

SPACE

NEWSLETTER for January, 2006



President's Corner by Michael Current January, 2006



Treasurer's Report by Greg Leitner For December, 2005

Happy Atari New Year! 2006, here we are!

Last month's SPACE Christmas Party / Auction was a smashing success on all accounts. How great was it that we had such a strong turnout, including three membership renewals and 15 Dom's sold!! The only hitch was no dessert (hence the "luck" in potluck!), but I predict that won't happen again! It was great to see everyone, and SPACE seems to be well on track for another strong year in 2006.

The December Disk Of the Month included a number of new games that I found for Glen, who was able to make them all work from a single disk. No documentation for any of the programs was included with the DOM because Glen didn't receive docs from me. After looking for such docs now, I was only able to find short manuals for the two games from MatoSimi, Laser Blaster and Monex. These should appear in this issue of the Newsletter. It's too bad I can't find docs for Mental Age, I don't understand this game!

I also must say, Mahna-Malysz by Piotr Fusik is hilarious!

Digitizing of old SPACE Newsletters has taken a back seat lately. At this writing, the SPACE web site now includes online full-text SPACE Newsletters back to March of 1990. March 1990 was the first post- SPACE/MAST split issue; Feb. 1990, which I started working on a while ago, was the final combined SPACE/MAST issue.

SPACE home page counter update: as of 12/30/05, 5:45pm:
4,743 page views since June 7, 2003.

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday January 13, 2006.

Oh! what a night. A great song and very appropriate for describing the SPACE Xmas party. We had a dozen people including guests partake in a wonderful feast. I always worry when we have a potluck with no set menu, but this one turned out great and everyone had plenty to eat. Thanks to all of you who brought a dish to share.

Another surprise is that we signed up three members, one new and two returning. Along with the auction and increase in Dom sales we had our best revenue meeting since our Birthday bash in July 2004.

Thanks to our President, Michael Current, who provided the excellent games for our Xmas Dom and Glen who got it all together to make it work, the Club had a record 15 Dom's sold. Anyone who missed this Dom should try to pick one up at the next meeting.

Here is the breakdown for our December 2005 Xmas meeting:

Beginning balance for December 1, 2005:	699.73
Receipts for the December meeting:	
Memberships	45.00
Dom's	45.00
Auction	<u>36.00</u>
Total receipts	126.00
Expense for the December meeting:	
BBS	<u>10.00</u>
Ending balance at December 31, 2005:	815.73

This was a very surprising month and not expected at all. If this is any indication on the direction SPACE is heading I am going to really look forward to 2006. Once again, thank you to all who attended the Xmas party and from Jackie and myself, a very Merry Christmas and Happy New Year. See you all in 2006.



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

No minutes for the December Meeting were submitted.



**BBS Corner
By Nolan Friedland
For January, 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
1991.3

Another AtariWriter+ Mod

The Atari XL/XE operating system has several changes from the original 400/800 operating system. One of these change allows the user to modify the KEY REPEAT RATE by changing the value stored in memory location 730 (\$02DA). From BASIC, POKE 730 with different values to see the effect. The default value is 6 but I find 2 to be more to my liking. It causes key repeats to be much faster allowing you to move the cursor around the screen quicker while editing.

The PROBLEM

This would be a great asset when editing an AtariWriter+ file, but you can not POKE 730,2 from within AW+. Also the default value of 6 is restored to location 730 whenever your computer is turned on or RESET is pressed.

The SOLUTION

We can change the code of the AW+ program to put our value of 2 in location 730 for us. We don't want to disturb any vital existing code and we want to make the change RESET proof. My answer is to replace the AW+ ATRACT routine with my code. Normally when no keys are pressed for 7 to 9 minutes the operating system enables the ATRACT mode. This causes all the screen colors to rotate at reduced luminance levels to keep images from being "burned" into your screen.

The ATRACT mode is canceled by the operating system whenever any key is pressed. For aesthetic reasons the programmers of AW+ added a routine that holds the background color to dark blue while still allowing the other colors to rotate during the ATRACT mode. By placing our new code in place of this routine the background color will be allowed to rotate during ATRACT mode (so what?) and our XL/XE machines will have a much faster KEY REPEAT RATE. This AW+ mod will only be effective on an XL or XE Atari. The modified program will still function normally on the 400/800, affecting only the background color during the ATRACT mode, but not the KEY REPEAT RATE.

