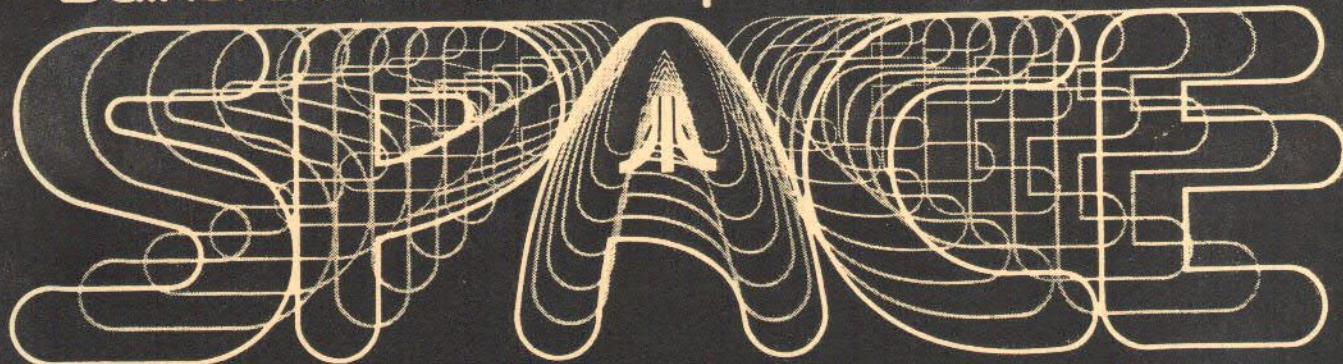


Saint Paul ATARI Computer Enthusiasts



An independent computer user group

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OCTOBER, 1986

In this issue:

SPACE FRIDAY, OCTOBER 10, 1986
MAST-SIG FRIDAY, OCTOBER 17, 1986
At the Falcon Heights Community Center
2077 Larpenteur Ave. W.

ALL SORTS OF
WONDERFUL STUFF.
SEE FOR YOURSELF!

Bruce Haug... President	774-6226	Bob Rhode.... Editor	222-3593
Jim Schulz... Vice-Pres	537-5442	Bob Siede.... Treasurer	489-3982
Frank Haug... Disk Lib.	774-6226	Bob Floyd.... Secretary	484-7576
Jim Siede.... Paper/Educational Librarian	489-3982		
Jim Schulz and Bob Floyd, MAST co-chairs			
SPACE/TAIG Bulletin Board...	522-2687		

ST. PAUL ATARI COMPUTER ENTHUSIASTS
BRUCE HAUG, PRESIDENT
1697 E. HOYT AVE.
ST. PAUL, MN, 55106
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BYTES from the PRES

Well, my summer prediction is coming true! Programs for the Disk of the Month are starting to come in - see Frank's article this issue. This month we will demo a program written by John Novonty! In fact, John is going to Demo it. It's called IDOC, and the Documentation John gave me to review is 6 pages long. Come to the meeting to see what one of your fellow members has accomplished.

```
*****
*                                     *
*      8-Bit Owners                  *
*      5 1/4" FLOPPYS                *
*      29¢ Each Plus Postage         *
*      Group buy SIGN UP             *
*      At MEETING                    *
*                                     *
*****
```

The MAST meeting is coming fine. The less I say the better it goes. I will bring a current Membership list and Membership cards to the meeting. If you do not have a membership card, see me at the meeting.

*** EVERYONE ***
*** SPACE & MAST ***

The Bylaws were printed in last month's Newsletter. Bring any Bylaw changes to the October meeting in written form; they then will be printed in the November Newsletter, and be voted on at the November "Election Meeting".

CONTACT...
Rich Mohrland 457-3263
Ernie Costello 455-6515

...if you want to run for office in SPACE or MAST. That's it for now; see you at the Meeting.

The PRESS

Disk of the Month

Because Frank has been ill, whether there will be a regular potpourri of programs on a regular disk is uncertain at best. However...

There are two special, whole-disk programs being offered this month. They are:
Wheel of Fortune game - a very good simulation; this one'll have you rolling!
Text Pro - a fully documented word processor, shown at the September meeting

V.P. Notes
By Jim Schulz

Well, summer is over and the fall and school season is now upon us.

Just the perfect weather for some warm house, XL/XE computer, and a good game. Atari news is coming out hot and heavy this month. Atari has started a series of shows across the country to show off the XL/XE computers as well as a little known computer called a ST. These shows include a number of software vendors from both computers and give Atari and the software companies a good chance to see their users first hand. The first of these shows was in San Jose and some of very much rumored 8 bit products were discussed. More news headlines.... Atari goes public.... Atari Explorer shipping soon.... ANALOG special 8 bit coming soon.... 8 bit reviews coming soon.... ICD conference first up in new 8 Bit Xtra.... 8 bit vs ST(should I speak???).... For these top news stories, stay tuned. And you said that there wasn't much new???

