

JR P.A.C.E. WORLD



NEWSLETTER OF THE

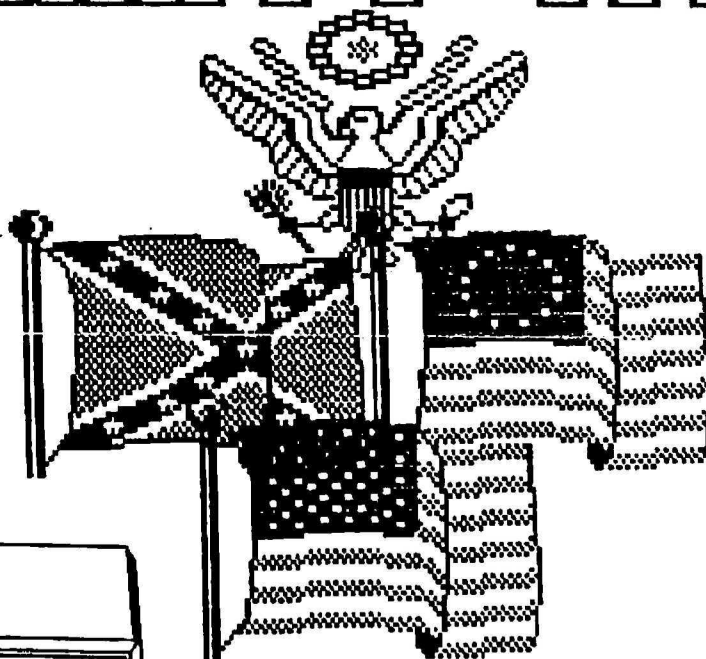
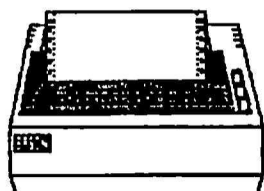
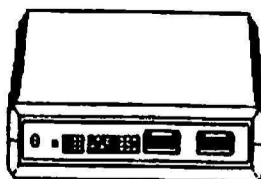
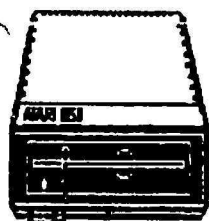
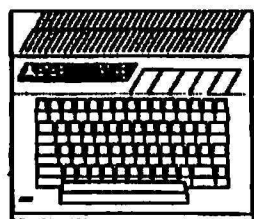
PENINSULA ATARI COMPUTER ENTHUSIASTS

JULY 1986

OF VIRGINIA

VOL. 5 NO. 6

HAPPY 4TH



FACE WORLD/REFORMATTED?

I have heard many people request a "different look" to Pace World. Well, here is your chance. What do you want YOUR newsletter to look like and what should it include? All suggestions will be considered. In this issue the "High Scores" column has returned and a suggestion to a "Question and Answer" column will start next month (upon getting your questions of course.) Remember - this newsletter is sent all across America and Europe, so if the answer to your question can not be found locally, our fellow Atari user groups might be able to help.

DON'T COMPLAIN - GIVE YOUR SUGGESTIONS

Joe Cullen

NOTICE: ATARI, 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, 520ST, 1040ST, AND THE "FUJI" SYMBOL ARE TRADEMARKS OF ATARI CORP. P.A.C.E. IS AN INDEPENDENT USER'S GROUP AND IS NOT AFFILIATED WITH ATARI CORP.

WELL...!?

From all reports, the June "Business" (we have to find another name for that!) meeting was a good one. Thanks to everyone who helped organize the meeting or demonstrated software. Congrats also to Jim Baldwin and Vinette Dephillipe, who won copies of David's Midnight Magic pinball game. See what you miss when you don't come to the meetings? (I should talk.)

Don't let the new library loan-out procedures deter you from using the library. With the library now available for copying only on the Swap and Share nights, grabbing the disks on loan is the way to go. We've bought the Tricky Tutorials, they make a great way to learn about your computer. This also applies to you ST users, we have some great ST software in our library.

We'll hopefully have giveaways and /or raffles at every 3rd Friday meeting from now on, so try to make as many as you can. On the 18th we'll have something associated with the artificial voice systems being demo'ed. Be there or be square!

Color me square, since I've been called away on business on the 18th. Sooner or later I'll be able to make a regular meeting, ya just gotta have faith. Anyway, see you at the Swap and Share on the 11th.

Meanwhile, have fun!

dkos

NOTES FROM THE V.P.

I want to thank all of you that attended the June business meeting. I feel that the meeting was one of the shortest meetings we have had in a long time. I hope to be able to keep to an agenda where we take care of the little business that we need to conduct and then answer questions, give demonstrations, and check out disks from the library.

Thanks go out to Steve Fishbein for demonstrating the "PrintShop Companion". I have seen some of the posters that Steve has created using this nice addition to "PrintShop" and they are very impressive.

We have started a contest to see who can come up with a new P.A.C.E. logo. George Ware submitted one at the meeting and I have seen Steve Fishbein's entry. Both of these are creative and use the graphics capability of the Atari to impress users of different brand computers. Everyone is invited to join in on this contest. Use your imagination. Remember that our club name is "Peninsula Atari Computer Enthusiasts Of Virginia".

Should We, as a club, support local Atari BBS system operators? The question was brought up at the June meeting again and I think the club needs to make up it's collective mind. We have directly supported two BBS's in the past and the boards went down for known and unknown reasons. If we have some say as to how the boards are run, then I think we could support them, otherwise not. I would like to have input from the general membership to see how many members are using local Atari BBS's and which one or ones they would support with their club money. Let me hear from you.

