TOS, MultiTOS, NewDesk and BLITTER, are trademarks of Atari Corporation. Motorola is a registered trademark of Motorola, Inc.

# THE FALCON

## Conclusion

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### Atari Falcon030 Specifications

#### Contact:

Sue Baelen or Ron Smith or Bill Rehbock  
Ann Ellingsen  
Redgate Communications Atari Corporation  
(415) 777-3911 (408) 745-2000  
(415) 777-0896 - Fax (408) 745-2088 - Fax

### System Architecture

Motorola 68030 operating at 16Mhz  
On-chip demand-paged memory management  
Separate on-chip 256-byte instruction and data caches  
Independent address and data buses for increased performance  
Pipelined architecture  
32-bit data/address bus  
1, 4 or 14 MB RAM configurations  
512K internal ROM; 128K external cartridge

### Sound

Eight 16-bit digital audio DMA record and playback channels with up to 50kHz sampling rate  
Stereo 16-bit digital DMA audio input/output  
SDMA sound/DMA co-processor

### Digital Signal Processor

Motorola 56001 DSP operating at 32 MHz  
96 MOPS performance at 32 MHz  
32K words of 0 wait-state static RAM  
DSP connector allows easy connection of low-cost 19.2K baud fax/data modems, voice mail systems, direct-to-disk digital audio recorders, JPEG/MPEG image compression, etc.

### Graphics

640 x 480 resolution and 256 colors in Super VGA  
True color 16-bit mode allows display of up to 65,536 colors  
Accepts external video sync signal to allow high-quality genlocking  
Overlay mode for easy video titling and special effects  
Optional overscan  
262,144 possible colors  
Hardware-assisted horizontal fine scrolling  
BLITTER graphics co-processor

### Expansion Bus

Internal direct processor slot for 386SX PC emulation, DMA co-processors, etc.  
Optional processor socket for other co-processors

### Standard Ports

SCSI II port with Direct Memory Access (DMA)  
High-speed LocalTalk-compatible LAN port  
Connector for analog RGB color (VGA or ST) or composite video  
RS232C serial port  
Bi-directional parallel port (also suitable for image scanners)  
Cartridge port (128K capacity)  
MIDI in/out  
Miniature stereo plug input/output  
Four 9-pin joystick connectors  
Two 15-pin enhanced digital/analog controller and light pen connectors

### Data Storage

1.44 MB floppy disk drive  
MS-DOS-format compatibility  
Optional internal IDE hard drive

### User Interface

Standard QWERTY keyboard layout. Low profile, sculptured ergonomic design  
94/5 keys; 10 function keys. Separate numeric and cursor keypads  
Keyboard processor to reduce CPU overhead  
2-button mouse supplied as standard System

### Software

Pre-emptive multitasking with adaptive prioritization (MultiTOS)  
Inter-process communication through MultiTOS messages and pipes  
TOS operating system in ROM  
Hierarchical file system with subdirectories and path names  
Icon-based graphical user interface with self-explanatory command functions  
Online help  
Multiple window user interface with icons and drop-down menus  
NewDesk desktop and eXtensible Control panel allows customization by user

# Z\*NET NEWSWIRE

## Atari and Industry Update

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### ATARI SHOWS LOSS, CASH POSITION IMPROVES

Atari Corporation announced quarterly financial reports last week showing a net loss of 39.7 million dollars. However, the \$39.7 million loss includes a \$34 million write-off against old inventory that has been carried on the balance sheet as an asset until now. That includes 2600, 7800, and 8-bit computer products that were liquidated overseas and in South America, causing an increase in on-hand cash even while reflecting a long-term loss on paper. The funds released by the sale and write-off of the old inventory will support current efforts to produce and promote the new Atari computers. According to Atari employees, there is at least \$60 million available in cash at this time to launch the new line. For more comments on this story, read GENie Flow Control in this edition of Atari Explorer Online.

### POSITION MIGRAPH INTRODUCES NEW PAGE SCANNER, NEW TOUCH-UP

The leaders in imaging products for the Atari computers, Migraph, is introducing a new very affordable full-page scanner, as well as an upgraded Touch-Up software package.

The new PS-400 WAND is essentially an 8.5" wide hand scanner, enabling collecting a full standard page as a single scan. The new scanner has twice the grayscale power of the Migraph hand scanner, recognizing up to 64 grayscales, and with Touch-Up software conversion, 256 grayscales can be reproduced. It offers four dither settings plus line-art and 100 to 400 DPI resolutions (selectable in 10 DPI increments via the new Touch-Up. The PS-400 WAND will retail directly from Migraph only for \$449, half the price of most full page scanners.

