

SPACE

NEWSLETTER January & February, 1998

President's Corner

By Don Langford

items to be auctioned were a lot fewer than past auctions, but I think this made it more controllable and enjoyable for everyone involved. We have a more spirited bidding war when there are fewer items to offer and one time my son was so excited about a computer he even tried to outbid me.



Treasurer's Report

by Greg Leitner
December 1997

Just a quick note this month. Thanks to all the members who took part in the SPACE Xmas party at the December meeting. Everyone had a great time and the food was out of sight. The food selection was one of the best I can remember and I sure had my share.

Remember we have the SPACE auction, next month in January. Bring your computer items to sell and help the Club make some money.

The receipts in December were \$123.00 which included two membership renewals and a whopping \$93.00 in DOM sales. Our expenses for the month were the BBS phone and Club Newsletter, and in addition I paid for the first half-year 1998 P.O. Box fee of \$52.00.

We ended up by increasing our treasury by \$38.56 and we now have a balance for the year ended 1997 of \$865.70. This represents the highest year end balance since I became a member.

So many things are going on right now with the Holidays right around the corner that I am going to make this really short. Have a safe and joyous holiday and I'll see you all in January.

Treasurer's Report

by Greg Leitner January 1998

As I pulled into the parking lot on the second Friday of January and saw only two cars there instead of the usual five or six, I knew we were going to have a poor showing for our auction. By the end of the evening I was surprised by the results as the auction went very well and the bidding was lively. It's truly amazing how so few members can make such a difference in the financial conditions of the Club.

The Club took in a net of \$127.00 from the auction with only about 10 members present. The amount of

We didn't have any new membership renewals in January and only sold \$28.00 in DOM's. With one box of blank disks sold our total take including the auction was \$160.00. Our expenses for January were only the BBS phone expense and we also purchased more blank disks from Mike Schmidt for \$47.00. Our bank balance increased to \$968.70 for the month ended January 31, 1998. This amounts to double the balance from the same period in 1997.

Thanks to all those who braved the 50 below wind chills and attended the meeting and auction. We had a great time and I can't wait for the next auction in the second quarter of 1998. Not only does the Club make money but it is one of the more enjoyable times the Club members have during the year.

Thanks also to the support and information provided to Terry by the members in helping to source more software needed for upcoming dom's. Terry has come to a dead end from his sources and he needs all of our input to be able to continue the dom's.

That's all for this month. I hope to see you all in February and don't forget to renew those memberships. Maybe after the February meeting I will come back in March and tell you the treasury has surpassed the \$1,000.00 mark. Wouldn't that be a shocker!!!

Treasurer's Report

by Greg Leitner February 1998

It wasn't a typical monthly Club meeting that we had in February. We could have sat around a card table and played Bridge with a dummy hand. O.K., so I am exaggerating a little, but we really had a poor showing for the February meeting. It was nice to see a new member join the Club. I hope he and his son will keep coming to the meetings in the future and they don't get discouraged in the size of our group. I noticed that after reading a few other Atari group newsletters that some of them are having trouble with their membership numbers. SPACE has maintained an active membership of about 25 over the past few years and I just wish we could all make the meetings to show our support for the Club and show our new members the support that's waiting for them when they join.

Even with a small turnout we took in \$12.00 in DOM sales and we also had a membership renewal along with the new membership that I mentioned earlier. In all we took in \$59.00 in receipts. Our expenses were high due to the fact that we purchased an 8-bit cd-rom and I paid the first quarter room rental for 1998 of \$195.00. The cd-rom cost only \$19.95 from Video-61 and this rom will help us in ensuring that we will have great monthly disks for sometime to come. We didn't have a newsletter in February but we did have the monthly BBS phone expense of \$10.00. Our total expenses for the month were a whopping \$224.95 and this leaves a balance in our account of \$802.75.

Now you can see the affect the quarterly room rental has on our treasury. It is now so very important that all our members try very hard to make all the meetings and continue to give the Club your support. Buy those DOM's and make sure you renew your memberships on time. I know this Club can withstand the higher room rental if we all contribute our share. We will be having another auction in the second quarter this year and if it is anything like the one we had in January it will be a big step in keeping the room rental from being too painful.

See you all in March. There's a lot of life left in this ATARI Club.

Treasurer's Report

by Greg Leitner
March 1998

Too bad we had such a small number of members show up for the March meeting. How would the news that ATARI had been sold grab you? Well, the word is out that Hasbro has bought ATARI from JTS and since they are not saddled with JTS's liabilities, it is anyone's guess as to what Hasbro's intentions are. One thing we know for sure is that at \$5 Million Dollars, they got a steal! But what will it mean to ATARI users? If you come to the meeting next month, maybe you will find out.

I guess not having a newsletter and a DOM for March was appropriate for the attendance we had. Our sales for the month only amounted to \$22.00 and our only expense was for the BBS for March. Our treasury now stands at \$814.75 and we hope to add to this next month when we have scheduled another Club Auction.

You heard right. In April we will have another SPACE auction. So bring in your computer items to auction off and also be prepared to bid on the goodies that you want to add to your computer collection. This is a good chance for the Club to build up a reserve for the next quarter room rental. See you for the Auction in March and let's all have some fun!!!

Date: 27 Feb 1998 19:45:26 GMT

Introduction

Many years ago, APX released a program called Envision. It was THE game design tool. It had an integrated character editor, map maker and many other useful utilities. Having recently returned to the Atari 8-bit scene, due mostly to the high quality emulators now available, I felt like pounding out a quick game. I scrounged around for a copy of Envision--and was rather surprised to be unable to find one.

As such, I set out to write my own version. However, this time it runs on the PC (either Linux or DOS/W95). I can already hear the gasps of horror. Why write a design tool for the 8-bit that runs on a different platform? The answer is twofold: first, it is useful to switch between applications (i.e. the Atari Emulator, and EnvisionPC). Second, this type of editor begs to use the mouse. Since I haven't seen an emulator that uses the mouse--and since my Atari ST mice are all dead, I decided to write this as a cross-platform tool.

Features:

- * Full featured Character/Map editor
- * Work on 10 font banks at the same time
- * Supports ANTIC modes 2,3,4,5,6,7
- * Export fonts to BASIC, MAE, MAC/65, Action! data formats
- * Initial .XFD support (may be buggy)
- * Binaries for DOS/W95, and Linux
- * Full source code included

EnvisionPC: Release 0.5

This is a font/map editing program similar to the old Envision program on the Atari 8-bits. It runs on an IBM PC (either Linux or DOS/W95) and includes all source code.

From: "Dean Garraghty" <dgs@clara.net>
Newsgroups: comp.sys.atari.8bit
Subject: History Video - Your help STILL needed!
Date: 1 Mar 1998 18:59:13 GMT

Atari 8-bit Enthusiasts,

I posted this message about a week ago, and it just caused an argument, and I got no offers of help at all, so I am posting this again. Please do not argue over whether I should do a video or a CD-ROM. That argument is over.

I am doing a VIDEO only. As well as the general stuff I need listed below, I am also keen to get hold of a photo of Jay Miner, or any other people from the original Atari 8-bit development team.

So far I have a photo of Atari's HQ circa 1986, along with some key members of staff working at their desks within Atari. I also have an early photo of David Crane circa 1983. I also have photos taken inside Atari UK circa 1982. I am keen to get more photos, perhaps late 70's inside Atari HQ. Can you help? I will be getting video of Curt Vendel's prototypes (1450XLD, etc.) being used, etc. I may also be getting a couple of Atari TV commercials from 1982, but copyright is a problem here, so I can't promise these will be included. If you want to help, or you have any of the items I am need of, please E-Mail me at: video@dgs.clara.net Please do not just reply to the newsgroup, because I may miss your posting. Thanks.

