

# JL P.A.C.E. WORLD



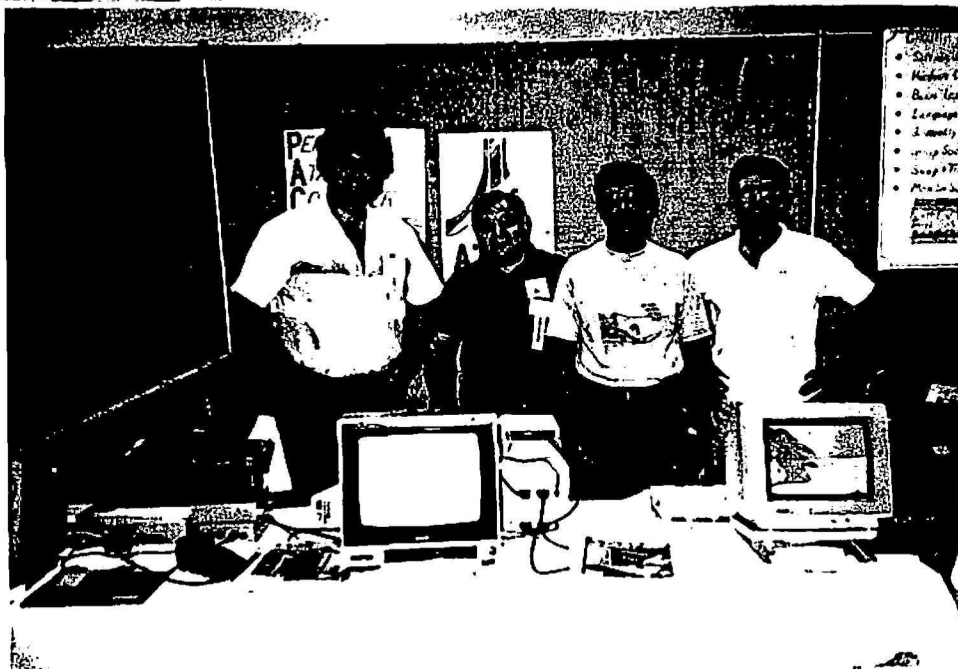
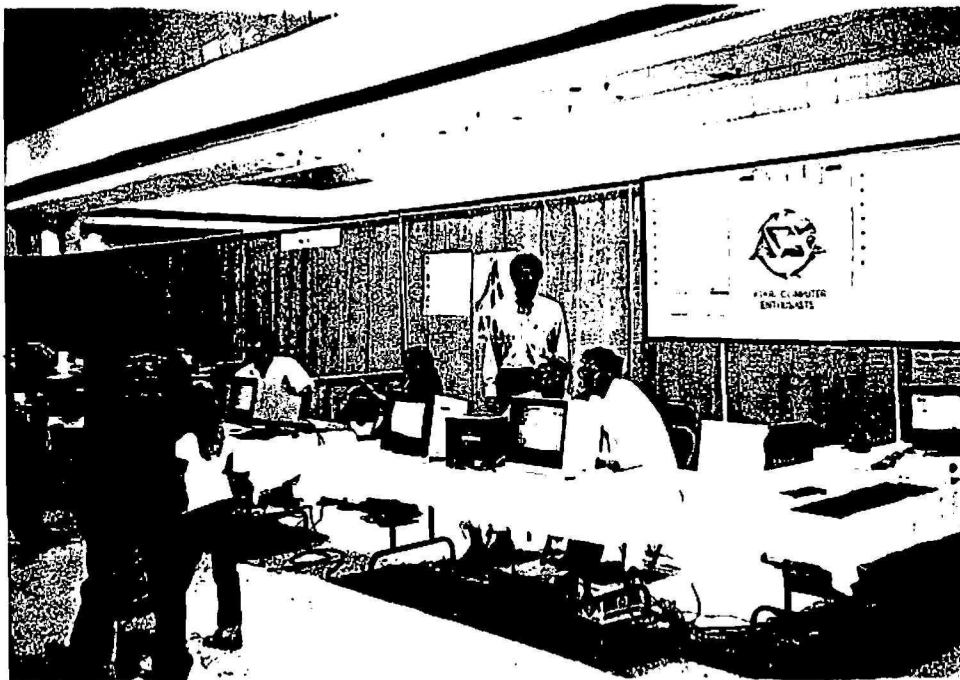
NEWSLETTER OF THE

**PENINSULA ATARI COMPUTER ENTHUSIASTS**

**SEPTEMBER 1986**

**VOLUME 5 NO. 8**

**P.A.C.E. at HAMFEST!**



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WELL...?