Remember, on Swap Nights, bring your configurable disk drive! As we all know copying disks is almost 4 times as fast with two drives. If you want to copy several club disks, you will be glad to have that second drive. If we all share in the drive usage the Gloria Dei School Lab disk drives will not suffer so much wear and tear.

Also remember, the Swap Night has been moved to July 11 due to our regular night being July 4.

For our next meeting, Joe Cullen will demo "S.A.M.", I will demo "Voice Box" by The Alien Group, and I think Chester Marks will demo "Raz Talker". I think our President will be (conveniently) out of town again but we will carry on as before.

Mike Fazzi



OKIMATE 10



EPSON PRINTER

Treasurer's Report by CLM

Pace now has 78 members. 4 memberships will expire next month. If your name appears in the following paragraphs, please bring your checkbook (oh yes we do accept cash) to the next meeting or mail your renewal to PACE Treasurer, P.O. box 7628, Hampton, Va. 23666. Remember dues are \$15.00 per year.

Memberships expiring in July:

David Baize, William Davis, William Miller and Dennis Patron.

Memberships which have expired:

Frank Batts, Steve Brown, Claude Burge, Richard Chappell, Jeff Cleveland, Augustine Dovi, Barbara Goff, Carl Hellman, James Hentz, Nancy Humphrey, Ronald Hunt Jr., Kevin Johnson, Gary Layman, Rhoda Nachman, Lloyd Nelson, Bryan Pelhaa, Jack Pennington, Bob Segars, Jimmy Self, Steve Saicker, David Tanner, David Vegh, Phillip Verell, M. T. Wakelyn, Delaa Webster, and James Williaas.

Until next month.

MINUTES

The June 20th PACE meeting was the first held under the new format of more talk about computers and less discussion of business matters. VP Mike Fazzi presided (Dave Koster was on vacation).

Announcement of a contest for a new PACE logo was made with one entry already submitted.

A decision on purchase of the Tricky Tutorials was tabled until July.

Treasurer Chester Marks reported \$302 was in the treasury and reported on membership renewals.

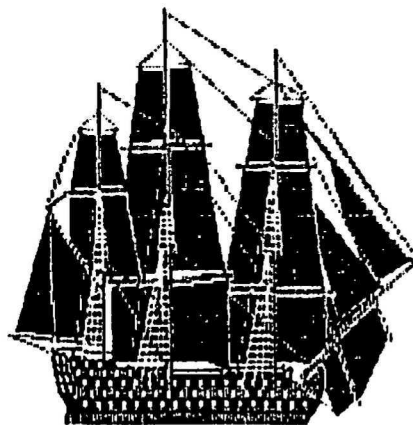
The by-laws committee reported on the proposed changes (which are printed elsewhere in this issue).

The PACE swap night for July was re-scheduled for July 11 (the second Friday of the month).

The data base for the PACE library was completed and copies (at \$1.00 each) were distributed. Programs may be borrowed from the library but a deposit is required.

BBS Sysop Steven Brown requested that Board Sysops be given a complimentary membership because of the services rendered to users. The question was referred to the EX-COM for further discussion.

After a ten minute break demonstrations of The Print Shop Companion and Print Shop Interface were shown as well as the new baseball game from Accolade, "Hardball."



THE BIRTH OF A DATABASE

AS MOST OF YOU KNOW, I HAVE COMPLETED THE DATABASE OF OUR PUBLIC DOMAIN DISK LIBRARY. HARD COPIES ARE NOW AVAILABLE FOR A SMALL CHARGE. THERE ARE SOME PROGRAMS THAT I COULDN'T IDENTIFY & THESE ARE MARKED WITH "??". IF YOU KNOW WHAT THESE PROGRAMS ARE FOR OR CAN FILL IN ANY INFORMATION I AM MISSING, GIVE ME A CALL. ALSO, IF YOU DISCOVER ANY PROGRAM DUPLICATION THAT I MAY HAVE MISSED, LET ME KNOW. THE MORE COMPLETE THE DATABASE IS, THE EASIER IT WILL BE TO DECIDE WHICH PROGRAMS WE WANT TO ADD TO OUR OWN COLLECTIONS.

AT THE MOMENT THE DISKS ARE VERY UNORGANIZED, IN THAT ONE DISK MIGHT CONTAIN GAMES, UTILITIES, DEMOS, ECT. I AM CONSIDERING MOVING PROGRAMS AROUND SO THEY WILL BE GROUPED BY TYPE OF PROGRAM & ALSO TO ELIMINATE WASTED DISK SPACE. THAT WOULD MEAN A LOT OF CHANGES TO THE DATABASE, SO I NEED TO KNOW IF YOU THINK IT'S WORTH MY TIME & EFFORT.

LFM

COWS, COPS & COMPUTERS

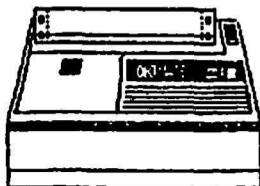
HAVE YOU EVER WANTED TO GET AWAY FROM THE PRESSURES & FRUSTRATIONS OF CITY LIFE & ESCAPE TO A PEACEFUL FARM IN THE COUNTRY? YOU COULD EVEN KEEP SOME COWS. IF YOU FEED THEM PROPERLY THEY SHOULD PRODUCE ENOUGH MILK TO PAY THE BILLS.