Original posting from last week:

As you may know, I am currently working on a 'History of the Atari 8-bit' video, along with Andy Leininger who is looking after the U.S side of things. We are now working out exactly what will be in the video, and this is where we need your help. We are hoping the video will contain info you never knew about before, and/or won't have seen before. This is what we are particularly keen to get hold of:

- * Photos and/or film/video of Atari shows (or of the Atari at non-specific shows)
- * Photos and/or film/video of any Atari promotions (in-house stuff would really be nice)
- * Press releases announcing Atari products (including the original one from late 1978 announcing the 400/800)
- * Rare/unreleased press releases (esp. for the unreleased equipment or unreleased games)
- * Any ex-Atari employees who could offer inside info/gossip from within Atari corp at the time of the Atari 8-bit's reign
- * Any other material which people are unlikely to know about or are unlikely to have seen before

If you can offer any help with the above items, or have any comments/suggestions about the video and its contents, then please send E-Mail to me at this dedicated video E-Mail address: video@dgs.clara.net

To find out more about the video project, please visit:
<http://www.dgs.clara.net>

Thanks, Dean Garrahty

From: kendrick@zippy.sonoma.edu (William Kendrick)
Newsgroups: comp.sys.atari.8bit
Subject: Demoville Site Updated!
Date: 1 Mar 1998 10:19:34 GMT

Demoville, the cobweb-filled tribute to the Atari's best demos has been updated a little.

My favorite less-than-8K pair of demos, "Intro1" and "Intro2" have been immortalized; animated GIFs and RealAudio clips for this duo. :)

And the audio awesomeness known as Gumi & Krawco's tribute to Tom Liebich, the "Liebich" demo, is also up at Demoville. Just one screenshot (no need for more), but 4 Real Audio clips! :)

<http://zippy.sonoma.edu/kendrick/demoville/>

I still need to add some Real Audio clips of Delerium Tremens and Joyride, and do some other demos... but hey, I'm only one person!!! >:^P

Enjoy!

-bill!
kendrick@zippy.sonoma.edu
<http://zippy.sonoma.edu/kendrick/>

Hasbro to Buy Atari from JTS

According to SEC documents and inside sources, JTS will be selling all of its Atari holdings to a subsidiary of Hasbro.

March 11, 1998

JTS Corp merged with Atari back in July of 1996, but since that time it has done little with the heritage that it held when it acquired all of Atari's games, patents and technology. It would now seem that Hasbro has had its eye on Atari and will be buying the former assets of Atari at a price of \$5 million.

According to the Form 8K JTS filed with the SEC yesterday:

"On February 23, 1998, JTS Corporation (the "Company") sold substantially all of the assets of the Company's Atari Division, consisting primarily of Atari home computer games and the intellectual property rights and license agreements associated with such games (the "Atari Assets"), to HIACXI, Corp. ("HIAC"), a wholly-owned subsidiary of Hasbro Interactive, Inc., for \$5,000,000 in cash. The purchase price was determined based upon arm's-length

negotiations between the Company and HIAC. The Atari Assets were acquired by the Company in July 1996 when the Company merged with Atari Corporation. There is no material relationship between HIAC and the Company, any of its affiliates, any director or officer of the Company, or any associate of any such director or officer."

The report goes on to detail the exact platforms that Hasbro will gain from the purchase:

"Atari Hardware Platforms" means the following hardware platforms: Atari 2600, 5200, 7800, Lynx hand-held and Jaguar game system hardware, Atari 800, ST and Falcon 030 computer family hardware, TOS operating system, 8-bit operating system, and Portfolio palmtop computer."

On the title side of the arrangement, Hasbro will be getting the following pieces of intellectual property and then some:

"Key Marks" means each of the following marks: Atari, the Fuji logo, Asteroids, Battlezone, Breakout, Centipede, Combat, Crystal Castles, Millipede, Missile Command, Night Driver, Pong, Ultra Pong, Tempest, Warlords and Yar's Revenge."

Hasbro has experienced excellent sales success with its previous retro title efforts and with the Atari brand and properties to use, it's likely that Hasbro will continue to ride the retro wave of financial goodness.

A spokesperson for JTS offered little insight into the sale, merely stating that he could "neither confirm nor deny the sale." He went on to say that if there had been such a major deal completed there would have been a press release issued.

