

SPACE

NEWSLETTER for November, 2005



President's Corner by Michael Current November, 2005

Annual Meeting time! As you know, the November meeting of SPACE is officially our Annual Meeting, the meeting where we seek last-minute additional nominations for the elected club officer positions that make up the Executive Board, and we seek to secure volunteers to fill the regular volunteer positions as well.

The October meeting is the traditional time to hold nominations for the positions of President, Vice-President, Secretary, and Treasurer. Myself, Greg, and Nolan were all present at the October meeting, were each nominated for the positions currently held, and each of us agreed to run again.

For those of you who faithfully support the club year after year, why not run for office this year? I'm sure each of us currently on the Executive Board would be glad to see new blood serve our club in such a capacity. This month's Annual Meeting could be your golden opportunity! Then there are the just-as-important volunteer positions of Membership Chairman, Newsletter Editor, DOM Librarian, BBS Operator, and Webmaster as well. Get involved with your club!!

Last month's meeting was also exciting due to the plethora of items available in our auction. In fact, we are presently planning on holding a second auction next month in December. So if you missed out last month, you may still have another chance for some great finds next month!

Digitizing of old SPACE Newsletters continues at the pace of about one issue a week. At this writing the SPACE web site now includes SPACE Newsletters online full text back to August of 1990.

SPACE home page counter update: as of 10/28/05, 9:40pm: 4,443 page views since June 7, 2003.

Thanks, keep using that Atari, and come to your SPACE Annual Meeting, Friday November 11, 2005.



Treasurer's Report by Greg Leitner For October, 2005

It was very discouraging to see only five SPACE members present for the October meeting. We held an auction for the first time in many months and I thought this would entice most members to attend. But in the end those of us who were there to bid got some good deals and the Club made \$43.00 from the auction.

We are holding our annual elections next month and up for nominations are the same officers from the last few years with no changes. We have all agreed to accept the positions again for another year, but if you are interested in any of the positions feel free to put your name in the hat next month when we vote.

Here is the breakdown for our Club treasury for October 2005:

Beginning balance on October 1, 2005:	565.73
Receipts for the October 2005 meeting:	
Memberships	30.00
Doms	27.00
Auction	<u>43.00</u>
Total receipts for October 2005	100.00
Expenses for the October 2005 meeting:	
BBS	<u>10.00</u>
Ending balance at October 31, 2005:	655.73

As you can see the auction really is a big lift for the Club and the more members we have to bid the more our Treasury benefits. I plan to hold another auction in December this year at our Xmas party with hopes that more members will join in.

We need to plan our Xmas party at the November SPACE meeting, and of course we are voting for Officers for the 2006 fiscal year. Please come to the November SPACE meeting and help us plan our next chapter in what seems like a Club that will last for many more years. See you all next month.

From: Michael Current [hunmanik@earthlink.net]
Sent: Friday, October 28, 2005 9:26 PM
Subject: SPACE Bylaws - saved to Articles For Nov 05
[for inclusion in the Nov. Newsletter]

As amended by the membership, September 13, 2002

BYLAWS FOR THE SAINT PAUL ATARI COMPUTER ENTHUSIASTS CLUB OF SAINT PAUL, MINNESOTA

ARTICLE I NAME AND OBJECT

Section 1. The name of the Club shall be the Saint Paul Atari Computer Enthusiasts, or SPACE.

Section 2. The object of the Club shall be to bring those with a common interest in Atari computers together for the purpose of sharing hardware, software and information related to Atari.

ARTICLE II MEMBERSHIP

Section 1. The number of members of SPACE shall not be limited.

Section 2. Any person or family interested in Atari computers shall be eligible for membership upon payment of the annual dues for the first year.

Section 3. The annual dues shall be \$15.00, payable on the anniversary month of the member's joining date.

Section 4. Unused portions of dues are not refundable.

Section 5. Any member found to be in violation of the rules or spirit of the club may be expelled by a majority vote of the Executive Board.

Section 6. The Membership Chairman shall be responsible for collecting membership dues and managing the current membership list.

ARTICLE III MEETINGS

Section 1. SPACE meetings shall be held at 7:30pm on the second Friday of each month, at the Falcon Heights Community Center, unless otherwise directed by the Executive Board.

Section 2. Club business cannot be conducted without at least one Officer and one other member present.

Section 3. All club meetings shall be open meetings.