Quite an exciting month! The "official" visit to STATUS (with the accompanying warm reception), the HAMFEST booth, the fun August meeting, and the planning for the First Annual PACE Picnic and Auction have made this month busy but satisfying.

George has filled you in on the STATUS visit elsewhere in this issue, so I won't go into that other than to say Thanks! to the other PACE attendees and the STATUS crew.

The HAMFEST, which was held 27-28 August at the Virginia Beach Pavilion, was outstanding. We learned at the STATUS meeting that they were going to have an extra-big booth at the Fest to tout their group, and they graciously asked us if we wanted to set up with them. "Of course", we said, with an eye on getting new members. There wasn't much time to get the word out, but we had more than enough volunteers for both days. We set up a 130XE, a monochrome S20ST, and a color 1040ST donated by PACE's good friend, Jerome Rubin of I/O Centers. Needless to say, we impressed many people, including me, and I work here! It cost us \$25.00, and we signed up only one member, but more than that we showed hundreds of intelligent people that Atari was alive and well and living in PACE. THANKS! to all the workers and those volunteers who didn't get called, to Jerome, and to the Software House on Warwick Blvd, who donated two pieces of top-of-the-line 8-bit software to demo at the Fest. Can't wait for next year!

Make sure you check out the article on the Picnic for the details of this bound-to-be great event. Meanwhile, don't forget to...Have Fun!

dkos

VOICES FROM THE VICE PRES.

As Dave Koster said in the last newsletter this is the season for vacations. I must admit that I needed one and I took a rather lengthy one.

Vacations are for getting away from whatever it is you normally do during the year. As most of you know I go to ODU during the year and that means that I read and write and program computers alot during the year. In order to escape most of those chores I had to go to a lake that is high in the southern Utah desert, Lake Powell.

Lake Powell is noted for its isolation. No radio, no television, no newspaper, no electricity (where I was). So I left the computers at home and got on a boat and traveled up and down the lake and rivers that feed into this resort in the Glen Canyon.

If any of you wish to get away from any and all

distractions of the work-a-day life you should plan to go to Lake Powell. I know people that return to this lake year after year in order to recharge their spiritual batteries and unwind from the tensions of the year.

Mike Fazzi

THE SECRETARY'S NOTES

The vote on by-law changes was postponed until the September meeting because of the usual small turnout at summer meetings.

The theme of the August meeting was "input devices" and a variety of joysticks, artist pads, trackballs and other means of cursor or player controls was presented.

PACE members who attended the STATUS meeting August 7 at Virginia Beach also reported on the visit to the Southside's group meeting. As a result of the visit PACE and STATUS were jointly represented at the HAMFEST/COMPUTER SHOW August 23-24.

Plans for the PACE picnic September 14th were announced with details elsewhere in the newsletter.

CSF

Treasurer's Report

Pace still has 88 members. Four (4) memberships will expire next month. If your name appears in the following paragraphs, please bring your checkbook (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 September:

Terry Mabe, John Wallace, John Wiegand and John Wilson.

Memberships which have expired:

William Edmonds, Charles Hopper, John Klassa and Dennis Patron.

Guess who's back.....that's right!! good ol'e Kevin and Cory. Welcome back guys (or is it guy and girl?)

Until next month,

Chester

Dr. Download Didn't Lie

Some of you know that there was a Computer Fest at the Pavilion on Aug. 22-23. Our President was nice enough to wake me up at 6:00am (my time) and invite me to go with him to help with our club booth. I tried to avoid this intrusion into my sleep but Dave was persistent. I am glad.

As I wandered around looking at the equipment and booths I remembered reading an article published in the Tulsa Regional Atari Computer Enthusiasts newsletter in May 1986. It was entitled "Dr. Download Takes a Drive".

In this article Dr. Download said that the Percom driver card supplied with the RFD 40-44, AT88-SPD disk drives will drive up to 8 drives and that it doesn't care if they are 40 or 80 tracks, if they are 1 or 2 sided, if they are single or double density. I remembered all of this information because I own an RFD-40 and use it to drive one slave which used to be a Percom AT88-S1.