The Northern California Atari Expo was held in San Jose the weekend of September 20-21. Here are some of the highlights. I will some holes to entice you for information at our next meeting.... There were over 40 booths and Atari was well represented with such speakers as Leonard Tramiel, Shiraz Shivji, and Neil Harris. If you don't know who these mystery men are, ask me at the meeting and I will see if I can remember. Now for the 8 bit news, no new products were announced, only the warning to wait for COMDEX in November and you will be very happy. Ok.... An 8-bit hardware and software conference was held with Atari representatives John Scrunch and Lane Winner and here are some of the highlights. The XEP80 80 column board will begin production very soon and will sell for about \$80. The SX212 1200 baud modem will be available in late fall and will include an upgraded version of XE-TERM to accommodate 1200 baud operation and will sell for about \$100. Atari is iffy about a 340XE or a 520XE. They say that the technology is simple, but expect an announcement at COMDEX if it is coming. A new monitor is in Atari's future. Atari is seriously considering coming out with their own monitor much like the Commodore 1702. The 3.5 inch 8 bit disk is still in development and will probably be seen in early 1987. This drive will be a single-sided, double density, 320K formatted. The new version of DOS will be written by OSS and will be DOS 2.5 compatible. The new DOS will allow the drive to act as an 810 or a 1050 as well as 320K. The DOS will be twice as fast as a 1050 and will support subdirectories. Finally, there is also a possibility that Atari will announce a double-sided drive with 640K. Lots of good stuff to look forward to.

Next up, Atari goes public. On September 18, 1986, Atari Corporation officially announced that they have registered with the SEC for an initial offering of 4,500,000 shares of Common Stock. The price range is expected to be between \$11.50 and \$13.50 per share. More news forthcoming.... Do we have

any stock brokers out there??? I would sure like a prospectus for my scrapbook and to get some good income figures for the troops.

Atari Explorer. Need I say more???? The latest news is that the new Atari Explorer will be coming off the presses the week of September 22 and will be available soon after. Atari says that it now has the staff available to produce the magazine and it will be available every two months. It is now October 3rd as I write this and I have yet to see it. We will see....

ANALOG has announced in their November issue that they will be publishing a special magazine issue called Atari 8-bit Extra from ANALOG Computing. This will include a compendium of some of the best articles and software that could not fit in their magazine. All new stuff. Expect to see see it sometime before Christmas.

8 bit reviews???? Yes, starting next month, I will starting reviewing my favorite software from the past and the present. First up next month is Atari's Star Raiders II. Look for it next month.

Well, I am finally going to come out of the closet. Starting this month, I will be putting some of the most interesting articles which I have picked up on some of the popular BBSes. This is nothing new. You have seen these in months past, but they been submitted silently. This month is an online conference from Compuserve with two representatives from ICD. A conference is more of online question and answer session and you can usually find out information that you wouldn't find in print. I have placed some of these on the MAST disks and they have been very well received. So here is the first one for the 8 bit. The ICD people talk about their new MID box and SpartaDOS. This is a little long so it will probably split up over two months. I will let the split be made at our editor's discretion. So for more info, read this month's 8 bit Xtra.

Finally, I have a gripe about the XE/XL vs. ST battle. I am probably not the person to talk, but here goes. I am getting a little upset about the ST cropping up more and more in XE/XL articles. Case in point, last month's ANALOG interview with the head of new product development of the 8 bit product line. Halfway through the interview out of the blue comes a discussion of the ST IBM box and the ST blitter chip. These comments have no place in an 8 bit interview. Case number 2, after downloading a XL/XE news files from Compuserve, expecting all sorts of good news and rumors, instead I only found two pieces of XE/XL news and four or five pieces of ST news. Why???? Having my position with the MAST ST group, I probably still shouldn't talk, but I don't want my 8 bit magazines to become ST magazines. There is still some loyalty left you guys. This probably is not the place to announce, though that this month's demo is a demo update of the ST. The demo will be more to update you on some of the best ST software now available. This will not be a hardsell session, but more of an information update. This should not violate what I previously stated.

8 Bit Xtra

This is the first in a series of BBS articles which I have collected for our club newsletter. This month is the first of two parts of a conference with two representatives from ICD on September 13, 1986. Read and be informed about their new products. The split of this rather long is being done our very competent editor, based on space limitations.

Jim Schulz

		ICD Conference		09/13/86
Job	User ID	Nod	Ch	Tlk Handle
20	72347,776	NMH	30	LESLIE BARTIROMO
26	70426,1214	RFI	30	ICD-Mike
31	76703,4061	RIC	30	Chmn Keith Ledbetter
33	74666,601	LOU	30	Joe McFarland
42	72347,350	QAM	30	JEFFREY LITTERICK
47	76703,4061	RFI	30	ICD-Tom
53	72347,75	TRQ	30	keith
55	70525,653	ANA	30	Robert Crosby
57	72327,2231	SYR	30	Larry Friday
58	74146,2472	HOD	30	Remus
59	73537,1524	LGV	30	Jim Woods
61	72347,1036	RIN	30	JEFF BOLTON
64	76703,2011	WBR	30	Dick Brudzyski
65	72337,370	FTL	30	Jerry
68	72337,322	FVN	30	Bill Colburn
71	71036,232	WPL	30	Francis
78	72436,1771	CUL	30	Mark(Toolworks)
80	70707,3127	CGW	30	Darius
84	70426,1214	LIS	30	Mike Schoenbach
85	72347,431	SAD	30	BRYAN DREW

(Chmn Keith) first off, we are proud to have ICD, Inc as our guest today.

Anything you'd like to say, Tom?

(ICD-Tom) Sure, I am glad to have this opportunity to Chat with our users on Compuserve. I think the main strength of the Atari support system these days is the BBS.

(Chmn Keith) finished, Tom?

(ICD-Tom) Sure

(Chmn Keith) ok, then let's open the floor up for questions. First is Darius, then Mark.

(Darius) How will the MIOs 1 meg RAM be accessed? Through PORTB?

(ICD-Mike) The 1 Meg MIO will have hardware registers at the D100 and D600 areas

(Chmn Keith) Darius => follow up on that question?

(Darius) How will the MIO 1 meg RAM be accessed? Through PORTB or will other locations be used?

(ICD-Mike) The MIO has registers at the D1C0-D1FF address range for the most part the RAM is at the D600 memory page. What specifically were you wondering since that is fairly broad?

(Darius) Will software designed for the Newell upgrade or RAMBO XL work on it?

(ICD-Mike) No, the RAM is a "true" RAM disk... just like a floppy, therefore you did not need to "setup" the RAM disk as you did with the RAMBO/NEWELL with the RD type of command.

(Chmn Keith) but, you can STILL do an RD command along with the MIO..right, mike?

(ICD-Mike) Sure, the RD is ONLY for internal memory of the computer the MIO is a TOTALLY independent system. It handles its own RAM in a fashion best suited for the disk emulation and printer buffer.

(Mark Toolworks)) I have a number of questions about MIO(as I am sure most of us do):

1) will the MIO rob me of my cart. slot on 130xe?...

2) will I get a Tech. Ref. Manual with MIO?

3) will MIO support Floppies?

4) can MIO support the Western Digital Controller?

5) is MIO RS232 850 compatible?

(ICD-Mike) 2 -- Yes, all registers are documented (very complete)

3 -- Yes, just like normal (except you also get to redirect)

4 -- Yes, WDC 1002S-SHD or 1002-SHD or 1002-SAS

5 -- Yes (also does not take up internal user memory)

(Chmn Keith) Mike => I think we lost the answer to # 1, about the 130XE cart slot.

(ICD-Tom) 1 -- The 130XE requires a \$19.95 adaptor which adds 2 slots to the bus.

(Robert Crosby) I've had an order in thru distribution for the 1 meg ver, when can I expect to see it?

(ICD-Tom) It all depends on the distributor. That problem seems to occur with all new products. The way we ship is: End user orders get priority for the 1st few units. Then we start shipping to dealers and distributors eventually the back orders get filled.

(Robert Crosby) The order is thru Horizon....A guess when???

(ICD-Tom) ??? a couple of weeks???

(Robert Crosby) OK. Thanks.

(Chmn Keith) ok, we have Dick, Francis, Jim, Keith, Jerry, and then Bryan.

(dick) I've heard that you have plans to release SpartaDOS on a cart. Do you have plans to add new features to the cartridge version?

(ICD-Mike) The cart ver of SD will (its in the writing stuill) contain many new features: It has a built in database. The command processor is much more complex. It will mimic commands as it performs them (self tutoring). The current version (3.2) has been in a cart for testing for some time now, however the final SD X (as it is called around here) should be released in about 3 mos

and shall take about 32K -- 16K for database and 3.2 core and 16K for menu (also containing should be released in about 3 mos

and shall take about 32K -- 16K for database and 3.2 core and 16K for menu (also containing sophisticated batch file ability... You will have to pretty much see it for your self when it does come out since it will end up being quite a bit different. Not just a rewrite.

(dick) Thx!

(Chmn Keith) ok..(hope you have a flag to turn that "tutoring" off..hehe).

(Francis) That is good. Is That SpartaDOS "random" access? (how large is it can up to?)

(ICD-Mike) SpartaDOS X (cart) handles files up to 16Meg with total random access, it takes a max of 1/10 sec to position to the middle of a file of that size... the sector map scheme has been modified so that a high level mapping scheme is running in parallel... thats why you have such high speeds (pos through 8Meg that fast)... the main reason for this is because the database (large databases) required much positioning/loading (binary fashion) to find a record and a linear position is much to slow... Also insert/delete sectors in the middle of a file is required for database. This is one reason it is taking quite some time in development... there is major rewrite in many areas.

(Francis) Is it done by POINT comnds? (under ACTION! or BASIC XE)

(ICD-Tom) Mike has crashed for a minute hang on...

(Chmn Keith) hope he can get back in here.

(Francis) Hope he read my question.

(ICD-Mike) I think I'm back. ga

(Chmn Keith) ok, Mike..the question was "does it use POINTS or what?"

(ICD-Mike) SD X uses points just like always.

(Francis) Yes but more than 64K?

(Chmn Keith) he meant for the built-in database, mike.

(ICD-Mike) OK, for database it uses a set of database XIO commands

(Francis) Chmn, No I mean for ACTION! or BASIC XE.

(ICD-Mike) the commands perform the (skip that). For ACTION and BASIC XE. The POINT and NOTE functions handle the full 8Meg (limit of BASIC).

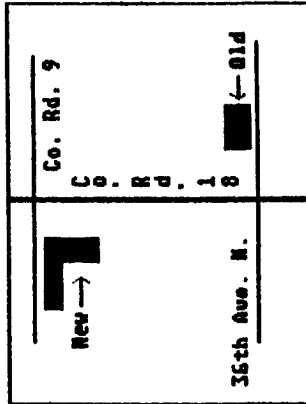
(Chmn Keith) ok, thanks Mike...

(Francis) good. Thanks.

That's where we leave off this month. The saga continues next month with more of the same. One note: this file is 199 single-density sectors long. My disk-based Atariwriter, Paperclip and GT Estate word processors can't load the whole thing. But I had the whole thing in RAM when I downloaded it. As an exercise in problem solving, can anyone think of a way for me to print this file? I think I know how to do it.

Wizard's Work

your home computer center



is on the move as we begin our 5th year! Wizard's Work is now located in the Four Seasons Shopping Center at the intersection of Co. Rd. 9 and Co. Rd. 18 (exit west on Co. Rd. 9 from Co. Rd. 18)

Our new telephone # is:
Our new hours are:

559-4690
Mon - Fri 11 a.m. to 7 p.m.
Saturday 11 a.m. to 5 p.m.

We have always appreciated our customers' support and invite you to visit us in our new location.

Phil, Phyllis, Gordy & Rhona

October, 1986 Page 5

News from the Co-Chair
By Jim Schulz

October has come and time for more news and views from co's chair. This month, I will start on a rather serious topic. Rumors have started to spread around town about some bad dealings by MAST officers, namely me and I think Bruce. I would now like to address these issues. First of all, no MAST or SPACE officers makes any money off the club. The only benefit that I know of being an officer is a free SPACE/MAST membership. I think this is ample payment for the amount of work that the SPACE and MAST officers give to the club. This is in the club's constitution and has been a benefit since I started with the club many moons ago. I, personally, receive no money or payment for putting the disk of the month together. The amount of money, I receive each month from the club is for the commercial BBS downloading time, long distance phone bills, 3.5 inch disk purchases, and postage. These are just reimbursements for my expenses in putting the disk of the month together. And even these expenses, I do not charge the club 100% because I personally believe that I, myself, benefit from some of the time on the BBSes. Second of all, MAST is not in the business to make a profit of the disk of the month. MAST does make money off the disk of the month, I will admit this. Money made from the disk of the month is turned right back into the club. Expenses for the club include my downloading expenses mentioned above, the club room rental, and payment for the newsletter in which you are reading this. That is it. So what have we spent our excess money on. So far MAST has purchased, a 520ST, two single-sided disk drives, one double-sided disk drive, and a color monitor. In addition to this, MAST has purchased a number of books for our MAST book library. I and the members of the SPACE/MAST board do not want to have a large MAST bank balance. As our bank balance increases, the price of the disk of the month will decrease. We have set limits on the excess amount of money MAST will bank. If this amount gets too big, we will pass this excess money on to the club in a lower disk of the month price, since the disk of the month supports the club. Otherwise, we will spend the money on things which will benefit the club. Suggestions to Bob, Bruce, or I are always welcome. Finally, MAST has overpriced its disk of the month. Costs of putting a good disk of the month together are not cheap. My download bills sometimes go from \$150 - \$200 a month to get the club the best public domain software available. Let's do some figuring. Each 3.5 disk costs us about \$1.50 a piece. That gives MAT \$4.50 per disk for expenses. If we figure \$150 for downloading and \$75 for the room, MAST must sell 50 disks to pay off its expenses. That is quite a bit. If we sell 70 disks, that means MAST makes about \$90. That isn't much considering the amount of effort involved in putting the disk together. If we sell more disks, your price will go down. Nationally, the cheapest disks that I have seen are \$4.00 and that is for a 200 member ST group. I hope, someday we can be so cheap. I hope this explains some of the rumors that are circulating around town. Even if there were not rumors, I think the members should know

these facts. If you have any more questions, talk to either Bruce, Bob, or me. Thanks for listening.

Now that that is off my chest, let's talk about memberships. If you received this by mail, this does not apply to you. MAST needs card carrying members. If you attend the meeting and like what you see, please join up with us. We always have a good crowd at the meeting, but we need your continuous support through a SPACE/MAST membership. Membership includes a newsletter each month with the latest in XL/XE and ST news, 10% Discount at User Friendly, Wizard's Works, the Computer Supply Store, and Software Outfitters all for showing your membership card, free access to LR DATA's BBS (777-6376), free access to the STING BBS (786-2458 after 5:00), and free access to Mindtools BB (542-8980). On all BBSes, please identify yourself as a MAST member to the sysop when logging in. All for \$14.00 per year. By being a member, it tells us that you are committed to SPACE and MAST. If you attend the meeting, get a free newsletter, and buy the disk of the month, sign up at the next meeting. I hope someday that I can tell others that MAST is sixty or seventy members!! strong, instead of having sixty ST owners attending the MAST meeting.

Next up, a quick discussion of disk of the month. I would first like to apologize to those members who purchased disks for future mailing. I was very!! late this month mailing these out. My usual plan is one week after the meeting. I missed that by a week and am very sorry. If you are interested, during those two weeks, the first round of DOM documentation was started and should be completed next week. Read on for more info. Secondly, disk of the month will be demoed starting this month following my description. This will give you a break to purchase disks and also see what you are buying. This month, I will also demonstrate last month's game disk which I thought was pretty good, but not too many sold.

Next..... MAST On-Line.... What is MAST On-Line???? Well, it is my way to talk to the members between meetings, get out disk of the month information and documentation, new ST news, and other tidbits of information. MAST On-Line currently exists on two BBSes in town on both Mindtools' BBS (542-8980) and LRData's BBS (777-6376). I would like to thank both Todd and Dave for allowing MAST onboard. Currently, there are descriptions of each month's disk of the month on Each Board, and the latest news about the San Jose Atari show and Atari's public stock offering. Coming soon, the README files from each MAST disk, a preview of each month's disk of the month two weeks before the MAST meeting, and an update of more complete information the week of the meeting. This is also where I will put the disk listing software and its database for downloading. Should be quite interesting??? In addition, I would like to hear from you. Each board has a MAST message board to exchange messages. I will be at least once every two days and often twice a day so send me message if you have a problem with a DOM disk, program, idea for the meeting, or whatever. This is here for you to use. Also if you download a good program

or write one yourself upload it and tell me about it. It will save me the download cost on the commercial boards and save MAST money. If you want to upload it privately, upload it to Mindtools BBS and make it private to the sysop in the MAST sig. Leave me a message about the name of the file and I will download it. The same is true for newsletter articles. I will get them to the newsletter editor for you if you want. Just another way for MAST to serve you.

Next month, I will start/restart a new column to be called ST Xtra. This column will be made up of reviews, and miscellaneous applications which I come upon. Next month for the next two months, I will examine the question: Just how good is your VT100 emulator program???? These days, it seems like all communication programs claim to be VT100 compatible. Well, next month we will see. I have obtained from my UNIX connection a VT100 compatibility test program. It checks about everything possible including VT100 bugs. It seems to be very revealing. Then when that is done, I will explain how I got an application up and running under Zoomracks. Was it easy or hard??? We will see. Zoomracks is a neat little program, but months ago when I wrote the review I had no application for it. Now I do and I will tell all. Hopefully, I will be able to get a hold of ZoomracksII by then and include a review of it also. Watch for this coming next month.....

Now that I have gotten the business out of the way, it's time for news!! First off, a 2 meg and 4 meg ST are on their way including the blitter chip. Expect delivery the first of next year after FCC approval. The MAC cartridge is finally available for sale. It is now called "Magic Sac" to get copyright problems. Initially, it will sell for \$150. MAC ROMs are extra. There is a chance that this might be demoed at our next meeting. For more info, check MAST On-Line and at the meeting. The blitter chip is getting more and more confusing. The price is now either up to \$120 or \$300 whoever you talk to. The \$300 price includes sending your ST back to Atari for installation of the blitter chip. More news when available. Atari has a number of New rumored products to be announced at COMDEX in November. Some of these include a laser printer, a hard disk installed inside the IBM style box, a software IBM emulator, a hardware CP/M emulator, and possibly a CD ROM. Atari has publicly stated that all ST owners will be pleasantly surprised at COMDEX so we will have to see next month. For more good stuff, check out the MAST meeting.

Two strange software packages are flip flopping their normal roles this month. A new version of Neochrome was released by Atari last month for three days. Atari put it on their BBS and soon made its rounds to all the boards. Then Atari said, "Whoa, this is too good for public domain, pull it off." So off it went on all the commercial boards. This is NEO 0.9. A very nice program which is still on some boards around town if you want it. But it is not public domain. Now for the flop, after taking it off of every board across the country Atari is now officially releasing the CP/M software emulator as public domain.

This version works. I don't know when it is coming, but Atari says it will be on their board any day now. Atari decided that they did not need it now that they had a hardware emulator. Expect it on a special disk of the month with CP/M utilities in the next month or two. This version works with the ROMs.

Now it's update time.... This month, I received Michtron's newsletter with their list of software updates. So here goes: Updates are available for Animator (bug fixes), BBS 2.0 (major enhancements), Flip Side 1.1 (higher levels more challenging), Kissed 1.1 (bug fixes), Major Motion (now works with joystick), Mi-Term 4.0 (major enhancements), Mighty Mail (phone # and zip code switched), Mudpies 1.1 (saves high scores), Personal Money Manager (corrects large file loading bug), and Time Bandits 2.1 (saves games and minor bugs). Update costs is \$10.00 for Mi-Term, \$30.00 for Michtron BBS, and \$5.00 for all other programs. To get the update, send your old master disk and the update fee to Michtron/576 South Telegraph/Pontiac, MI 48053. Update turnaround is usually about a week. Second update this month is OSS Pascal. OSS has added a compiler directive for desk accessories. You no longer need the PASACC program. The cost of the update is \$10.00 and your master copy of the disk. Please send your registration number and your full address to OSS/12218 Kentwood Avenue/San Jose, CA 95129. OSS, however, suggests that if you do not need this feature to wait. A major update is coming real soon. That's the update for this month. I will look for more next month.

Now it's that time.....tah!! tah!! It is time for Jim's pick of the month. Well, this month I have no pick. Nothing new has come out and what has come out I have not heard much good press about. One product that sounds real good though is Ark Williams C. There is a review in this month's ANALOG which seems to agree. I have not used it or seen it yet, but the press for it has been good. It's only missing piece is a Resource Construction Editor. Other than that, it has everything you need to develop software. More comments on this when I get a chance to see it and possibly use it first hand. Joust has also just made it into town. Based on the pre-release version, it should also be pretty good. Expect more comments next month.

Well, that's it for long-winded Jim this month. I will see you all soon at our early October meeting for more of the hottest news, rumors, demos, public domain software and a whole lot more....

Disk of the Month - October
By Jim Schulz

Well, it's disk of the month time and time for another round of disk of the month news. Last month, we saw the return of STWriter for third month in a row and hopefully the last month in a while. STWriter 1.5 was just one of ten new disks added to our already bulging library of disks. Now before we go into what is in store for the month of October, let's look at what September brought us. The special disks for September included:

STWriter 1.5 (now with a built-in print buffer and support for foreign character among other things), MicroEmacs with help (this version of MicroEmacs was a little bit more successful than I thought. Emacs with built-in help and source. No manuals need), Bradley Forth 1.1 (the best public domain Forth got one better-over three pages of bug fixes and enhancements), and our two disk demo set of Graphic Artist disks (everything you need to run this great CAD design program except the print and save).

Well, that was the special disks last month. In addition to these, we had five of the standard disks of the month packed full of public domain software.

Now before we go to this month's list of software goodies. Let's look at a few disk of the month news items. First of all, please read this month's Notes from the Co-Chair for exciting news of the opening of MAST On-Line especially for all you disk of the month junkies. Next, by the time you read this the first round of disk of the month documentation should be online on MAST On-Line. This first round of documentation is my description of each disk organized by month. The descriptions are a couple of words, but I describe all but a handful of programs throughout all of the listings. These listings will also be available in printed form if you bring or send me a long size self-addressed envelope with 34 cents of postage. If you send for this before the meeting, I will mail right after the meeting. I will be only making copies of this up upon request. Next, the perfect compliment to the description, a complete listing of all disks using Todd Burkey's DiskTop program. This is a new version that now keys on the disk label name and does not create a file on disk. Specially modified for MAST by Todd. I don't know if I can get the whole data base on one disk or if it takes two, but you should love the price. For all documentation disks, the price will be \$3.00. Yes, \$3.00. This is only one of possibly three ways that I plan on documenting the disk of the month. But all documentation disks will be \$3.00. I expect everyone to at least buy this disk at this month's MAST meeting. With this disk and the above descriptions, you should be able to find about all the programs which you really need.

One more topic before we go for the good stuff. I would like to state publicly that the disk of the month is by no means a one man operation. I do get support from our members. I would now like to recognize some of these unsung heroes that either donate their own software, download public domain software, donate demo software, or contribute other talents. This list includes Chuck Purcell, Ralph Russell, Dan Stubbs, Brian Reynolds of User Friendly, Steve Pauley and Todd Burkey of Mindtools, and Dick Johnson. I would also belatedly like to thank Dick for listing out the README files for the first four months of the DOM and placing them in a binder. Surprising, I found this very useful in documenting the disks so far and I plan on using it more extensively when I go file for file. This book will be available for reference at the DOM table starting next month for reference. Dick, are you still game to keep it updated??? Thanks to one and all for making the DOM a big success.

Well, it's that time again. More disks and more programs. I will

first state that I have not run all of these programs yet and I am describing them on their descriptions, but we do have a good selection.

ARC - From the outcry from its release, I could not start with any other program. This is an IBM, CP/M, AMIGA compatible squeeze program. From my limited understanding, this program analyzes a program and squeezes it in the best of five different ways possible. It also supports multiple files in the same ARC or squeezed file. I have already been asked if I plan on ARCing the disk of the month. Current plans say no, but I do plan on ARCing some of the related files for MAST On-Line. If you squeeze files, this is a must program. Complete documentation is also included.

Adventure Construction Set - This is a hold over from last month. This program allows you to create text adventures. New with this version is the inclusion of objects.

Colossus Cave - If you have ever played the original Adventure, you know what this is. This is supposedly the complete version of the Colossus Cave adventure game. I have not tried this game yet but this has always been one of my personal favorite since my college days. Another mainframe classic comes to the ST.

Addition - This is one of the first educational public domain games which I have seen for the ST. This program in ST Basic is written by MAST's own Dan Stubbs. In addition to the addition problems for the kids, he includes sound and a face to reflect the correct and incorrect answers to the problems.

Mono Pool - Yes, this is another monochrome game. This game is a billiards game. As I write this, I have not yet downloaded this or run it but it sounds too interesting to not talk about it.

Spell Checker - This is as it states is a spelling checker program. This is written in OSS Pascal and the source will be available for your perusal. This program currently comes with no dictionary, but I am in search of one. If I don't find one, it will create it's own as it goes through and checks your spelling. I have not run this program, but I have been hearing some good comments from those who have.

Word Processor Desk Accessory - This was on the disk of the month about 2 months ago, but now we have version 2.0 with all the bugs fixed and more.

Word Count Desk Accessory - This is a text file word count program. Just select your file, and it will tell you exactly how many word that you have.

Phantasie Ultra Characters - I don't know if this is fair, but some poor soul wanted to win this very addicting game bad so he sector edited six unbeatable characters. If you ever want to be assured of winning this game, a rather strange way, use these characters.

Ralph Russell Demos - This is second half of a disk of assembly language demos that Ralph donated to MAST. These demos have to be seen to be believed.

ST Software List - This is the new updated version of the list from last month. The list currently comes in two forms of a complete list and additions and subtractions, but since last month's list was such a mess, I will have a complete list again this month. This list has now been reformatted to be printed on 80 columns. Good Deal.

Well, that is the start of the disk of the month for October. I have not run many of these programs, but it give you an idea of what is available this month. For a more complete update of this month's disks, check MAST On-Line the week of the meeting for an updated more complete description of all of this month's disks. Now for the specials:

??????? - The return of the mystery disk. This month's mystery disk has probably been the most difficult disk that I have tried to get. This disk showed up last week after four months of searching and waiting. All I will say is that this is an updated or reworked version of a past disk of the month, but not a replacement for that disk. It fills up a whole disk and I am currently in search of its source code. Is that enough of a hint????

CAD-3D Picture Disk #1 - If you own CAD-3D, you will probably like this disk. More pictures for the 3D drawing program from Tom Hudson. This first picture disk will include Tom's full 3-D Chess set file and if room permits, a four piece Chess file as well. The full Chess set will only load on a 1040ST. If time permits, I will fill a second disk full of CAD-3D files as well. I will demo these files at the meeting, but you do need CAD-3D to use this disk.

CAD-3D Demo Disks - If you saw the mountain on our club ST at the last meeting, you know what this disk is like. These disks, in normal or ARC format, are self-running 3-D demos of the animation and 3-D drawing capabilities of CAD-3D. A must addition to your demo collection.

FTL Demo Disk - This disk has been advertised twice in the past and never delivered until this month. This disk includes two demos of forthcoming products from FTL, the Sundog people. This disk includes a demo of Dungeon, their new graphics-oriented dungeon adventure/maze game. Also on this disk is a full running demo of Micro Cookbook with a number of recipes to try and experiment with. This program for some reason comes with C source code.

Well, that's all I've got for this month. This should whet your pallet for some of the good stuff available for this month's disk of the month. For more up to date information on all of the disks, including the mystery disk revelation, read my DOM Update Monday or Tuesday of the MAST meeting on MAST

Disk Notes
By Chuck Purcell and Jim Schulz

This month, Chuck looks at the MicroEmacs editor from the May disk of the month. This is the editor which I am currently typing this on and use it always. I have not yet converted to the new Emacs editor from last month. I have an overwhelming good response to last month's Emacs editor with built-in help menus. So if you are looking for a good editor, you might want to check this one out. This quick reference guide only applies to last month's for the strange control key combinations. Maybe when Chuck returns from his long business trip in Europe, he will generate a new Emacs quick reference guide for the help menu Emacs editor. So here is Chuck:

```

aue.prg  microEmacs documentation ( 03/04/86 )          KEYBOARD:
F1+setmk. F2      F3      F4      F5      F6      F7      F8      F9      F10
<del w  del w> del--> ins<-- killbuf listbuf sw.buf sv.buf vst.fi ret.b
----- \ \ -----
!esc !\ \ \ !  !b.sp. !  !help,th-undo buf!  !(! !!) !^! !/!!* onel
!  ! \ \ ! ' !  !  !is text !fers-quit  ! up ! dn !split! !_!!
----- \ \ -----
!tab !q \ \ !  !del !  !in- ! / \ !clr !  !7top !8  !9  !- !^!
!  ! \ \ re !  !  !sert ! ! !home !  !  !repot! end! back!
----- \ \ turn -----
!control !a \ \ ! ! ! !<-- ! ! ! -->!  !4  !5  !6  !+ !_!!
!  ! \ \ ! ! ! !char! \ / !char !  !<word! u^p !word! ! frwd!
----- \ \ -----
!Shift  !z \ \      control pad  !1  !2  !3  !enter!
!  ! \ \      !<line! d_n !line>!  !
----- \ \ -COMPACT ST KEYBOARD- ----- !exec.!
!alternate!space \      !0      !'_ \ !  !
!  ! bar \ \alpha.      key pad! location ! \ C !macro!
----- \ \ -----
microEmacs as ported at Case Western Reserve University for public domain
```

KEY BINDINGS

These are the key bindings of ue.tos version of 01/18/86. =====
To change these bindings, recompile 'keybind.c', and link everything.
Two related files are (1) 'keynames.h' which #defines the F1 et al;
(2) 'keymap.c' which maps the scan codes to ascii values using the
intelligent key board of the ST. The standard control-, meta-key
bindings, as they were in the original MicroEmacs, are also valid.

Key Bindings on 520ST-The Function Keys alter the buffer and/or file
content; so be cautious. All the other special keys (the HELP-UNDO

group, and the numeric keypad group) only change the display, and/or
windows; so you can be playful with these. The commands 'kill', 'yank'
and 'read-file' don't work as they do in full Emacs; so watch out.

```

F1,    delbword,    /* delete preceding word          */
F2,    delfword,    /* delete the next/current word    */
F3,    kill,        /* kill current line to its end    */
F4,    yank,        /* insert the deleted stuff back   */
F5,    killbuffer,  /* kill [current] buffer; verifies if changed */
F6,    listbuffers, /* list buffers, and their sizes; not accurate */
F7,    usebuffer,   /* switch to another existing/new buffer */
F8,    filewrite,   /* save current buffer to specified file */
F9,    filevisit,   /* read-in a file to edit          */
F10,   filesave,    /* save current buffer to its file  */
HELP,  help,        /* alas, not much help yet!->" emax_aue.txt " */
UNDO,  quickexit,   /* quick save and exit             */
INSERT, backpage,   /* display page preceding current one */
HOME,  forwpage,    /* display page following current one */
UPARRO, backline,   /* move cursor to preceding line; readjust displ*/
DNARRO, forwline,   /* move cursor to next line; readjust display */
LTARRO, backchar,   /* move cursor to preceding char      */
RTARRO, forwchar,   /* move cursor to following char      */

----- keypad keys -----M-----
KLP,   mvdnwind,    /* scroll window contents up (move window down) */
KRP,   mvupwind,    /* scroll window contents dn (move window up)    */
KSLASH, splitwind,  /* split current window into two                */
KSTAR,  onlywind,   /* make the current window the only one          */
KMINSUS, prevwind,  /* move cursor to preceding window, if any       */
KPLUS,  nextwind,   /* move cursor to following window, if any       */
KENTER, ctlxe,      /* re-execute the key-board macro               */
KDOT,   swapmark,    /* swap mark with dot; (shift-F1 sets mark)     */
K9,     gotOeob,     /* move cursor to end of buffer                  */
K8,     reposition,  /* reposition so that current line is at the top*/
K7,     gotobob,     /* move cursor to beginning of buffer            */
K6,     forwword,    /* move cursor to end of word                    */
K5,     backline,    /* move to prev line; same as up arrow           */
K4,     backward,    /* move cursor to beginning of word              */
K3,     gotoeol,     /* move cursor to end of current line            */
K2,     forwline,    /* move to next line; same as dn arrow           */
K1,     gotobol,     /* move cursor to beginning of current line      */
K0,     showcpas,    /* show cursor position numerically             */

Original Bindings - ^ signifies Control key -      signifies escape key
^@ set mark          ^N move forward line      ^H delete back word
^A move to line start ^O open up blank line    !  *repot. window*
^B move backward char ^P move backward line    .  *set mark*
```

^C run CLI in a subjob	^Q insert literal char.	< move to buf.start
^D delete forward char.	^R search backwards	> move to buf. end
^E move to end of line	^S search forward	B move back word
F move forward char.	^T swap char. at point	C Capitalize word
^G abort command	^U universal argument	D delete for- word
^H delete backward char.	^V move forward page	F move for-word
^I insert tab	^W kill region	L lower case word
^J insert CR-LF; indent	^X control-X : below	U upper case word
^K kill forward	^Y yank back killbuffer	V move back page
^L refresh the screen	^Z quick save and exit	W copy region->kill b
^M insert CR-LF	del delete backward char.	del delete back word

control - X choices - ^ signifies control key -

^X^B display list of buffers	^X ! run a command in a subjob
^X^C quit without saving	^X (begin macro
^X^F adjust file name	^X) end macro
^X^L lower case region	^X 1 *make current window only one*
^X^N move window down	^X 2 *split current window*
^X^O delete blank lines	^X = show the cursor position
^X^P move window up	^X B switch a window to a buffer
^X^R get a file, read only	^X E *execute macro*
^X^S save current file	^X F set fill column
^X^U upper case region	^X K make a buffer go away
^X^V get a file, read write	^X N move to the next window
^X^W write a file	^X P move to the previous window
^X^X *swap point and mark*	^X Z enlarge display window
^X^Z shrink window	*note codes used in keys-ATARI-ST-keyboard*

Here are some known differences between our version and the one that you get with the Developers Kit:

DIFFERENCES
=====

1. Our version reads and writes files in chunks of 16k, and so it is much faster than the original.
2. ^Xk (or function key F5) will kill current buffer as a default.
3. ^Xb (or F7) will switch to the next buffer as the default.
4. When in search mode (ie. when you have hit ^S or ^R once) ^S and ^R act as if CR is typed, but may reverse the search.
5. Word-wrap has been deleted, as it was quite buggy.
6. All special ST keys have been assigned useful functions; see boxes above.
7. Quick-exit (UNDO key) will do a 'list-buffers' if there are changed but unsaved buffers, and await your y/n reply.

Well, that is Chuck's description. Next month, ????? I will be probably talking to Chuck in the next week so I will have to see what he has new. Again, this month I would like to thank Chuck for his contribution and his silent help that he gives me.

Continued From P.8

On-Line.

So far as of last month, we now have 60(count'em) disks of the month after eight months. For information on any of the past disks, see me at the next meeting or send a self-addressed stamped long envelope with 34 cents postage for the summaries all of the old disks mentioned above.

For those who don't know, MAST has a disk of the month which we charge \$6.00 for which is packed full of public domain software for the ST. All software programs are checked by me and documented in a READ.ME file in each directory so you are sure you get something that works.

For those who cannot make the meeting and still would like the DOM, I will mail them to you within one week of the meeting for the standard \$6.00 plus \$1.00 for postage and handling for the first six disks and each six disks thereafter. My address is:

3264 Welcome Avenue North
Crystal, MN 55422

Also, if I blow it and don't have disk that you want at the meeting, I will mail it to you free within one week of the MAST meeting. I will do better with this next month. Believe me.

Also, MAST has developer disks available to authorized developers for \$6.00 each. We currently have six disks available with a seventh disk this month. These disks are sold by me only to authorized Atari developer kit owners. Proper identification is necessary before the disks are sold.

So that is for October. See you at the MAST meeting with best selection of public domain software around.

EDITOR'S NOTE

Due to innumerable misfortunes, the newsletter you are reading is the latest, roughest job I have done yet. As you find yourself distracted by the myriad errors, think what I go through every month.

The format this month is one of convenience, not preference. The articles appear exactly as they came off the BBS. Because of incompatibility between my 800 and the STs, I had to do all the carriage returns by hand. The rest is untouched. You may be surprized how much, say, Jim's articles change after they go through me.

Of the troubles I mentioned, included are: LRData's BBS went down, so I was unable to get Bob Floyd's September minutes. The SPACE/TAIG BBS still won't let me into the Files section, but that doesn't matter, as it gives me only 9 minutes, anyway. Furthermore, Jim had so much stuff that I used up my 45 minute time limit on Todd Burkey's BBS three days in a row, which did not facilitate speedy assembly of the newsletter. Lastly, the school year is back in full swing and between homework, Cross-Country and National Merit Semi-Finalist stuff (don't forget to congratulate me), I simply can't find the time to give the newsletter the attention I should.

DOM Stuff
by: Frank Haug

Well, this didn't make the newsletter this time due to illness, namely mine. My resources are drying up fast. If you want to get the best public domain programs we have to have programs to trade with other clubs. We NEED your help. Nuff said.

Try to hold your excitement in, we have two extra disks this month (\$4 each.) The first disk is TEXTPRO 1.2, the word processor Joe Danko showed last meeting. the back side contains documentation. The front side contains the program, help files, fonts, and more. simply boot the front side without basic or boot the back side with basic for docs. The second disk is wheel of fortune. The best version of the game I've seen (on the computer I mean.) the back side contains extra puzzles. More puzzles on the way too!

Now for the October 1986 DOM.

1.QXLSETUP.BAS - used to setup ramdisks. (also works with TEXTPRO)

2.MLTRACE - a Machine Language Tracer for looking at memory.

3.DARTS - Well it's a game of darts. Uses one joystick, up& down are elevation, left and right are power.

4.ULTLABEL.BAS - A label making program (for disk labels)

5.DOSSYS.BAS - Another DOS spoof, nicely done.

6.FASTDRAW.LST - A basic List file use enter to use in your programs.

7.FASTDEMO.BAS - A demo of fastdraw, a drawing routine 3 times faster than DRAWTO.

8.FDFORCMP.LST - Fastdraw for compiled basic.

9.FASTDRAW.GET - Machine language file of fastdraw.

10.PYRAMID.COM - a compiled demo of fastdraw, reboot to exit.

11.DOCPRINT - Puts doc files to screen or printer.