OR MAYBE YOU'VE DREAMED OF CLIMBING BEHIND THE WHEEL OF AN 18-WHEELER TO TRANSPORT ORANGES FROM CALIFORNIA TO NEW YORK. IF THE WEATHER HOLDS, THE COPS DON'T GET YOU FOR SPEEDING & YOU DON'T FALL ASLEEP BEHIND THE WHEEL, YOU MIGHT GET THE ORANGES DELIVERED BEFORE THEY SPOIL. IF YOU DO, YOU'LL BE PAID A GOOD PRICE.

WELL, NOW YOU CAN DO EITHER -OR BOTH- OF THESE THINGS WITHOUT EVER LEAVING HOME. ALL YOU NEED TO DO IS VISIT THE P.A.C.E. PUBLIC DOMAIN LIBRARY. THE TWO SIMULATIONS MENTIONED ARE "DAIRFARM." ON DISK #NF1 & "TRUCKER.BAS" ON DISK #21.

SO THE NEXT TIME FRIENDS OR FAMILY ARE GIVING YOU A HARD TIME, YOU CAN GO SPEND A FEW HOURS WITH YOUR HEAD OF CATTLE OR CLIMB INTO YOUR TRUCK & HIT THE OPEN ROAD. SEE YOU WHEN YOU GET BACK!

LFM



TRY CHANGING THE NUMBER 15 IN LINE 15 FOR A DIFFERENT COLOR EFFECT.

TRY CHANGING THE '+D' IN LINE 60 TO '-D'.

THIS SHOULD MAKE UP FOR THE ONE THAT DID NOT WORK.

VINETTE & DAN

```
1 REM "CYLINDERS"
10 GRAPHICS 9
15 SETCOLOR 4,15,0
20 FOR Y=55 TO 0 STEP -10
30 FOR X=0 TO 24
40 C=X
41 IF X>11 THEN C=24-X
45 C=C+3
50 Z=Y+X
55 D=INT(SQR(144-(X-12)*(X-12)))/2
57 COLOR 15-C
58 PLOT Z,Y+7-D
60 DRAWTO Z,Y+7+D
70 COLOR C
80 DRAWTO Z,180-Y+D
180 NEXT X
190 NEXT Y
200 GOTO 200
```

HOT NEWS???

According to the West Coast (Portland, Oregon) Sears Store. When I asked the salesman if they had any Atari's in stock, this knowledgeable(?) person informed me that Atari was sold out about two (2) years ago, and were not making any more computers.

I found this to be very interesting information, I guess the Portland area is either ahead of time or very miss informed.

I can only hope that the clubs in that area are going to continue to support the Atari.

Toy's R Us was the only place I found Atari's for sale. B. Dalton Booksellers was putting in a software section and had a good selection of Atari Software.

The businesses that sold the ST line were very helpful to finding a local user's group.

I would hope that we as a club might be able to correspond with the club that my son was informed about.

(((Vinette)))

130 XE

At our June meeting it was brought out that some of us are having problems with the 130 XE keyboard. Some of the keys quit working. If you own an XE and think that something may be wrong you can get into the test mode by typing "BYE" from basic or holding the "option" key with the disk drive/s off. This will give you a menu that allows you to test memory, sound, and keyboard functions.

If you choose the keyboard test routine you will get a screen that shows you all of the keys on the keyboard. As you hit each key that key will be highlighted and a tone will sound. You should go through the keyboard several times to make sure every key is working well.

Make sure you test the function keys also. I am having problems with the "option" key on my XE. I have heard that there may be other problems with the function keys, but I don't have any details on that yet. If anyone had details on malfunctioning function keys let me know.

If you find that some of the keys are not working any longer you may be able to fix them. The keyboard on the XE consists of a sheet of mylar with conducting traces etched on it. The key shorts two traces to indicate a closure. If you turn the computer upside down and remove four screws you will remove the top cover of the computer. After you remove the top you can carefully unplug the keyboard assembly by pulling the connecting strip from the socket on the mother board. Now remove the keyboard assembly.

On the bottom of the keyboard assembly are about a dozen small screws. You have to be careful not to wreck these screws trying to remove them. When you take all of these screws out you will find that the keyboard top (with the keys) will come off and the metal bottom will have the mylar strip on it. This strip is not affixed to the bottom plate so you can take it out and place it on a flat surface. You should clean the mylar and the bottom of the keys with isopropyl alcohol. Make sure not to touch either surface with your fingers after you clean them.

Now just put it all back together again and run the keyboard test again. You will (hopefully) find that any keys that didn't work before will work now. I have done this to my XE and the inoperable keys are now working again.

Mike Fazzi

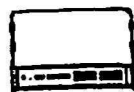
PACE NEWS

Atari BBS operators on the Peninsula were having their problems during the past few weeks. The Enchanted Forest, undergoing expansion, was down because of modem and drive problems; Dark Side of the Moon was down because of computer problems and Sysops of Metal Shop and Pirates Place were also having equipment difficulties.

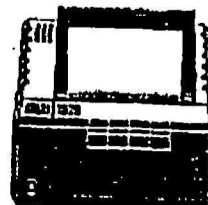
PACE members, incidentally, will be granted access to the STATUS (Southside Tidewater) board. Let the Sysop know of your PACE affiliation. The new short distance calling rates make it much more economical to connect with STATUS.

Another Southside BBS, operated with an Atari 1040ST, is run by Kent Irwin, owner of Interface, a new computer outlet with Atari equipment and software, at 857-4916. (The store is on Norview Avenue in the Shopping Center enroute to the airport).

On the Peninsula a new software store, Software House, has opened at the corner of Warwick Boulevard and Colony Road in Denbigh.