I consider myself fortunate because as I wandered around the Computer Fest I saw several vendors selling new double sided half-height drives at VERY low prices. I took a chance and bought a used one for only \$30.00 and brought it home. I wondered if it would work as I feverishly took all the screws off of my AT88 cover and replaced the Tandon single-sided drive mechanism with my "new" double-sided mechanism.

I held my breath as I turned on the power and sighed in relief when the motor turned and the busy light flashed. I turned on the computer and waited for the disk to boot but nothing happened. I tried again. Nothing happened. I put the old drive back on line and booted DOS then switched drives back and found that my double-sided drive was set up as drive 2. I inserted a disk and asked for the directory and got it. I smiled. I booted MachDos on drive one and configured drive to as a double-sided, double density drive and it configured ok. I formatted a new disk and asked for the directory and it said "1427 sectors free"! That is 300+K of storage on one drive. All for only \$30.00. Thank you Dr. Download!!!

Mike Fazzi

Books!!

Read any good fantasy/sci-fi books lately? Last month I left you with this riddle:

It cannot be seen, cannot be felt,  
Cannot be heard, cannot be smelt.  
't lies behind stars and under hills,  
And empty holes it fills.  
It comes first and follows after,  
Ends life, kills laughter.

The answer is "Darkness", the two characters were Bilbo

Baggins and Gollum and the name of the book... "The Hobbit" by J.R.R. Tolkien. Congratulations to Nate Burgess for the correct answer.

Try this one out... What are three laws of Robotics?? Here's some help:

#1 A robot may not injure a human being, or, through inaction, allow a human being to come to harm.

#2, 3??

Chester

ST Pascal PRINTER SET-UP PROGRAM

This program allows sending one string to the printer composed of printable and unprintable ASCII characters. This ability is important in many applications as the operating system often intercepts control characters making sending of certain characters to the printer difficult at best.

The structure of Pascal makes it simple to write programs in a "modular" form, writing smaller routines that are combined to complete larger functions. The Pascal used here is Personal Pascal by OSS for the ST, although it is quite similar to Kyan Pascal for the 8-Bit Ataris. Future articles will discuss the hows and whys of the workings of this language. It was simple for this BASIC programmer to learn, and can allow much greater power and flexibility in programs written.

PROGRAM Printer\_set;

CONST  
{ \$I GENCONST.PAS }

TYPE  
{ \$I GENTYPE.PAS }

VAR  
Char\_string\_rep, Actual\_string : Str255;

{ \$I GENSUBS.PAS }

PROCEDURE Ascii\_to\_Number

( VAR Ascii\_string : Str255 ; VAR Ascii\_number : integer );  
{ Convert a string to the number value it represents }

VAR

Skip : Boolean;

Counter, Digit, Iterations, Number : Integer;



```

Work_char : char;

BEGIN
Iterations := Length ( Ascii_string );
Number := 0;
FOR Counter := 1 TO Iterations DO
  BEGIN
    Work_char := Ascii_string [Counter];
    Skip := False;
    CASE Work_char OF
      '0' : Digit := 0;
      '1' : Digit := 1;
      '2' : Digit := 2;
      '3' : Digit := 3;
      '4' : Digit := 4;
      '5' : Digit := 5;
      '6' : Digit := 6;
      '7' : Digit := 7;
      '8' : Digit := 8;
      '9' : Digit := 9;
      ELSE : Skip := True;
    END;
    IF Skip = False THEN Number := Number * 10 + Digit;
  END;
IF Number > 255 THEN Number := 63;
Ascii_number := Number;
END;

PROCEDURE Convert
  ( VAR Char_string_rep, Actual_string : Str255);
( convert the representation of desired string to the actual
string )
VAR
  Working_string, Ascii_string, Plain_segment : Str255;
  Slash_pos, Next_slash, End_pos, Ascii_number : Integer;
  Ascii_char : Char;
BEGIN
  Working_string := Char_string_rep;
  Slash_pos := Pos ( '\', Char_string_rep );
  IF Slash_pos > 0 THEN
    Actual_string := Copy (Working_string, 1, Slash_pos - 1)
  ELSE
    Actual_string := Char_string_rep;
  WHILE Slash_pos > 0 DO BEGIN
    ( construct string in pieces using the printable segments
and numbers )
    Delete ( Working_string, 1, Slash_pos );
    Next_slash := Pos ( '\', Working_string );
    Ascii_string := Copy ( Working_string, 1, Next_slash - 1
);
    Ascii_to_Number ( Ascii_string, Ascii_number );
    Ascii_char := Chr ( Ascii_number );

```

```

    Actual_string := Concat ( Actual_string, Ascii_char );
    Delete ( Working_string, 1, Next_slash );
    Slash_pos := Pos ( '\', Working_string );
    IF Slash_pos = 0 THEN End_pos := Length ( Working_string )
    + 1
    ELSE End_pos := Slash_pos;
    Plain_segment := Copy ( Working_string, 1, End_pos - 1 );
    Actual_string := Concat ( Actual_string, Plain_segment );
  END;
END;

PROCEDURE Print
  ( VAR Print_string : Str255 );
( send string to be printed to the printer )
VAR
  Printer : Text ;
BEGIN
  Rewrite ( Printer, 'PRN:' );
  Write ( Printer, Print_string );
END;
( * MAIN PROGRAM STARTS HERE * )
BEGIN
  if Init_Gen >= 0 THEN
    BEGIN
      ( display prompt )
      write('Input desired character string to send to printer,
a "\" will be');
      writeln(' interpreted');
      write('as decimal for a non-printed or printer
character,');
      writeln(' "\" will end the decimal. ');
      ( get input )
      readln(Char_string_rep);
      ( make input string into desired string )
      Convert(Char_string_rep,Actual_string);
      Print(Actual_string);
      Exit_Gen ;
    END;
  END
END

```

Roger Watkins

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TYPING TUTOR

Acadeasy Software  
San Rafael, Ca 94903

TYPING TUTOR is a program that every microcomputer owner should own. It is a well-designed program that will help refine your typing skills in a very entertaining manner. The title is somewhat misleading in that it is not a tutorial on typing; it simply shows a diagram of where you are supposed to put your hands, what fingers are to be used on which keys, then lets the user progress at his own rate. It is one of those rare, simple programs that is well worth the money.

TYPING TUTOR is actually two programs in one. Included on the disk is a logical follow-on program called WORD INVADERS. This program lets the user see how fast he/she can type using the same words and phrases that were used in the previous instruction set. The format is based on the very successful program, Space Invaders. This, I believe, is extremely useful since it reinforces what has just been learned, provides the immediate opportunity to measure one's own level of skill or learning curve, while providing entertainment.

Another pleasing aspect of this program is the ability to move about at will between and within the two programs. It is very easy to move between TYPING TUTOR and WORD INVADERS as well as being able to change typing level difficulties within each program at almost any time. What it won't let you do is to stop or get out of the typing speed trials in WORD INVADERS. If you make a lot of errors at the beginning, you are just going to have to live with it, or turn the computer off. I think this is a very good feature, since it forces one to concentrate from the outset or live with a bad score. I've seen many users restart games immediately if they start getting a bad score at the beginning. I'm not saying this is bad, it's just that you don't learn much that way.

What's bad about the program? Nothing really. The program does one thing that annoys me personally, and that is that it takes over the computer. First of all you can not load it from the GEN. It has to be booted into the computer. This means that whatever you were doing before is now gone and when you have to do something else with the computer you have to reboot. I don't like that feature. I'm from the old school, I guess. I do not like to reset or turn my computer on and off all the time. Also, the WORD INVADERS program only types in caps. This is a definite drawback in refining your skills. When was the last time you had the luxury of typing everything in caps? If they had included lower case, or just normal typing, this would have been an excellent program.

Does TYPING TUTOR/WORD INVADERS really help your typing? I think so. I have not typed since high school and I am now up to almost 50 words per minute after only three weeks with the program. But remember, this is using caps only and using words that I have just had the chance to practice with. Also,

remember I said earlier that this program is not a tutorial on the fine art of typing. It does not teach you how to format letters, etc. In fact, the typing sets are not in a format that is useful to you. This program is strictly for increasing your typing speed, teaching you which finger to put on what key, and lets you make a game out of what is otherwise a very boring exercise.

For \$23.00, TYPING TUTOR is well worth the money.