Strangely though, as Atari passes into the hands of Hasbro, it ends the company's jaunt with JTS raising some probing questions. The SEC approved Atari's "merger" with JTS on the premise that JTS would make a good faith effort to keep the Atari side of business alive. They "absorbed" \$50,000,000 plus from Atari's coffers based on that premise. In a little more than a year, JTS sells what's left of Atari for \$5,000,000. What happened to all that money? What investments went into satisfying the SEC commitments and understandings? Was this fair to ATC investors?

Jaguar titles that were released after the merger had long since been completed (Fight for Life, Iron Soldier 2, etc.) which means that there had been no new development of titles. Sources close to JTS have indicated that at that point only one major project was in R&D at that time (a PC graphics converter which is obviously far outside the scope of any project Atari would have worked on).

Numerous Jaguar developers have indicated that after the merger (and even before the merger was complete), all new contracts with Atari/JTS were discouraged and milestone rewards for existing contracts were not infrequently 're-negotiated'. Based upon these accounts, the attempt to keep the Atari side of the business running didn't quite seem like a 'good faith effort'.

Next Generation Online is still awaiting comment from Hasbro and the SEC on the matter.

From: bo.schreurs@stackbbs.xs4all.nl (Bo Schreurs)
Newsgroups: comp.sys.atari.8bit
Date: Fri, 13 Mar 1998 00:32:17 GMT

Hi Atarians!

Just wanted to let you all know that I've just released a NEW version of the PC's Atari Disk Image directory lister and extractor XDIR. The current version is now release 06.00.00. Still freeware of course. The new version has been totally redesigned, and the user interface is a little bit more intuitive (at least I think it is). This version supports Windows 95 as well now. It also runs under DOS by the way. Let me know what you think about it.

You can download XDIR v6 from:
[HTTP://WWW.XS4ALL.NL/~STACK/ATARIXLE.HTML](http://www.xs4all.nl/~stack/atari.xle.html)
Email can be send to: STACK@XS4ALL.NL

Enjoy it,
Bo.

From: stack@xs4all.nl (Bo Schreurs)
Newsgroups: comp.sys.atari.8bit
Date: Fri, 13 Mar 1998 01:44:55 GMT

It seems the sever doesn't like capital letters, better try <http://www.xs4all.nl/~stack/atari.xle.html> or download it directly from <http://www.xs4all.nl/~stack/xdirv6.zip>
Hope this works...
Bo.

Monday March 16, 8:17 am Eastern Time

Company Press Release

Hasbro Interactive Acquires Legendary Atari Game Property Assets

BEVERLY, Mass.--(BUSINESS WIRE)--March 16, 1998--Leading interactive games publisher Hasbro Interactive, Inc., a subsidiary of Hasbro, Inc. (AMEX:HAS - news), announced today that a subsidiary has acquired copyrights, trademarks, patents and other intellectual property assets of the Atari Division of JTS

Corporation, giving Hasbro Interactive rights to some of the greatest video games and play patterns ever created for multimedia entertainment. The Atari properties and assets include over 75 game properties including the legendary titles Centipede, Missile Command, Pong, Breakout and Tempest. Hasbro Interactive plans to release its first Atari title this fall with Centipede for both the PC and Sony Playstation game console.

"We are thrilled that the classic Atari game properties will now be a part of the Hasbro family," said Tom Dusenberry, President of Hasbro Interactive. "These ground-breaking games helped pioneer the video game industry," added Dusenberry. "We intend to bring these classics back to life by updating them with the latest technology and interactive game design, while preserving their heart and spirit."

Hasbro Interactive has proven its ability to bring beloved arcade classics successfully back to life with its blockbuster launch of Frogger in 1997 for both the PC and Playstation game console. Frogger, based on the 1980s' mega video game originally developed by KONAMI Co., Ltd., was a huge hit over the holidays and continues to hop its way up the best-selling interactive game charts.

"We plan to implement the same aggressive strategy we used with Frogger, in bringing back the Atari classics," added Dusenberry. "We will develop games that appeal to the players who loved the titles as kids, while attracting a whole new generation by bringing the games up to today's highest standards. Of course, like all Hasbro Interactive titles, they will be backed by major marketing and merchandising programs."

With the acquisition of Atari's deep library of game properties, Hasbro Interactive seeks to strengthen its position in the action game category. Hasbro Interactive intends to develop various titles for all viable and available gaming platforms - PC CD-ROM, the Sony Playstation and Nintendo 64 game consoles, among others.