INTERFACE 850



24747

Atari Mags

As most of you know, there are two excellent magazines that support Atari computers. They are Antic and Analog. Those members that are not subscribers and do not pick these magazines up at your local book store are truly missing out on a wealth of knowledge and up to date information. The august issues include:

Antic

Going Online
Communications Survey
Modem/Software Source List
BAUUG Speaks Out
Ultra Font
Floppy Filer
File Master
Game of the Month/DumbleBee
St Resource
Linkline
Online Picture Viewer
dBMAn
N-Vision
ST Product Views

As well as monthly columns and advertisements.

Analog

Multi-Lingual Atari
Stencil Graphics
Using Basic XL's Hidden Memory
Roll'em
West Coast Computer Faire
Basic Editor II
ST Log

Solid States ST
Logo for the ST
St Reviews
St Columns

Ran Dos XL
Arm your Atari
Troll War
Report from COMDEX
Delphi Codes
LBasic
Reviews

As well as monthly columns and advertisements

These magazines are great values for the Atari computer user. Each magazine has a subscription cost of 28 dollars a year. If you want to keep up to date on what Atari is doing, these magazines are your best bet.

PIRACY AND YOU

(An excerpt from Computer Gaming World and reprinted from SNACC Newsletter, June 86)

ATARI AND THE PIRATES

Computer Gaming World (CGW) gets a large number of letters from Atari owners complaining about the lack of new game software for their machine. We put this question to the manufacturers, and the responses will provoke controversy. More than one company stated the copying (piracy) of Atari software was worse than that which occurred with other machines and that their sales figures did not justify greater support for the 8-bit Atari.

Atari owners and user groups obviously deny these charges. CGW has no evidence that either side is right, but it is clear that game companies are normal American businesses. When sales are declining on a particular product, an intelligent manager will allocate scarce resources to support products that are increasing in sales.

There is a lesson to be learned from this discussion. Piracy occurs with every machine but a price will eventually be paid. If piracy becomes so severe that sales are minimal, then your machine will simply no longer have new software to copy. It doesn't really matter what the justification for copying was, the bottom line is no new games. CGW strongly urges our readers to be aware of the hidden costs of piracy and to consider these facts when you are asked to make a copy of a game.

"The Rigor of the Game" is copyrighted by Russel Sipe who is editor of COMPUTER GAMING WORLD magazine. CGW covers the computer gaming hobby and industry. For more info, write to COMPUTER GAMING WORLD, P.O. Box 4566, Anaheim, CA 98203-4566.

HIGH SCORE HALL OF FAME

GAME	SCORE	LEVEL	INITIALS
PACMAN	306,690	KEY	JJC
DONKEY KONG	89,700		JJC
BURIED BUCKS	108,761	20	JJC
STAR TREK	825,900	8.1	JJC
CENTIPEDE	307,742		JJC
GODNIES	***COMPLETED***		JJC
JOUST	78,010		JJC

Let me know which games you play and your scores!!! Get your initials in the high score "HALL OF FAME". Who knows, maybe prizes will be given out!!

Joe Cullen

PRINT SHOP COMPANION PRINT SHOP INTERFACE

Several months ago, after completing a set of 50 U.S. States for use with Print Shop, I had considered editing the project. Many of the icons had not been centered, which meant they were not properly placed in a print out. I had also wanted to use the outlines and create a set of silhouettes.

What appeared to be a lengthy project was shelved until recently when Print Shop Companion was released. The "companion" package offers an assortment of new fonts and borders, a few new icons, a calendar program and some very powerful editors.

Print Shop Interface from Xlent Software contains routines which bridge Print Shop with Xlent's Typesetter program, as well as some utilities for Print Shop data disks.

Using the PS Companion's new Graphic Editor I was able to edit my 50 icons AND make up the silhouettes in about an hour. Instead of having to re-draw the off-center icons I was able to center them with a few key strokes (deleting and adding blank lines). After re-copying the centered icon and re-saving it to disk, I was able to create the silhouette with a one key stroke "fill" command.

The editor also made it easier "fixing" some of the Typesetter conversions to Print Shop done with the PS Interface program. The conversions appeared too far left and too high.

The Print Shop Companion enhances the original program by offering 12 new fonts and 30 new borders. The original Print Shop did not offer the user the option to select fonts and borders from another disk, but the "companion" re-writes the original to allow this choice.

In addition to the new graphics editor, the "companion" also includes border and font editors, a tile maker and a creature creator. The border and font editors allow making even more fonts and borders (perhaps we can look forward to a font and border disk from the Jersey Users Group); the tile maker can produce interesting graphics for icons or borders and the creature creator can be used to create some unusual character graphics.

The calendar program prints out a calendar with Print Shop icons for decoration with a choice of fonts. The July calendar which appears in this issue is a product of the Companion.

The icons supplied with the "companion" are all Broderbund characters. These drawings were originally created with the Commodore version of the Companion. A C-64 with a re-set switch can hold a screen image in memory and the memory can bring that picture back into the Graphics Editor and create Print Shop icons.

The Print Shop Companion does require 64K.

Print Shop Interface is divided into three parts - a font maker, a graphics converter and a font converter. The graphics converter permits conversion of a typesetter icon into a Print Shop icon, which had not been possible with other utilities. The converter also allows changing an uncompressed picture into the Screen Magic format of Print Shop. The program also has some additional conversion routines which had been available previously.

The PS Interface has utility routines that work with Print Shop icon disks. I was finally able to delete some bad files that would not load. The re-name command also solved the problem of duplicate file names on the same disk. Because the program could only load the first of two files with an identical name it had been impossible to re-capture the other. Re-naming the first file ended that dilemma. Interface also has a directory that reads the PS data disk.

The font maker has features in common with the "companion's" font creator, but also provides the ability to change a letter character into a picture. I look forward to exploring this feature in the future because it allows use of more than one graphic in a printout (outside of running a sheet through twice).

Finally, the PS Interface font converter takes Print Shop fonts and converts them to Typesetter fonts. What this means is that the Print Shop font can be made in four sizes, big, small, tall and fat when re-produced with Typesetter.

by Steve Fishbein

PROPOSED AMENDMENTS TO THE BYLAWS OF P.A.C.E.

O.K., all you P.A.C.E. members out there, here's your chance to change the bylaws to better our club. Your Bylaws Committee has now met twice to discuss needed changes, with minimal member input. If you really value this club come to the July general meeting and make your vote count. Below are the proposed amendments to be voted on at the meeting.

1. Paragraph I change "non-profit" to read not-for-profit to reflect true club status.

2. Add a new paragraph IV.C) to read:
C) Normal membership due will be charged for the initial membership in any family. Payment of the initial fee also entitles the spouse to full membership. Additional members of the immediate family may obtain full membership by payment of an additional one-third of the initial fee.

3. Change paragraph V.B) to read:
B) The offices of NEWSLETTER EDITOR, ASSISTANT NEWSLETTER EDITOR, LIBRARIAN, and ASSISTANT LIBRARIAN shall be appointed by the President with concurrence of the ExCom. Thus adding a new appointed office of Assistant Newsletter Editor.

4. Add a new sentence to paragraph VI.A) to prevent any appearance of conflict of interest on the part of the Nominating Committee:

Members of the Nominating Committee shall not be eligible to run for office.

5. Add the word "only" to the second sentence of paragraph VI.D) :

He will then ask for additional nominations from the floor only to fill any vacancies in the slate.

6. Add to the end of the last sentence of paragraph VI.F) :

; such postponement shall be announced in the club's newsletter.

7. Change the last sentence of paragraph VI.H) to read:

All other vacancies in elective offices

will be filled by nominations from the floor of the next general meeting, published in the Club's newsletter, and voted upon at the following general meeting. Paragraphs E) and F) will apply.

B. Change line VII.C)2. to read:

Shall have responsibility for all P.A.C.E. records other than financial.

9. Add a new paragraph VII.F) to read:

F) The ASSISTANT NEWSLETTER EDITOR shall:

9.1. Advise and consult with the NEWSLETTER EDITOR and shall perform such other duties as may be requested by the ExCom, or as jointly determined by the NEWSLETTER EDITOR and himself. And change present paragraphs F) and G) to paragraphs G) and H).

10. (TWO OPTIONS) Change paragraph VIII.B) to read:

B) The ExCom shall consist of the elected officers, appointed officers, immediate past President, and up to 2 members invited by the PRESIDENT. OR B) The ExCom shall consist of the elected members, appointed officers, and, optionally, one member invited by each elected officer.

11. Change the first sentence of paragraph VIII.D) to read:

D) Not less than five members of the ExCom shall constitute a quorum. All matters shall be decided by a majority vote of the committee members present.

Downloaded from the ATARI8 SIG on CompuServe, 8 Jun 86 by dkos, author unknown.

Ron's [Kovacs? - dkos] voice on the other end of the phone line was VERY animated. "You aren't going to believe it...", he said. When Ron got through telling me what he'd seen at CES today, I was as excited as he was! After I calmed down (breathing in and out of a paper bag is very effective), I thought I'd better pass the word along--there's good news for 8-bit users! Got your paper bags handy? OK! Here goes..... 1200 BAUD! Announced by Atari! The new 1200 baud modem will NOT require an interface and will be compatible with both the ST and 800/XL/XE computer lines. This high-speed honey will be priced at "under \$100." A new version of YE-TERM will be necessary since the new 1200 baud Hayes-compatible modem will work very nicely with the new...

80 COLUMN CARD! This little honey will plug into joyport 2 on your 8-bit machine. Ron's viewed the card on a Sanyo monochrome monitor and "It looks better than the ST!" This card is from Atari itself. Atari has promised to place both the source code and the handler itself so you'll want to start thinking about 80 columns for all your programs. Now with all this power available (yes, it's compatible with your 8-bit machine), a little arrangement being worked on with the folks who are developing Virtuoso will allow you to enjoy some very unusual real-time interaction in our CD area--color graphics and music! More on this when Ron can find a terminal!

STAR RAIDERS II--When you've played as many computer games as Ron has, you start to get a little jaded--nothing really impresses you very much. Ron was impressed...." I'd expect to see something like this on the ST; it's unbelievable on an 8-bit machine." As Ron described the impressive graphics and game play, I kept asking: "This is the 8-bit machine, right?" "Right, 8-bits, I may put the ST on the shelf for awhile when I get home. You can get hooked on this thing--3D on the tactical screen, multiple planets, star systems....If you can imagine what Star Raiders did for the Atari back in 1979, Star Raider's II will do it again in 1986!"

"Tell the folks back at the SIG that there's going to be a lot of new POWER available for the 8-bit machine." "The crowds here at the Atari booth are murder--we have to go over to the Commodore booth to get some peace and quiet." "Hey, RON," I yelled into the noisy phone connection, "when's all this stuff going to be available???" "I'll send you some" came the reply.