Section 4. Minutes of each club meeting shall be recorded by the Secretary and published in the club newsletter.

Section 5. The Annual Meeting shall be held each November. At the Annual Meeting, Officers shall be elected and volunteers for other ongoing club duties shall be secured.

Section 6. The President shall preside over club meetings. In the President's absence, the Vice-President shall preside. In their absence, the Secretary shall preside. If the first three are all absent, the Treasurer shall preside.

ARTICLE IV TREASURY

Section 1. An accounting for all incomes and charges to the SPACE balance sheet shall be published in the newsletter each month.

Section 2. Prior approval by the Executive Board is required if the club is to incur any expense.

Section 3. The Treasurer shall be responsible for the duties of managing the club's monetary assets.

ARTICLE V NEWSLETTER

Section 1. The club shall publish the SPACE Newsletter on a monthly basis.

Section 2. All currently paid club members shall receive a copy of the Newsletter by mail each month.

Section 3. Newsletters shall also be sent free of charge each month to other Atari clubs which are able to return the favor.

Section 4. The Newsletter Editor shall be responsible for the duties of collecting articles from the membership, publishing, and distributing the Newsletter.

ARTICLE VI DISK OF THE MONTH

Section 1. A new SPACE Disk Of the Month (DOM), readable by a standard Atari 1050 disk drive, shall be produced on a monthly basis. This is for the purpose of raising funds for the club.

Section 2. DOMs shall include shareware, freeware, or public domain software or other files for the Atari. DOMs shall not include pirated commercial software.

Section 3. The price of the DOM shall be \$3.00.

Section 4. DOMs shall be available for sale at each club meeting, and may be sold to members and non-members.

Section 5. Other clubs may trade DOMs with SPACE on a one-for-one basis.

Section 6. The DOM Librarian shall be responsible for the production and sales of the DOM.

ARTICLE VII BULLETIN BOARD SYSTEM

Section 1. A Bulletin Board System (BBS) supporting Atari computers shall be made available by the club. The BBS provides an online forum for Atari discussions, and an optional communications medium for club matters.

Section 2. The BBS System Operator shall be responsible for maintaining a friendly and welcoming environment on the BBS. Illegal software or offensive language shall not be tolerated.

**ARTICLE VIII
WEB SITE**

Section 1. The club shall maintain a home page on the World Wide Web. The site shall be primarily designed to attract new club members, and provide online access to club information.

Section 2. The Webmaster shall be responsible for maintaining the web site, and keeping the information presented there current.

**ARTICLE IX
OFFICERS AND EXECUTIVE BOARD**

Section 1. The Officers of the club shall be President, Vice-President, Secretary, and Treasurer, and shall be referred to collectively as the Executive Board.

Section 2. The Executive Board shall collectively supervise the affairs of the club, shall be responsible for proper and orderly club operations, shall be responsible for upholding the rules of the bylaws, and shall at all times make decisions with the best interests of the membership in mind.

Section 3. The officers shall be elected by a majority vote of those present, or by acclamation if only one person is running. The term shall be for one year, or until a successor is elected. The term of office shall begin at the close of the annual meeting at which the officer is elected.

Section 4. The Executive Board shall actively seek volunteers to fill the following positions: Membership Chairman, Newsletter Editor, DOM Librarian, BBS Operator, and Webmaster. These volunteers shall be subject to the approval of the club membership.

Section 5. The Executive Board shall also seek volunteers for other ongoing administrative duties, such as meeting location arrangements and post office box maintenance.

Section 6. Officers shall be subject to a Recall Vote if a majority of the membership so decries. The Recall Vote shall not take place until it has been announced in the newsletter.

Section 7. The rules contained in the current edition of "Robert's Rules of Order" shall govern the club unless they are in conflict with the bylaws, in which case the bylaws shall take precedence.

**ARTICLE X
AMENDMENT OF BYLAWS**

Section 1. A Quorum shall be defined as either a minimum of 50% of the entire membership, or 10, whichever is smaller.

Section 2. Provided that a quorum is present, and provided that the amendment proposal has been communicated to the entire membership in writing in advance, the Bylaws may be amended at any meeting by a two-thirds vote of the members present.

Section 3. Voting shall be by consenting AYE or NAY if a two-thirds vote can be confirmed, or by a show of hands for a precise tally.

Section 4. Proxy voting is not permitted for Bylaws amendment votes.