JOE EAST

PAGE PICNIC and AUCTION

Date: 14 Sep 86

Time: 1:00PM

Location: NASA Langley Recreation Center  
Armistead Ave  
North of Langley AFB

Bring: \$3.00/person over age 6

Old/unwanted/broken computer equipment you want to sell

Events: Food, recreation provided

Your equipment will be auctioned and sold to the highest bidder (IF ANY!) (5% OF SALE GOES TO PAGE)

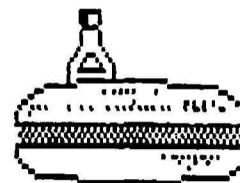
SEE YOU THERE!!!!

The First Xlent Word Processor

What-another word processor! Yes, and for the first time Xlent Software has released a program that can be compared to others of a similar type. Although I haven't had the time to truly compare this program with other word processors, there are many, many innovations that the Xlent product offers to the user that are absent from many other programs.

Earlier today I listed some of these innovations so that I could recall them when writing the review - recall using a system called "spooling." The program allowed me to use the escape key to access the command icons at the bottom of the screen (using another innovation - choice of cursor key or joystick control). The disk icon was selected and the file to be spooled appears on screen. The original screen remains intact for immediate re-access.

In addition to the spool option the disk selection also



permits the normal choices including three loading options - appending, inserting or the normal load.

If you've ever printed out a document and discovered that the paper was slightly off center the next step was to re-align the paper. This program simplifies the step by allowing offsetting of the entire document.

Without doubt in using other word processors you've had to run a line or other type of character across the page as a divider. Typing a line of dashes or asterisks is accomplished with a three letter command with this program. Wouldn't it be nice if Atariwriter + or Paper Clip had some of these functions? Or some other innovations found in the Xlent product.

This program permits marking five different points in a document for quick movement of the cursor to one of the points. Word Wrap can be toggled on or off - a valuable tool in preparing forms. Empty spaces can be marked so extra spaces can be spotted easily while working on the document and a "soft-hyphen" command allows longer words to be hyphenated at several points during creation with the word processor picking out the best location based on line spacing.

The print preview is on an 80 column screen. A picture of a printhead appears on screen and the document is printed letter by letter. It is an unusual display - but does take time to produce the page. Character sets can be changed easily for on-screen appearance and by using Xlent's Megafont program the on screen character sets may be printed if the printer supports such changes.

Although I'm not ready to forget about Paper Clip or Atariwriter +, the innovations of the Xlent Word Processor make it handy for some specialized documents, and at under \$30 it is a good value.

CSF

### FIGHT NIGHT

While the number of new games being released for Atari 8 bit machines has been on the decline, the quality of the releases continues to improve. Accolade, which released Hardball earlier in the summer, has released Fight Night, a boxing program that has arcade and strategic features.

The program has several options including a construction set. The "Main Event" allows the player to box five increasingly more powerful fighters. The Construction Set allows you to create your own boxers with different characteristics for power and resistance - and if computer controlled - actions and intelligence. The "training mode" allows you to train your constructed boxer by sharpening his punching skills and footwork - controlled by the joystick.

After training the boxer can spar with other fighters,

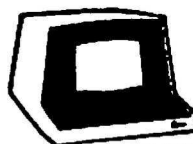
practicing what has been learned in training. The "tournament" option allows you to be a fight promoter and take on your opponent's boxers - human or computer controlled.

The number of sports oriented games for the Atari has been relatively limited compared to other 8 bit machines which makes Fight Night a welcome addition to the game collection.

CSF

### SUPER GAME SCORES

PACMAN	306,690	KEY	JOE C.
DONKEY KONG	89,700		JOE C.
BURIED BUCKS	108,761	20	JOE C.
STAR TREK	825,900	8.1	JOE C.
CENTIPEDE	307,742		JOE C.
GOONIES	*COMPLETED*		JOE C.
JQUEST	10,438,000	189	MARIA C.
MOON PATROL	501,015	CHAMP.	MARIA C.
ROBOTRON	5,947,850	103	MARIA C.
GHOSTBUSTER	*COMPLETED*		MARIA C.
COMPUTER WAR	630,000	113	MARIA C.
LAST STARFIGHTER	*COMPLETED*		L & D CHAPMAN & DC
PASTFINDERS	9750		JON M.
PENGU	74,410		ALLAN G.
MINER 2049'ER	25,705	3	ALLAN G.
RIVER RAID	31,560	20	ALLAN G.
F-15 STRIKE EAGLE	900	ROOKIE	DAN D.
GEMSTONE WARRIOR	99,810	BEG.	ALLAN G.
SUPER ZAXXON	18,650		ALLAN G.
TEMPLE OF APSHAI	4075		DAN D.
WIZARD OF WOR	39,200		ALLAN G.
TRACK AND FIELD	178,568		ALLAN G.
MONSTER MAZE	7354	4	VINETTE D.
LODE RUNNER	38,450	28	JON M.
CH.LODE RUNNER	92,200	2	ALLAN G.
GATEWAY TO APSHAI	27,505 6		ALLAN G.
ULTIMA 4	*COMPLETED*		ALLAN G.