Background on Some Atari Favorites:

The largest insect invasion in history was recorded when Centipede hit the arcades in the 1980s. "Getting the bugs out" was the mission in this perennial favorite. The player launched rapid-fire attacks against persistent centipedes, sticky spiders, mushroom-dropping fleas and poisonous scorpions in order to re-claim the sacred mushroom patch.

No guts, no glory was the motto in the Atari classic, Missile Command. Players needed quick thinking and rapid fire to combat the battalions of bombers, satellites, missiles and smart bombs in this fast-action shooter.

Blow them away first -- otherwise you're vapor!

The two games that gave birth to the video game industry were pioneers Pong and Breakout. No fancy graphics were needed in these addictive thrillers - just a good dose of quick reaction and hand-eye coordination would do the job. Pong, the game of "virtual" handball, mesmerized gamers for hours as they battled their friends and foes match after match. Breaking through walls of bricks by ricocheting balls off of a video paddle was the simple, but very addictive premise behind Breakout. The desire to get a better score, kept the early gamers coming back for more.

Hasbro Interactive, Inc. is a leading all-family interactive games publisher, formed in 1995 to bring to life on the computer the deep library of toy and board games of parent company, Hasbro, Inc. (AMEX:HAS - news). Hasbro Interactive has expanded its charter to include original and licensed games for the PC, the Sony PlayStation(tm) and for multi-player gaming over the Internet. Headquartered in Beverly, Massachusetts, Hasbro Interactive has offices in the U.K., France, Germany, Japan and Canada. For more information on Hasbro Interactive titles, please visit www.hasbro-interactive.com.

Frogger is a registered trademark of Konami Co., Ltd. 1981 KONAMI. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. Nintendo is a registered trademark of Nintendo of America, Inc. 1998 Hasbro Interactive, Inc. 1998 Hasbro, Inc.

Contact: Hasbro Interactive

Dana Henry (978) 921-3759	Agnew, Carter, McCarthy Cale Barrett (617) 437-7722
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Friday March 13, 5:00 pm Eastern Time

Company Press Release

SOURCE: JTS Corporation

JTS Announces Sale of Atari Assets for \$5 Million
SAN JOSE, Calif., March 13 /PRNewswire/ -- JTS Corporation (Amex: JTS - news), announced the completion of the sale of the company's Atari Division assets to HIACXI Corporation, a wholly-owned subsidiary of Hasbro Interactive, Inc. (Amex: HAS - news) for \$5 million in cash.

"The proceeds from the sale of these non-core assets will be utilized to support our working capital requirements

as we increase our production," said Joseph Prezioso, Executive Vice President, Finance and Administration, and Chief Financial Officer of JTS Corporation.

The Atari Assets were acquired by the company in July 1996 when the company merged with Atari Corporation and consisted primarily of Atari home computer games and the intellectual property rights and agreements associated with such games.

JTS Corporation is a leader in information storage products. The company designs and manufactures hard disk drives for personal computers, and markets them to leading systems manufacturers and selected resellers. JTS is committed to providing world class hard drives at value prices to support personal computing. The president and chief executive officer of JTS, Tom Mitchell, was formerly the President and Chief Operating Officer of Conner Peripherals and Co-founder, President and Chief Operating Officer of Seagate Technology.

For further information, contact
JTS Corporation at
166 Baypointe Parkway,
San Jose, California, 95134. Phone: 408-468-1800 Fax:
408-468-1619. Website:
www.jtscorp.com

SOURCE: JTS Corporation

From: tikk@alt.anonymous.messages (tikk)
Newsgroups: comp.sys.atari.8bit
Subject: The new MyDos 4.5 cart
Date: Thu, 19 Mar 1998 02:29:37 GMT

Here are my impressions and the text from the new MyDos 4.5 cart.

First, is it worth the money? I don't know.