**ARTICLE XI
CLUB DISSOLUTION**

Section 1. The club may elect to disband itself by a majority vote of the current membership, provided the proposal has been printed in at least one issue of the newsletter.

Section 2. In such an event, the Executive Board members shall be responsible for the proper and orderly closing of accounts, arrangements, and all normally ongoing club activities.

Section 3. Any remaining material assets of the club shall be distributed evenly among the membership, as best as this is possible. Historical club materials shall be preserved if possible.

Section 4. When all outstanding charges are paid, the Treasurer shall distribute any remaining club funds evenly among the final group of club members.



**Secretary's Report
By Nolan Friedland
For October, 2005**

No Minutes were submitted for the Newsletter.



**BBS Corner
By Nolan Friedland
For November, 2005**

If anyone has any comments, suggestions, ideas, or submissions for the BBS Corner column or the SPACE BBS web site, you may email them to me, Nolan Friedland, at the address shown on the back of this newsletter under the "CLUB OFFICIALS" section.

A-T-A-R-I
Answers, Tips And Relevant Information
by: Paul V. Alhart
1990.11

As I promised, this month I have a BASIC "type-in" program for you called DefaultWriter+ Companion #3. This program will allow you to Enable or Disable the RS-232 handler loader routine in AtariWriter+.

It will also let you change the screen colors. This program will work on either the 48K or 130XE versions of AtariWriter+. Since these changes are written to your AtariWriter+ disk some precautions are necessary.

Carefully type in DefaultWriter+ Companion #3. Double check your typing and save it to disk.

Make two copies of the file AP.OBJ from the AtariWriter+ disk. One is for back-up (just in case) and the other is the "working copy" to be modified.

The working copy should be put on a blank, freshly formatted (single density) disk to insure that all the sectors are written contiguously to the disk.

Run DefaultWriter+ Companion #3. Place your working copy of AP.OBJ in drive 1 at the prompt and press RETURN. After reading the current settings, these settings and a menu will be displayed. The settings for an un-modified copy of AP.OBJ should be:

```
RS-232 handler routine  ENABLED.  
Character luminance = 15  
Background color = 144
```

If yours are different, Press "Q" to Quit and recheck your typing.

Once you are happy with your changes, Press RETURN to save them to the working copy of AP.OBJ.

Copy the working copy of AP.OBJ back to your AtariWriter+ disk, boot it up and give it a try. In the event you have problems, copy your back-up AP.OBJ file to the AtariWriter+ disk and you will be back to where you started.

To make it easier for you to type in, DefaultWriter+ Companion #3 contains no "special characters" and was written to be short and easy to follow. Error checking is minimal for this reason as well. Feel free to "Glitz up" this program as you desire and give copies to your friends.

Merry Christmas and Happy New Year.

```
1 REM DefaultWriter+ Companion #3  
2 REM by: Paul V. Alhart  
3 REM AIM December 1990  
10 ? CHR$(125):? "Place COPY of AP.OBJ in  
DRIVE 1":? :? "HIT ANY KEY TO CONTINUE"  
20 TRAP 310:OPEN #1,4,0,"K":GET #1,A:CLOSE #1  
30 OPEN #1,12,0,"D:AP.OBJ":NOTE #1,Q,W 40 TRAP  
320:Q130=Q+208:Q=Q+20:W130=103:W=96  
50 POINT #1,Q,W:GET #1,A:GET #1,B:GET #1,C:GET  
#1,D 60 IF Q<>Q130 AND B+C+D<>221 THEN  
Q=Q130:W=W130:GOTO 50 70 IF Q=Q130 AND  
B+C+D<>221 THEN GOTO 320 80  
R=Q+95:T=108:T1=T+5:IF Q=Q130 THEN R=Q-  
77:T=88:T1=T+5 90 POINT #1,R,T:GET #1,E:POINT  
#1,R,T1:GET #1,F 100 POKE 764,255:GOSUB 200  
110 G=PEEK(764):H=PEEK(53279):IF G=255 AND H=7  
THEN 110 120 IF G=28 THEN  
A=169:E=15:F=144:GOTO 100 130 IF G=47 THEN 330  
140 IF G=12 THEN POINT #1,Q,W:PUT #1,A:POINT  
#1,R,T:PUT #1,E:POINT #1,R,T1:PUT #1,F:CLOSE  
#1:GOTO 30 150 IF H=5 THEN E=E+1:IF E=16 THEN  
E=0 160 IF H=3 THEN F=F+2:IF F>255 THEN F=0  
170 IF H=6 AND A=169 THEN A=96:GOTO 100 180 IF  
H=6 AND A=96 THEN A=169 190 GOTO 100 200 ?  
CHR$(125):? "ATARIWRITER+ 48K VERSION":IF  
Q=Q130 THEN ?  
CHR$(125):? "ATARIWRITER+ 130XE VERSION"  
210 POKE 709,E:POKE 710,F:?:IF A=96 THEN ?  
"RS-232 HANDLER LOADER IS DISABLED":GOTO 230  
220 ? "RS-232 HANDLER LOADER IS ENABLED"  
230 ? "CHARACTER LUMINANCE IS ";E  
240 ? "BACKGROUND COLOR IS ";F  
250 ? :? :? "START TO ENABLE/DISABLE RS-232"  
260 ? "SELECT TO CHANGE CHARACTER LUMINANCE"  
270 ? "OPTION TO CHANGE BACKGROUND COLOR"  
280 ? "ESCAPE TO RESTORE ORIGINAL DEFAULTS"
```

```
290 ? "RETURN TO WRITE THESE VALUES TO DISK"  
300 ? " 'Q' TO QUIT PROGRAM":RETURN  
310 ? CHR$(125):? "File D1:AP.OBJ IS LOCKED OR  
NOT FOUND.":GOTO 330 320 ? CHR$(125):? "UNABLE  
TO MODIFY THIS COPY":? :? "PLEASE COPY AP.OBJ  
TO A BLANK DISK":? "AND TRY AGAIN."  
330 CLOSE #1:POKE 709,202:POKE 710,148:POKE  
764,255
```