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**BITS AND PIECES**

by George

A number of us ventured across the waters (to Va. Beach) to attend the Southside Tidewater Atari Technical Users Society (STATUS) meeting. Five of us piled in the DePhillipe van and met 'Fearless PACE President' at the Va. Beach night spot, the 7 UP bottling plant. STATUS really has nice facilities. It must be used by 7 UP as a meeting room and is equipped with two wall mounted 25-inch color TV sets, a large slide screen, and plenty of chairs and tables in a classroom arrangement. 7 UP furnished soft drinks for refreshment during the meeting and the door prizes, 3 liter bottles of pop, kites (advertising 7 UP), and drinking glasses with a soft drink logo. (We did need the liquid as the AC was off and the meeting became progressively warmer!). About 25 STATUS members were present and as a general impression, the group was a little more formal than we are (or they were on their best behavior!). I didn't take notes but here are a few things I remember about the their activities--

- O They're saving up for a hard drive for the club's BBS
- O Monies raised from certain projects go to a charity
- O Sold copies of the "Best Of STATUS" disks (\$3.00)
- O A couple of club members sell memory upgrade kits

JP ENTERPRISES

P.O. BOX 68665

Va. Beach, Va. 23455-9544

- O INTERFACE (a computer company in Norfolk) offered to sell STATUS a 520 ST for \$300. They turned it down because they wanted to concentrate on the hard disk.
- O They will participate in the upcoming HANFEST at the Va. Beach Pavilion. We were invited to join them and we plan to do so! (See the results elsewhere in PACE WORLD).
- O Only one member had an ST!

The main event of the evening was a question and answer period featuring 'experts' in various subjects. It spurred a lively interchange of ideas with PACE members getting right in there! This one may be of interest to some of our members--

QUESTION: Where do you go to get non-Atari disk drives repaired?  
ANSWER: Logan-Bower on Norview Blvd. PHONE 855-6206. They repair INDUS and RANA as well as Atari Drives.

A good time was had by all. We are invited to attend any of their meetings on the 1st and 3rd Thursdays of the month at the 7 UP Bottling plant starting at 7:30. (Turn off route 64 at Northampton-continue north on Northampton to Diamond Springs Rd.--Turn left and the plant is on the right in the first block). We also extend our invitation to STATUS to visit with us at any time!

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## COMING EVENTS:

Friday, Sept 5 - Swap and Share Night, 6:00PM at Gloria Dei School

Friday, Sept 12 - ST STG, 7:00PM at Joe East's house, 1039 Windjammer Dr, Hampton  
(call 838-9614 or 831-6863 for further details)

Sunday, Sept 14 - **PACE PICNIC! 1:00PM, NASA LANGLEY**

Friday, Sept 19 - PACE Business Meeting, 6:00PM at Gloria Dei School  
(SOFTWARE REVIEW NIGHT, FREE DRAWINGS for VALUABLE PRIZES!!)

Tuesday, Sept 23 - Executive Committee Meeting, Location to be announced!

**CALL DAVE (838-9614) OR MIKE (838-5680)  
FOR INFORMATION AND/OR ASSISTANCE!!**



## P.A.C.E. OFFICERS

**(We love hearing from you!)**

PR33	"Daring" Dave Koster, 838-9614
V33	"Marvelous" Mike Fazzi, 838-5680
IR33	"Charmin'" Chester Marks, 766-0454
S33	"Sizzling" Steve Fishbein, 877-1225
W33	"Amazing" Maria Campbell, 596-5179
3041	"Vibrant" Vinette Dephillipe, 723-0417

PACE meets at the Gloria Dei school,  
corner Foxhill Rd and Willow Oaks Blvd,  
Hampton, Va

**CALL a PACE officer for details TODAY!**

P.A.C.E WORLD  
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