MAGNIPRINT II+

Conversion of screen graphics to print, dependent on the program used, results in a wide variety of shapes, sizes and shades. While the screen version of a picture remains the same, printed copies can be vastly different.

Earlier printer programs, such as Megafont or Humpty Bump, were limited in capability - providing little variety in shape and size - and the type of graphic that could be printed was also limited.

Alpha Systems Magniprint II+, however, prints all formats, prints in all sizes (including poster size) and even permits gray scale shading to bring out picture detail.

The page of BROADSIDES pictures seen very similar, but grey scale shading, which improved the final result, can be seen. The top picture had no shading added and only black and white are defined. The second picture, with one step of shading added, begins to bring out more detail in the rigging and hull. The bottom picture was further shaded and adds even more to the rigging and the hull definition is fully shown.

The program also prints graphics in negative mode; prints all graphic forms including Print Shop and even Strip Poker figures; and prints a complete or partial screen in various sizes.

Broadsides is also shown as a graphic printed with Typesetter. Again, the resolution is excellent, although sizing is limited and shading is impossible. That page also includes Typesetter icons drawn by Johnny Masuda and some Print Shop conversions done with Print Shop Interface.

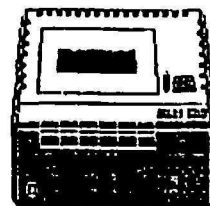
Magniprint also permits adding text as well as touch up capabilities. The IE 130 graphic was converted from Print Shop size to middle size poster. The same graphic is shown as a small Print Shop icon as well as a larger Print Shop version.



XE130



DD 1050



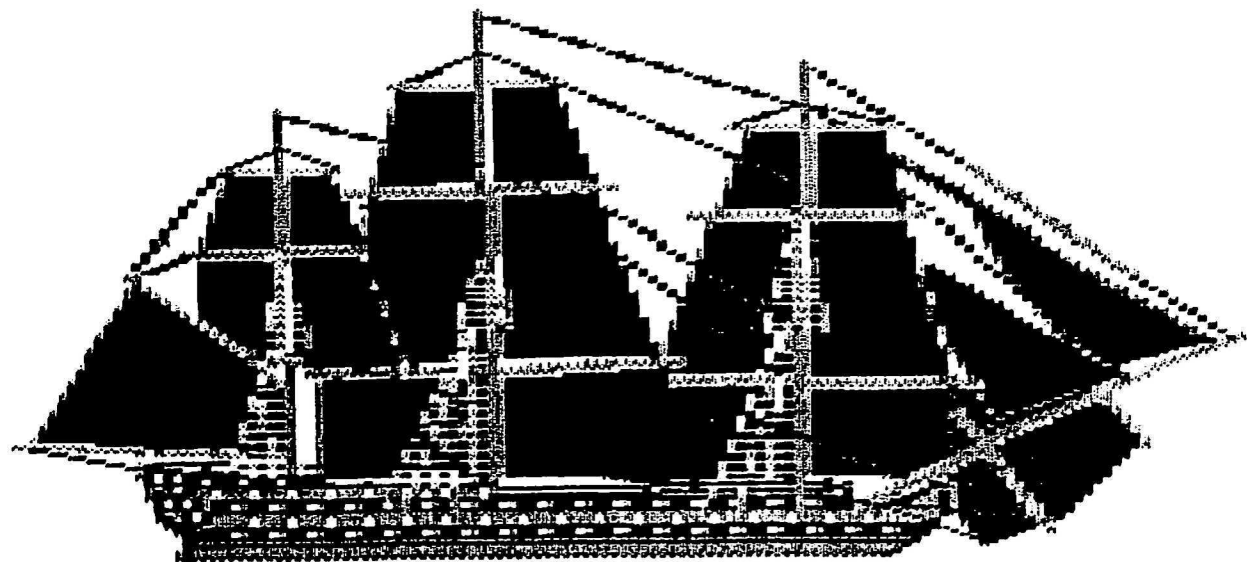
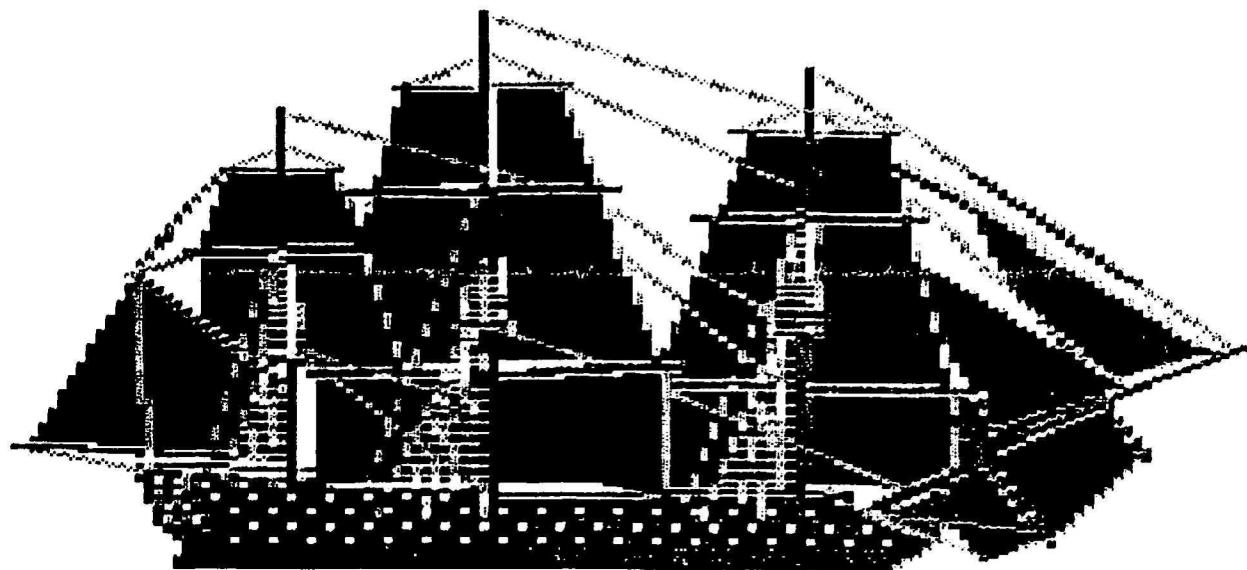
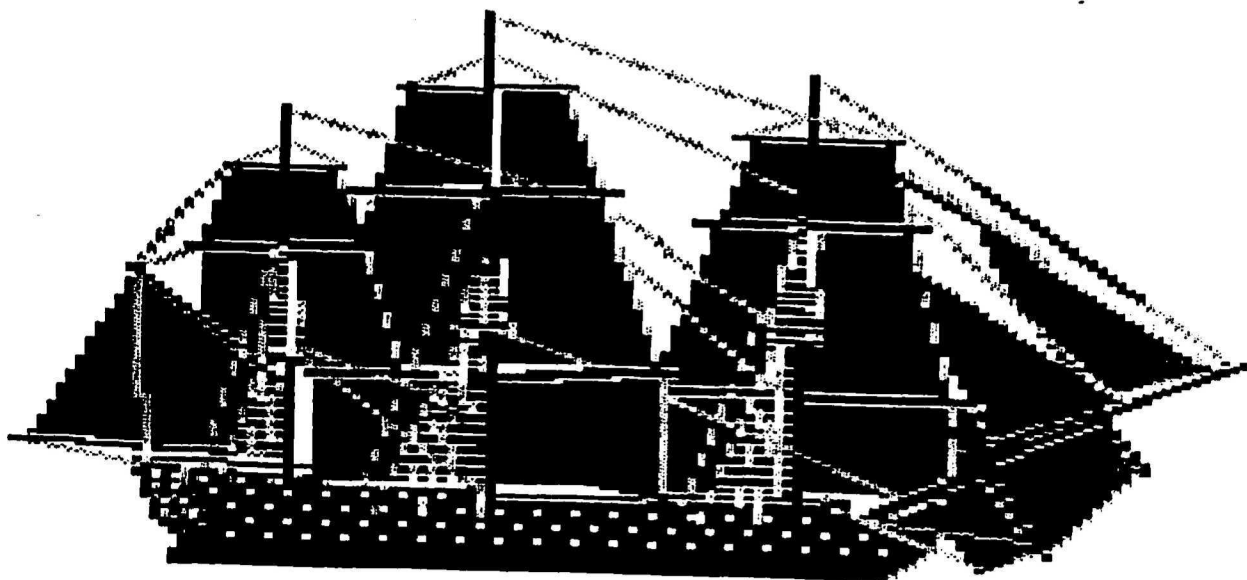
RANA 1000

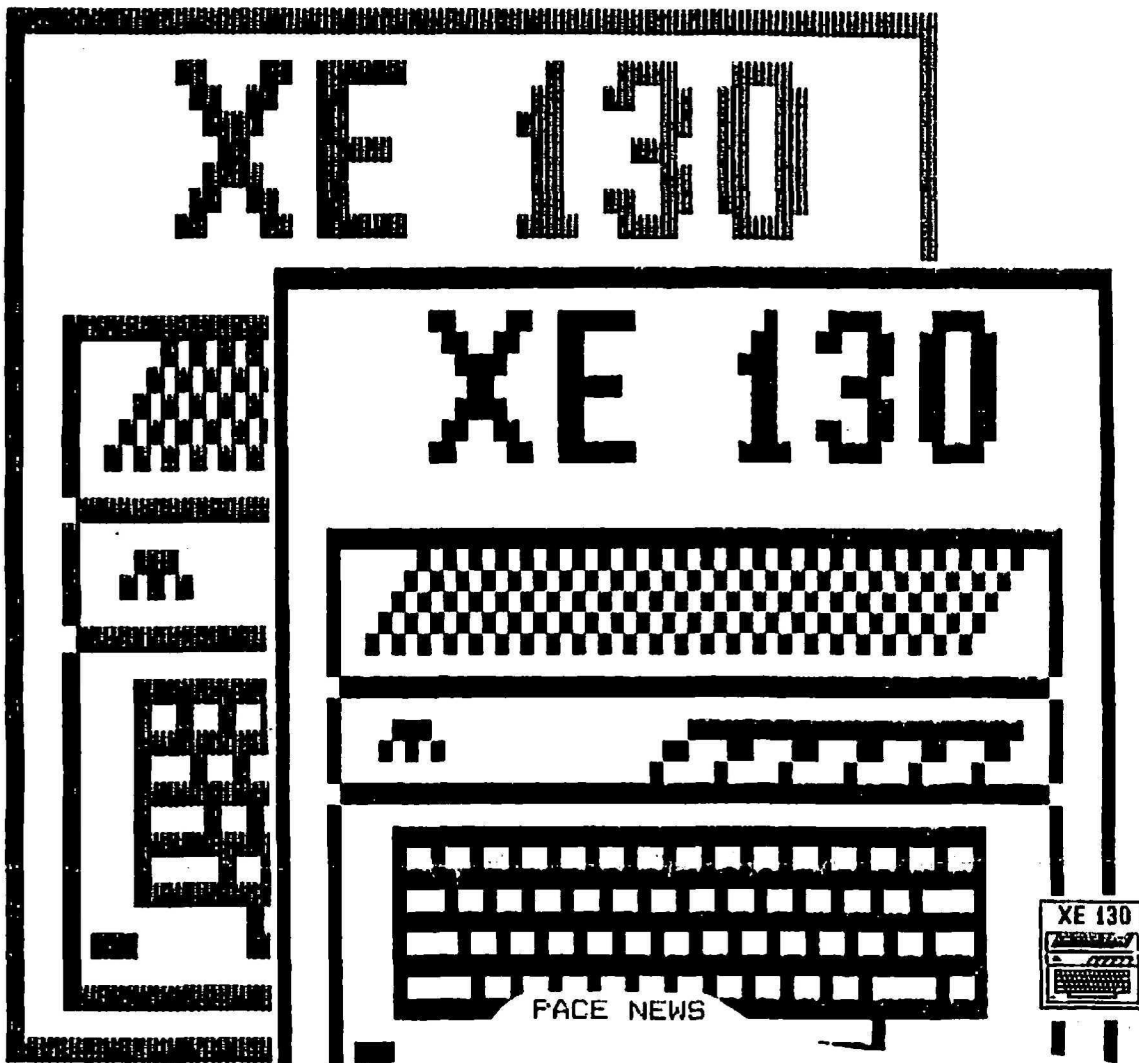


PTR1020



BROADSIDE





Atari BBS operators on the Peninsula were having their problems during the past few weeks. The Enchanted Forest, undergoing expansion, was down because of modem and drive problems; Dark Side of the Moon was down because of computer problems and Sysops of Metal Shop and Pirates Place were also having equipment difficulties.

PACE members, incidentally, will be granted access to the STATUS (Southside Tidewater) board. Let the Sysop know of your PACE affiliation. The new short distance calling rates make it much more economical to connect with STATUS.

Another Southside BBS, operated with an Atari 1040ST, is run by Kent Irwin, owner of Interface, a new computer outlet with Atari equipment and software, at 857-4916. (The store is on Norview Avenue in the Shopping Center enroute to the airport).

On the Peninsula a new software store, Software House, has opened at the corner of Warwick Boulevard and Colony Road in Denbigh.

Downloaded from "On-Line Today", CompuServe's electronic news magazine. This was all the Atari and Commodore stuff (and a lanaipe for you mainframe owners!). dkos

ARI'S 32-BIT MICRO COMING SOON

(June 6)

Atari has a 32-bit computer in development. The company recently signed a Unix licensing agreement with AT&T and Atari chairman Jack Tramiel has indicated that the new machine will run under Unix. When the new computer is introduced, current ST owners will be offered an option to upgrade their machines to use the Unix operating system. No release date was specified for the new computer.

--James Moran

ATARI PLANNING SUMMER PRODUCTS

(June 5)

Atari Corp. is holding some product announcements from the CES and scheduling them for latter in the summer. Compatible with the ST product line, the new products will include a 3.5 floppy with 10MB storage capacity, a super-hi-res graphics board with 1,000 line resolution and a new sound chip. Other new products are memory and multitasking upgrades as well as a new expansion box for holding the multiple upgrades.

--James Moran

ATARI TO QUIT TAIWAN PLANT

(June 4)

Jack Tramiel is planning to shut down Atari's production line in Taiwan. In remarks posted on a bulletin board service after he met with Atari owners in Massachusetts, the Atari chairman said that under the right conditions computers could be constructed in the US with the same cost efficiency as in Taiwan. Tramiel set no deadline for the manufacturing changeover but he did indicate the move was not in the immediate future.

--James Moran

A ROSE IS A SPERRY IS A BURROUGHS

(June 4)

Now that Sperry and Burroughs are one, what do we call the combined company? Sperry-Burroughs? Burroughs-Sperry? Mud?

The now-number 2 computer company has yet to pick its new handle, but rumors circulating through the computer biz suggest that the firm may eventually sport a new handle not related to either of the present names. One thing is certain, they're not going to use Burroughs-Sperry, because everyone will abbreviate that to BS.

Presumably, the company will hire one of those corporate identity outfits to conjure up a new grab-you-in-the-gut, high-powered, instantly memorizable name, like Exxon or Navistar.

How about Avis?

-- John Edwards

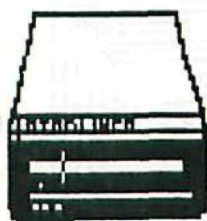
AMIGA DEVELOPERS UNHAPPY

(June 3)

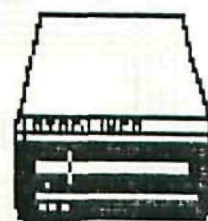
Third-party software developers are voicing their concern over what they perceive is a lack of support and concern by Commodore Business Machines. Many developers have dropped plans to continue Amiga development until they receive some assurances that Commodore will supply necessary development information.

Commodore is trying to assure developers and the Amiga dealer network, that support will continue regardless of internal restructuring. Last week, Randy Weiner of Amiga Technical Support told developers they "will continue to receive the full support of Commodore. We are not about to 'dump' on anyone. I, for one, understand the importance of such support, and what it means to the future of the Amiga, and Commodore itself."

--James Moran



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HAPPY 4TH OF JULY !!!

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FOX HILL BLVD.



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