From: Michael Current [hunmanik@earthlink.net]
Sent: Friday, October 28, 2005 9:10 PM
Subject: atari++ 1.44 ready

Hi folks,

A new release of the C++ based atari 8-bit emulator is ready for download at its usual URL at:

<http://www.math.tu-berlin.de/~thor/atari++/>

What's new in this release: Not much visible, but quite something changed. The most notably change is that it compiles now fine on FreeBSD and on 64 bit platforms. I especially want to thank Alexander Müller for helping me to get the 64 bit port ready, this release is mainly due to him.

Despite some "timing fixes", the floppy emulation contains now some undocumented diagnostic commands of the 1050.

- Fixed the SetIRQ service routine of the built-in Os.
- Fixed (again) the Antic NMI/DLI generation.
- Fixed CPU handling of the WSYNC register (broke Atlantis)
- Fixed the keyboard handler of the 5200 emulation which did not generate the up/down bits properly.
- Fixed the light pen code generation.
- Fixed parts of the 65C02 emulation, zero page access was not extending properly to page 1.
- Fixed a lot of compilation problems on 64 bit architectures, special thanks goes to Alexander Müller for helping me to hunt down these bugs.
- Fixed the SDL detection in configure.
- Fixed the player generation logic again a bit, did not support horizontal player splitting quite as it should.
- Improved the emulator handling of warnings, you can now go back to the menu.
- Added emulation of 1050 internal diagnostic commands.
- Fixed SIO return codes for SIO bypass routines.

So long, Thomas

From: Michael Current [hunmanik@earthlink.net]
Sent: Friday, October 28, 2005 9:15 PM
Subject: EMU>EmuTOS version 0.8.1

EmuTOS version 0.8.1 has been released. EmuTOS is an open source replacement for the TOS image files that are needed for Atari ST emulators. This version mainly fixes some annoying bugs from the 0.8 release:

- Fixed stupid bug that prevented window dragging
- Fixed some unreadable dialog texts
- Fixed bug in GEMDOS Pterm function
- Implemented VDI calls vs_color and vq_color (for ST/STE)
- Finnish translation and keyboard mapping
- Support for swiss german keyboard mapping

URL: <http://emutos.sourceforge.net/en/>

[This news item courtesy of Atari.org - <http://www.atari.org>]

From: Michael Current [hunmanik@earthlink.net]
Sent: Friday, October 28, 2005 9:16 PM
Subject: EMU>Hatari version 0.80

Version 0.80 of the Atari ST emulator Hatari has been released:

- Hatari now supports STE hardware emulation (including STE palette, STE shifter with horizontal fine scrolling and split screen effects, DMA sound and STE joypads).
- Hatari can now emulate up to 14 MiB ST RAM instead of only 4 MiB.
- Support for parallel port joysticks.
- Improved GEMDOS HD emulation (added Fattrib() call).
- Adding and removing a GEMDOS or ACSI hard disk should now work correctly.
- The screen conversion functions have been rewritten.
- Improved manual: Now with screenshots of the options dialogs.