The software comes in a standard 16k Atari cart (like basic) with a paper label taped to the front. There are 2 2764's in the cart. Anyway, this means you can't stack it and because you have to hot unplug it after booting, no other cart can be installed. Actually, other than the fixed MEM.SAV (I seldom ever used it in the first place), it is a pain to use. I just don't like the idea of plugging in then pulling out the cart over and over if something locks up. I thought I was going to be smart and copy the system to a disk after I formatted but after rebooting I got a screen full of junk and an endless reboot attempt. You have to boot from the cart then pull it unless I'm doing something wrong.

So if you were thinking about getting this cart, you might want to think it over. Twenty bucks isn't much and if nothing else, it's another item to add to the collection.

Oh, it only works on XL/XE's with 64k or more ram.

MYDOS 4.5 ON CART

Since this cartridge based MYDOS is different than the standard MYDOS a few words on the main differences is in order. The differences include a reverse OPTION key function at power up. Now if you want BASIC you must hold down OPTION at power up. Another difference is the Ramdisk configuration tables. The available bank bytes are ordered from highest to lowest value which is more compatible with the XE standard banks. The default configuration is also in this highest to lowest order such that a novice is less likely to blow his Ramdisk away without wanting too!! To configure your Ramdisk to not use the BASIC/XE banks choose page sequence 1 as per the MYDOS technical manual.

Another difference is a working MEM.SAV feature. I don't know why MYDOS was released with a defective MEN.SAY in the first place but it is now working. If you are sharp you will notice that DOS.SYS has grown by one sector and DUP.SYS has shrunk by one sector. The code for the MEM.SAV feature was moved back to DOS.SYS which is the only place it could work from and thus the different sector counts. The purpose of the MEM.SAV feature is to allow the user to preserve the portion of Ram that DUP.SYS loads into. It is used for producing modified files that would normally be stomped on by DUP.SYS. When the MEM.SAV feature is active and DUP.SYS is called to be loaded into memory again, a copy of the area in question is saved in the file named MEM.SAV. When a (K)SAVE is used for that area and the MEN.SAV feature is active then MEM.SAV is loaded into the area prior to the (K)SAVE. MYDOS's MEM.SAV feature is actually quite a step above other DOS's MEM.SAV in that the feature can be deactivated by simply choosing the (L)LOAD memory option and then pressing return. You don't have to put up with constantly loading and reloading MEM.SAV or deleting a MEM.SAV you would really like to keep, it can sit on your disk unchanged until you need it. To activate MEM.SAV you use the (N)LOAD memory w/MEM.SAV option. These two functions are identical in every way except (L) turns off the MEM.SAV flag and (N) turns it on. In either case no file actually needs to be loaded, just a return will toggle the flag.

The last difference is probably the most noticeable and that is some of the menu prompts have been changed to reveal their purpose more clearly. (N)LOAD memory w/MEM.SAV is one. Set D:##Subdirectory lets you know that here is where you can set your default drive number or use a Subdirectory as your default drive (D:). A Subdirectory CAN be used as a drive, but first one must be created by (Q)MAKE Subdirectory and then your files are copied into that Subdirectory by using (C)COPY files.

To use the cart, just plug it in and turn on your computer. You don't even need any drives to have this DOS but that really doesn't make much sense to do. The fastest boot time will result when you have two drives (1 and 2) turned on. A disk does not have to be in either drive, but to take advantage of the built in Ramdisk loader it is necessary to have on a disk that has been formatted by this version of MYDOS, a Subdirectory entitled RARDISK:. The files you want loaded at boot up are then copied from the Subdirectory RAMDISK into whatever Ramdisk # you set when you formatted the disk. If the Subdirectory RAMDISK: is not found on D1: or is empty, then you will get a ramdisk format and DUP.SYS copied to the ramdisk only if the ramdisk # was set when you formatted the disk in the drive. If there is no disk in the drive then you do not get a ramdisk format or DUP.SYS copied to the ramdisk, you have to do all that from MYDOS proper.