It will come with all hardware, interface, and power supply, as well as the new Touch-Up Version 1.8. Optionally, owners of the Migraph or Golden Image hand scanners can get the WAND and software upgrade without the interface for only \$299. A powered sheet-feeder option for the WAND that can automatically handle 10 pages at a time is also available for \$199 extra. It enables effortless and flawless straight and repeatable scans, ideal for use with Migraph's Optical Character Recognition software. Touch-Up Version 1.8 (up from 1.65) has much faster loading of files, improved (up to 256 shades) grayscale conversion, and STe Cache compatibility, as well as special features for WAND owners.

Version 1.8 is available direct from Migraph as an upgrade for 1.6 and up

owners for \$20. Older versions can be upgraded for slightly more; contact Migraph. PC products from Migraph, including a \$99 converter card with PC Touch-Up, will allow your ST scanner to do double-platform duty. Migraph, Inc., 32700 Pacific Highway S. #12, Federal Way, WA 98003, (800) 223-3729.

### FREE INTERNATIONAL CLASSIFIED ADVERTISING!

From AtariUser Magazine: Take advantage of AtariUser! We're offering FREE classified advertising to individuals and clubs in every issue of AtariUser, the largest circulation monthly Atari magazine in the Western Hemisphere! Yes, you can have a 25 word personal buy/sell/trade classified ad in AtariUser just by putting it in writing and sending it to us. Your Atari club can do the same, or promote an upcoming event, for FREE. Have a small business or software company? A commercial classified ad is only \$30 for 25 words (\$1 per additional word), easily the cheapest way to reach 20,000 Atari users worldwide! Just put your ad in writing and send it to AtariUser/Quill Publishing, 113 West College Street, Covina, CA 91723. And while you're sending your ad, consider the best subscription deal going: only

# Z\*NET NEWSWIRE

## Atari and Industry Update

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\$15 a year, or \$25 a year for first class delivery of AtariUser Magazine, the Atari magazine that has the fastest news, 12 months a year. Credit card orders are OK with full numbers and signature. Outside the USA, subscriptions are \$30 in U.S. funds. AtariUser will be present and supporting the Glendale Atari Faire with free copies for all attending of the new September issue, featuring Andy Eddy's Second Annual Review of the Atari Press.

### A NEW ATARI CATALOG

A new Atari software catalog will be introduced this winter. It will have a wide variety of new-released programs to choose from. The first issue will be distributed FREE to any Atari user. If you wish to receive this FREE issue, just leave your name and full address in my mail box, V.VALENTI on GENIE. There is still space available in this catalog for programs in the areas of Entertainment, Education, Business, and Utilities/Programming tools. If you have developed a program, and would like it to be included in this catalog. Leave your name, address, and phone number along with a brief description of your program; and we will contact you and send you a submission pack.

### COMNET SHOW SLATED FOR FEBRUARY

World Expo Corporation has announced that ComNet, the industry's largest communications conference and exposition, will celebrate its 15th anniversary show February 1-4, 1993 at the Washington Convention Center, Ramada Renaissance/Techworld, and The Grand Hyatt Hotel in Washington D.C. The 1993 show focuses on the theme "Enterprise Networks in Transition: New Applications and Corporate Profitability" where attendees can look to conference sessions, hands-on workshops, tutorials and the Executive Symposium to explore the changes in the use of computers and networks in the age of information technology. ComNet '93 is expected to attract over 32,000 users and vendors of public networking, network computing, multi-vendor connectivity and LAN, WAN, and internetworking products and services. For information on attending ComNet'93, call Matt Mandino at World Expo Corporation at (800) 225-4698 or (508) 879-6700. For exhibit information, please call Hajar Associates Inc. at 617-769-8950.

### NEW VDT FILTER

Ergotech of Corona has developed and is now shipping PC SoftLens, an optical filter. Easily fitted on all VDTs or computer monitors, the patented filter is designed to sharpen and clarify display characters, making the text easier for the eyes to focus on and read. PC SoftLens is designed to enhance the computer image. Characters on the computer screen consist of a series of little dots called "pixels." Each pixel is surrounded by a halo of light that makes the character appear fuzzy or unfocused. The filter eliminates the "glow" around the characters, allowing the eyes to focus comfortably. The filters are available in four colors to maximize the contrast between text and background: a magenta filter for a monochrome green display, a blue filter for an amber display, a light gray filter for color, and a gray filter for black and white screens. The optical filters fit any VDT up to 14-inch diagonal (two-page and larger sizes are available). Suggested retail price is \$34.95. The optical filters are unbreakable, easy-to-clean and resist scratching. Ergotech, 330 S. Maple St., Suite F, Corona, Calif., 91720; 800-729-1345 or 714-279-1345.