URL: <http://hatari.sourceforge.net/>

[This news item courtesy of Atari.org - <http://www.atari.org>]

From: Michael Current [hunmanik@earthlink.net]
Sent: Friday, October 28, 2005 9:08 PM
Subject: Midwest Gaming Classic
Midwest Gaming Classic site relaunches with 2006 dates and more!
Written by Dan Loosen on October 10, 2005

The dates for the 2006 Midwest Gaming Classic have been finalized. The event will be held on June 3rd and 4th at the beautiful Olympia Resort and Conference Center in Oconomowoc, Wisconsin. The Olympia is an excellent venue that should excite vendors and attendees alike. Other than visiting the event, there are two pools and an entire service spa in the Resort. Directly behind the resort is the Olde Highlander Golf Club, a gorgeous 18-hole championship course that measures nearly 6500 yard from the gold tees, but also has three other sets of tees for the more inexperienced players. Of course, attendees won't want to forget the incredible arcade that the Olympia houses, which has many of the latest and greatest video games and pinball machines for play. The games are rotated on a regular basis, but a great mix of things to play remains constant!

This is only the tip of the amazing things that the Olympia offers. Visitors won't want to miss their two pools, day spa, great restaurants and more! For more information, visit the Olympia Resort web site at www.olympiaresort.com.

Even with the great amenities, the real reason gamers will be converging on the Olympia is due the fourth Midwest Gaming Classic event. The 2006 Midwest Gaming Classic will offer visitors more space than ever before -- over 20,000 square feet are dedicated to the show -- and will have many unique things. If you are only planning on going to one show this year, make sure to mark your calendar for the Midwest Gaming Classic!

There will be a special room rate for the Midwest Gaming Classic of only \$92.00 per night. This is a discount of over \$35.00 per room. On top of that, for every night that is reserved at the hotel, the person reserving the room will get one free ticket to the event! This room rate will become available within the next month, and an announcement will be made about it on the Midwest Gaming Classic web site to alert everyone.

Today, the Midwest Gaming Classic web site has also reopened with a new look. Up until the event starts on June 3rd, expect there to be constant updates as new information becomes available. We have lots of big announcements to make! Bookmark www.midwestgamingclassic.com right now to stay on top of everything or sign up for our mailing list.

From: Michael Current [hunmanik@earthlink.net]
Sent: Friday, October 28, 2005 9:13 PM
Subject: ST>POOZ game released

Want to last longer in bed ? Need some viagra, cialis, valium or god knows what other kind of drugs ? These days most mailboxes are invaded by such nasty spams... Today YOU have a chance to fight the pills invasion and keep your system clear from all these threats ! But you'll have to be fast, VERY fast as only true fighters can prevent the seemingly unstoppable spreading of coloured pills.

POOZ is an addictive game for one or two players. It runs on all Ataris, though STe or more is recommended. But you'd better check it out yourself.

URL: <http://pooz.atari.org>

[This news item courtesy of Atari.org - <http://www.atari.org>]

From: Michael Current [hunmanik@earthlink.net]
Sent: Friday, October 28, 2005 9:16 PM
To: kirschg@netzero.net; Schmidt, Mike; hunmanik@earthlink.net
Subject: ST>Yet Another Eureka Release

The software "Eureka" is updated and released on its WEB page. It is a "2D Graph Describer and 3D Modeler". You will fetch it at:

- <http://eureka.atari.org/eurka510.zip> That is the Complete Common Edition
- <http://eureka.atari.org/eurka020.zip> Is the Complete 68020 Edition
- <http://eureka.atari.org/eurkafpu.zip> Is the Limited FPU Edition
- <http://eureka.atari.org/eurklite.zip> Is the Lite Edition, working on early ST with 720kb floppy
- http://eureka.atari.org/lib_dgem.zip Are Dynamic Libraries Extensions for Eureka
- <http://eureka.atari.org/tiny045.zip> Is the OpenGL Extension (requires previous package)

For this release, the 3D OpenGL rendering is enhanced. Big fun with all this new STuff!

URL: <http://eureka.atari.org>

[This news item courtesy of Atari.org - <http://www.atari.org>]