To get BASIC you just hold down OPTION at power up. A second is almost a second too long. Your ramdisk can be loaded or at depending on what you have in D1. When the DOS menu appears stable, press RESET to enter BASIC with the Miami Valley ACES s WEDGE program already installed!! It is a DOS like shell that operates from ASIC. The commands are listed every time you press RESET and the wedge is still there. It can be removed by typing KILL. From then on you have only the BASIC Atari gave you. Entering DIR will give you a directory of your default drive, and that drive can be changed by POKEing 1803 with what ever drive number you have. SCRATCH is the same as delete filespec. SPRINT will send to your printer a screen dump. SD and DD stand for single and double density for those with drives that can switch densities. You can now read and write as you please from BASIC.

From this DOS you can kill BASIC by (M) running at address \$1ECO. And you can also go to BASIC by (M)running at address \$1EE5. These routines may not always be there as they are not protected, so some luck and judgement on your part is required. Don't forget to kill your Basic with a run at \$1ECO prior to loading a program with DOS that "lives" in high Ram as BASIC is a ROM that lives from \$A000 to \$BFFF and you will lock up if there is a conflict.

Whether you choose DOS or BASIC, just to make sure your display list is where it should be you should press RESET when the DOS menu appears stable. This is IMPORTANT! It allows MYDOS to be entered correctly via DOSVEC instead of the patched entry required to give you the option of having BASIC.

At the moment the cart is pulled this MYDOS looks for AUTORUN.SYS on D1: and if not there then the other features are looked for. This was done to more closely mimic a disk based DOS. Your AUTORUN.Sys file

should NOT be a Ramdisk loader for the pending self contained Ramdisk loader will do what it can to ruin the previous format.

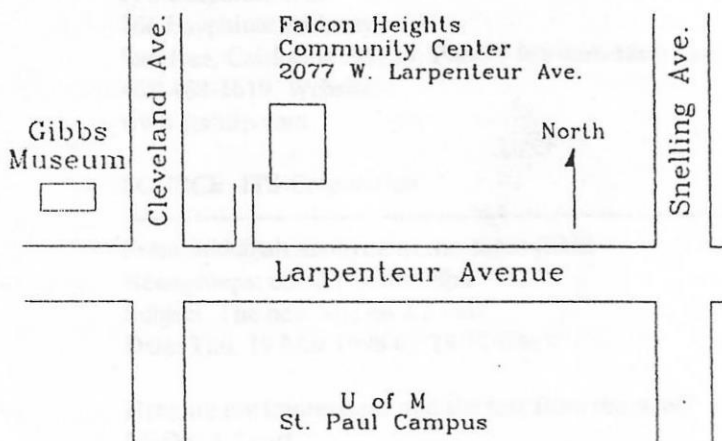
Enjoy!
POOR BOY
Video 61 BBS
612-462-3680

To load the cartridge, make sure that the power is tuned off and that all cartridges have been removed. This version of MyDOS will work on XL/XE COMPUTERS ONLY WITH AT LEAST 64K. Now plug in the mydos cartridge and turn on your computer. If you want to access basic, wait for the "pull cartridge and hit reset" command to appear, then put one hand on your computer and firmly grasp the mydos cartridge. Now pull it out of your computer (this will not hurt it), then hit reset and you will be in basic. To lock out basic follow the same commands except at boot up hold down the option button to lock out basic.

CLUB OFFICIALS

President:	Mike Fitzpatrick	424-4122
Vice President:	Terry Streeter	XXX-XXXX
Secretary:	Mike Wiest	XXX-XXXX
DOM Librarian:	Terry Streeter	XXX-XXXX
Paper Librarian:	Vacant	XXX-XXXX
Software Librarian:	Earline Fitzpatrick	424-4122
Membership Chairman:	Glen Kirschenmann	786-4790
SPACE Treasurer	Greg Leitner	455-6550
SPACE Newsletter Editor:	Michael Schmidt	757-4192

Saint Paul Atari Computer Enthusiasts (SPACE) meets on the second Friday of each month at 7:30 PM in the Falcon Heights Community Center at 2077 West Larpenteur Ave. Doors open at 7:00 PM.



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SPACE BBS

BBS Phone: (612)-462-3680

Sysop: None

Co-sysop: Open Position

Supporting:

ATARI 8-Bit Computers

ATARI ST Computers

S.P.A.C.E.
P.O. Box 120016
New Brighton, MN 55112

MPLS MN 554 05/04/98 20:34 199