## **GATEWAY CITY BULLETIN BOARD SYSTEM**

**New Updated Program**

*St. Louis's Oldest Atari BBs*

*Online Since September 1983*

**19 message bases** including many National Crossnet bases exchanging messages with Philliadelphia, New Jersey, Florida, Illinois, California and more!

Specific bases for Atari 8-bit, ST and IBM computers, Sports Base, For Sale, ACE Base, Ask the Rat and others

### **ONLINE GAMES**

Play the latest versions of Colonial Empire, Blood Sport, Chess, Trade Wars, Galatic Dominance and Football Pool *All written by local Atari Users*

**Call Today**

**314-647-3290**

**PCPursuitable (MOSLO)**

## **The Word BBS**

**Running Express Pro Software  
Supporting multiple message bases  
including General Discussion and  
Biblical Bases. Several National  
Crossnet Bases. File Areas for  
Different types of Computers.**

**Join in on the most Controversial  
discussions in town on St. Louis's  
Christian Connection.**

**Over 200 megabytes of Online  
Storage**

**Call and See What you are missing!  
(314) 739-5185 PCP-MOSLO**

## **A.C.E. SAINT LOUIS USER GROUP MEMBERSHIP APPLICATION**

The Atari Computer Enthusiasts of St. Louis is a not for profit organization dedicated to improving the knowledge of Atari computer owners. We are looking for others with the same interest. The dues structure covers expenses incurred for the monthly newslines and other club benefits. Dues are prorated beginning in January starting at \$25 on January 1st and dropping by \$2 for each month. Join Now for \$7.00

Name: \_\_\_\_\_

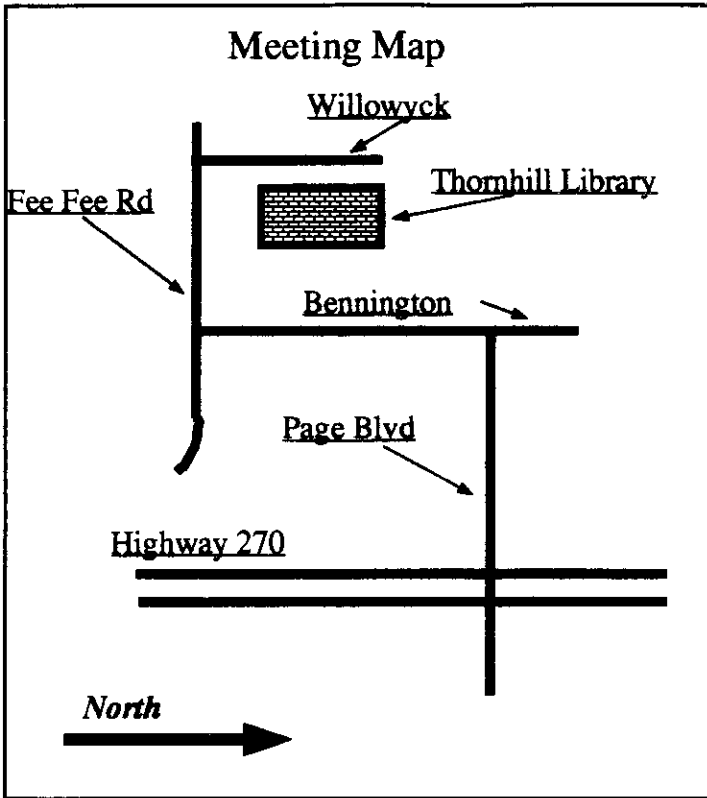
Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ ZIP: \_\_\_\_\_

Telephone :( ) - -

**Mail to: ACE St. Louis - P.O. Box 3508,  
St. Louis, MO 63143**






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From:  
 ACE STL  
 PO Box 3508  
 St. Louis, MO 63143

TO:

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**MDC/RCC GREATER ST. LOUIS FALL FAIR '92**  
**McDonnell Douglas Recreational Computer Fair**

**Dear Atarians,**

**You are cordially invited to attend and/or participate in the Fifth Annual McDonnell Douglas Corporation Recreational Computer Club (MDC-RCC) Computer Fair**

**Saturday, October 10, 1992 9:30 a.m. until 3:00 p.m.**  
**Stegton Restaurant & Banquet/Convention Center**  
**I-70 at 5th Street**  
**St. Charles, (near St. Louis) Missouri.**

**Sincerely,**

**Ray Perry**