HOW TO DO IT

With a sector editor, find the following byte string in the file AP.OBJ (either (48K or 130XE version),

A5 4D 10 02 A2 94 and replace it with.
A9 02 8D DA 02 EA

If enough interest is shown, I will write DefaultWriter+ Companion #4 to make this change to AW+, and put it in a future issue of AIM as a BASIC type-in program.

There was some good feedback regarding my RANA article that appeared in the December 1990 issue of AIM. An AIM reader in Pa. is sending me some new information that I will pass on to you in a future article. Remember A-T-A-R-I is written for you. Any comments, questions, or input is appreciated. Contact me at:

Paul V. Alhart
524 North Zee St.
Lompoc, Ca. 93436

From: Michael Current [hunmanik@earthlink.net]
Sent: Friday, December 30, 2005 4:35 PM
Subject: 8BIT>TURGEN SYSTEM 2 (beta) Released

--Date: Wed, 14 Dec 2005 11:12:41 -0800

Accessor of older transfer utility TURGEN released.

New features:

- * Rewritten to Java
- * Direct output to sound card
- * Better user interface

Data transfer from PC to 8-bit ATARI. It creates a Turbo 2000 sound record from file located on PC and sends it to WAVE audio file or directly to the sound card.

This utility can also convert some multi-section executable files to single-section ones.

<http://www.baktra.wz.cz/software/turgen2.html>

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

From: Michael Current [hunmanik@earthlink.net]
Sent: Friday, December 30, 2005 4:57 PM
Subject: LASER BLASTER (manual)

LASER BLASTER (manual)

Your task is to place and eliminate laser bricks which fall from the top of screen. Game style is similar to Tetris, but rules are different. Every brick can contain 4 types of laser (2 horizontal and 2 vertical), so there are 15 possible combinations of lasers. You have to create continuous laser of minimum 3 bricks which respond by disappearing of that laser. If remains brick without any laser it will disappear too. There are also 2 special bricks. Brick with arrow will eliminate all bricks in column where is placed. Brick with square eliminates one brick under position where is placed. If you eliminate 25 lasers, you'll gain next level which reflects in increasing of game speed. Your score can be extremely increased by combos which doubles score of previous move.

Menu controls:

START/FIRE - new game
SELECT - info screen

Game controls:

JOY Left/Right - move falling brick in given direction
JOY Down - brick will fall faster
FIRE+JOY Left/Right - faster movement of falling brick

Have FUN :-)

MatoSimi

<http://matosimi.atari.org>

From: Michael Current [hunmanik@earthlink.net]
Sent: Friday, December 30, 2005 5:02 PM
Subject: MONEX (manual)

MONEX (manual)

Your task is eliminate colored tiles by collecting them using mover.
Every tile has own value (number). Mover can hold as many tiles as you want, but they have to be same value/color. When you collect given amount of same tiles, they disappear and

create new tile with higher number. You have to collect at least five tiles with number 1 to create tile with number 5, then at least two tiles with number 5 to create tile with number 10 and so on... There are six tiles with numbers 1, 5, 10, 50, 100, 500. When you collect at least two tiles with number 500, they just disappear without creating new tile. There is also one special tile called "sh*t tile" which comes after several minutes of play. You have to collect them at least five to make them vanish. These tiles come quite rarely, so they will just stay in the way to score. New tiles come from the bottom of playfield and push old tiles up. The game ends when there is no place for new tiles.
Game speed is increased after couple of new tiles will come.

Scoring:

Numbers on tiles represent how much score you can get after make them disappear, so when you collect three tiles with number 500, you will get 1500 points. When you make combo (make some tiles disappear and newly created tile also disappear with other tiles), points of this move will be tripled.

Menu controls:

START - begin new game
SELECT - enable/disable tile interlace

Game controls:

JOY Left/Right - control mover
FIRE - pick/drop tiles
ESC - leave game

Version 1.1 changes:

- game now works on NTSC systems too - screen was bouncing (thanks to Randy Pearson for bugreport)
- fixed in-game-bug (thanks to Fandal for bugreport) which causes this: when you destroy tiles which are all in first (the most top) line, non valid tile is created (this tile will be corrected in next move).
- press SHIFT in title screen to see version info

Enjoy this game!

MatoSimi

<http://matosimi.atari.org>

From: Michael Current [hunmanik@earthlink.net]
Sent: Friday, December 30, 2005 4:01 PM
Subject: ST>TeraDesk 3.70 released

--From: Djordje Vukovic
--Date: Mon, 05 Dec 2005 10:24:02 -0800

Version 3.70 of Tera Desktop (TeraDesk) open-source desktop is available at:

