STATUS / PACE BOOTH WOWS HAMFEST CROWD FOR SECOND STRAIGHT YEAR!!! STORY INSIDE!
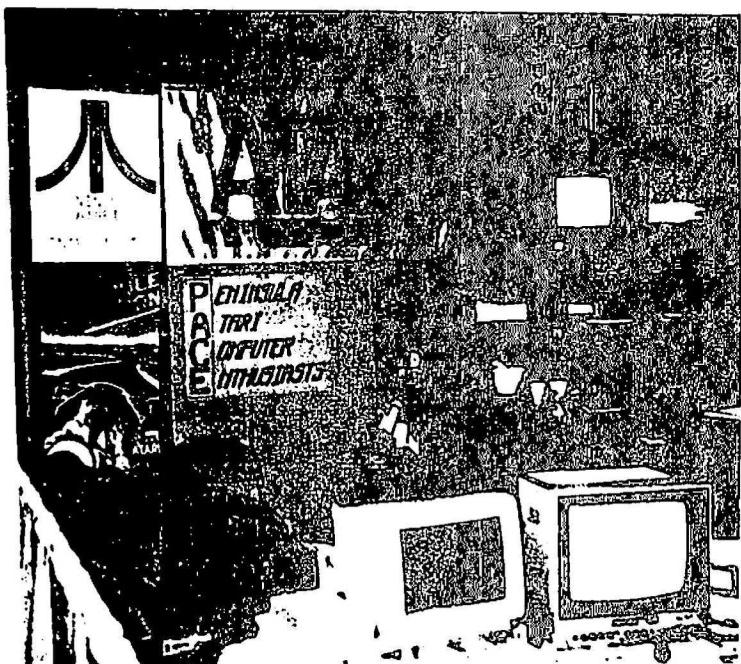
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PACE RAFFLE OVER THE TOP!

Well, it's all over but the shouting and even that has died down a bit. Thanks to the hard work of a whole raft of PACE members, the raffle was a resounding success! At our gala joint STATUS/PACE meeting on September 18th, we were happy to present ATARI 520STs to Pastor Stowe of the Gloria Dei Lutheran Church and to our raffle winner, Cameron Fraiser of Hampton. Pastor Stowe thanked everyone in PACE for the donation and had good things to say about PACE, some of which were even true! Cameron couldn't be with us at the meeting, but was VERY happy to get the computer. Mike Fazzi, Jerry Phillips, and I delivered it to him that weekend and helped set the system up. He isn't an experienced computer user, but GEM's WIMP (window, icon, menu, pull-down) interface makes it easy and by the time we left he was flying solo. By the way, the winning number was 177. We had Jeff Cleveland select one number, STATUS President Buck Madrey another, and Pastor Stowe the last. Jerry Phillips sold the winning ticket (and 69 others!) and just missed having one of his numbers drawn. He was inconsolable. We sold 626 of our original 1000 tickets, grossing $1252. We bought one 520ST mailorder at a cost of $490 and the other (a 520 STFM) from INTERFACE of Norfolk for $522. That's a pretty good price for an over-the-counter purchase, thanks to Kent and the other fine folks at INTERFACE. The raffle tickets cost us $75 to print bringing our total cost to $1087. If my math serves me right, that's $165 added to the treasury for our many other projects. Not too shabby! A big thanks to those who sold and purchased tickets, and a special thanks to the "GANG OF NINE" who sold 30 or more tickets apiece. These folks accounted for nearly two thirds of our sales and were largely responsible for making this the best users' group fundraiser I have ever seen. They are:

Jerry Phillips	70 tickets
Jim Bishop	50 tickets
Dave Williams	50 tickets
Dave Koster	50 tickets
Joe East	40 tickets
Bill Parisi	40 tickets
Jim Anderson	30 tickets
Mike Fazzi	30 tickets
G & C Fullman	30 tickets

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PACE
HARD
CHARGERS
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That's the story, thanks again to everyone for your efforts. We took a chance on this one and came out shining! Now, about next year...
  dave koster

VICE PRES

Greetings to all for the frosty month of October! How I just love the fall... blue skies, nippy weather, beautiful leaves, and of course Computing! There will be no Librarian's Corner for this month due to the fact that we really don't have any programs for 8-bits or ST's that isn't on the ODDX/PACE BBS... and we finally have gotten some blank disks (3.5 and 5.25) for the library and soon the newest BBS files will be incorporated into the PACE library, directly. Megas, Megas, everywhere?!?

That's certainly true in Canada! Mega STs' have taken ALL of Canada by storm, and in high-style, too. At one point, only parts of our "neighbor to the North" had even seen a Mega ST, but now they're EVERYWHERE. Dealers can't keep them in stock! Prices are around $3000 for a Mega2 (Canadian dollars), and $3300 for a Mega4 ST (2 and 4 Megs. machines).

Atari is also fairing well in Central Europe. Atari ST's are a very close second in units sold in West Germany, and Switzerland, according to a recent InfoWorld article. Only PC compatibles are slightly ahead of Atari sales, and the trend is quickly heading in Atari's favor. Europeans are known for their "more-bang-for-the-buck" attitudes, and computers are certainly no exception! If Europe and Canada Atari can do so well, then what is the problem with the States and Atari? Megas are said to be shipping here in the USA, and some reports have said that developers have the Megas in hands, but not anyone I know of has actually seen a Mega (yet) in the flesh. Makes you think, doesn't it? 'Til next time, **Maria**

UPCOMING EVENTS!!

NOV 20 - BUSINESS MEETING
NOV 28 - DEADLINE FOR NEWSLETTER ARTICLES
DEC 2 - EX COMM 8 pm
DEC 4 - SWAP MEETING
DEC 17 - STATUS/PACE CHRISTMAS AT ATARI PARTY AT STATUS

JEFF SEZ...

Hello everyone! I tabulated the results from the member survey from the August meeting. I wanted to get a feel for what you wanted to see at our monthly business meetings, and I believe I got a good representation of what you would like to see at meetings. I will use ideas from the survey in planning upcoming meetings. Most of the 22 people who took the survey said they were 8-bit users, with most of them using 800s (6) or XE's (6). Five people said they used 800XLs and two people said they used 1200XLs. The 3 ST


FIG 1: JEFF'S FRIEND TIM

users all said they use 520 STs. Almost half of the people (9) said they use their computer most for word processing. Five people said they telecommunicate most, and four said they play games most. The second most use was playing games (6), while word processing and telecommunications came in tied at four. More than half (14) said they owned a modem, and 11 of those had modems that were at least 1200 baud. Only three people said they subscribed to an online service. Almost all (19) said that they could program, with eight people being beginners, six intermediate, two advanced and two professional programmers. All programmers could program in BASIC, and four said they could program in Pascal, and three in Logo. Seven people

said that they wanted to see new hardware demonstrations, and software demos and 'all' tied with five votes. So what does all of this mean? Well, it gives me good idea of what to feature at the business meeting. Software is easier to get to demo than hardware (software is a whole lot cheaper). The survey tells me what to look for in demos. Since most people use their computers for word processing and games, I'll look for new programs in those areas because the interest is there. But that doesn't mean that I won't look for things in other areas either. I will try to strike some sort of balance there. . One last note: The club cannot possibly purchase all of this stuff to feature at a club at this meeting. If you buy something new, and think that the club would like to see it, let me know, and I will be glad to either let you show it, or show it for you. I need your help in making the meetings interesting. I welcome feedback and suggestions, and will usually approach them with an open mind. You are welcome to call me (before 10:00 p.m.) or leave a message on ODDX if you have a modem. SEE YOU AT A MEETING!
JEFF CLEVELAND, PACE PRESIDENT

PACE/STATUS BOOTH WOWS CROWD AT HAMFUTER FEST!

Once again, PACE and STATUS had far and away the best computer oriented booth at this year's HAMFEST and COMPUTER SHOW! The fest was held at the Pavillion in Virginia Beach on 3-4 Oct. We had for planned for this one slightly better last year's, primarily becaused we had three months notice rather than 1 week! The Ex Comm coordinated closely with STATUS to try to divide the work and tasks evenly and to gather ideas. Both groups wrote to Atari for handouts and demo equipment. Atari sent us a large, colorful banner for the back
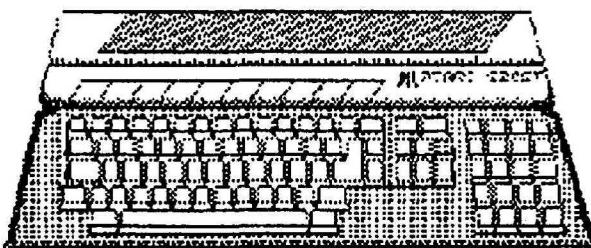
of the booth and BOXES of old posters from the Warner days (STARGATE, POLE POSITION, you get the idea). They were better than nothing and we gave most of them away to door prize winners and just about anyone that asked.

We had the same three table corner position as last year and set up about the same. STATUS brought a multishelved stand-alone display unit normally used for 7-UP bottles and we stacked two or three computer systems on it. The monitors were on the top shelf and could be seen for miles. We had both 8 and 16-bit computers (10 total!) along the tables for passersby to gawk at. The color and noise of the booth attracted the largest crowds of any of the "users group" booths in the fest. Both the STATUS and PACE volunteers did their best at making visitors seem welcome, which created a friendly atmosphere. This made an interesting contrast to the other groups at the fest, which tended to stay behind their tables and talk among themselves. Most other groups had their computers turned inward away from the crowd, while ours were facing outward. This seemed to reflect a basic attitude difference that was not lost on the horde of observers. I think we accomplished what we set out to do at this fest, which was blow the Atari horn and wake people up to the advantages of Atari computers.

Our thanks to Buck Madery and the STATUS crew for shouldering most of the burden (proximity helps!). Thanks also to the many PACE volunteers who dragged their bodies and hardware down to the beach: Jeff Cleveland, Mike Fazzi, Dave Koster, JOe EAst, Doug Butler, Joe Cullen, Steve Fishbein, and Shannon Hendrix. Next year, bigger and better!
dave koster
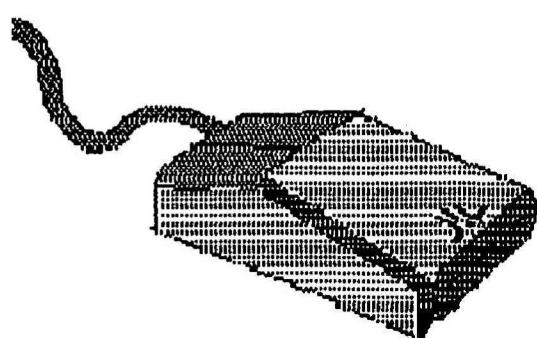
FIGURE 2 - DAVE'S FRIEND MICKEY

Fleet Street Publisher
Minireview

As you might have already noticed, this issue of PACE WORLD has another look to it. We have produced this issue using FLEET STREET PUBLISHER by Mirrorsoft. This desktop publishing software and considerable expertise was provided by Chet Bisno. Everything was put together on a 520ST and printed out on an Epson LQ-800 24-pin dot matrix printer courtesy of Doug Butler. What follows is a very brief review of the software, not meant to be all inclusive or detailed. I just want to hit the highlights and give you my first impressions.

FLEET STREET PUBLISHER (hereafter known as FSP) is a remarkably detailed program. I suppose all desktop pub packages have to have about the same features for text entry and layout, but the number of options and capabilities of FSP is overwhelming at first glance.

However, the docs are pretty good, which is somewhat unusual for software these days. They lead the FSP student slowly through the creation of a sample page, adding a little at a time so you don't choke and try to press on without reading. Scattered about the manual are tips and tricks for creating better pages and definitions for all those strange typesetting terms. The manual is extensively illustrated with example screens and pages.

Creating, moving, copying, and resizing text is easy and logical, but somewhat slow. The program is a GEM application, so things tend to be orderly and the mouse and window operations make sense. You can view any part of the page you're working on and zoom out to see the whole thing. The typefaces, underlines, italics, etc. appear on-screen, in true WYSIWYG fashion. Graphics are easy to incorporate but devilish to create, so you are stuck for the time being with the graphics supplied with the package. A utility for converting NEO-type pics to FSP-compatible format is included and highly recommended for introducing new pics.

This newsletter was laid-out in about 3 hours, once I overcame my original ignorance and got into the swing of using FSP.

I spent some time cleaning up text files for importation into the NL, getting rid of extra carriage returns and control characters. Once that was done, setting up the text and inserting the graphics was pretty easy. Naturally, the next time would be even easier.Once again, this wasn't meant to be a full review of FSP. I just wanted to give you an idea of how the issue of PACE WORLD was put together. We welcome comments and critiques, so let us know what you liked or disliked about this issue (other than its lateness, of course, we're working on that!).
dave koster

SMALL BUCKS.
PACE Treasurer Report

The Pace Treasury has $537.91 in it at this time, due to the excellent response to the recent raffle. We made $165.00 over and above the expenses we incurred. I think we did very well considering that this is the first raffle in several years and never one of this size.

I wish to thank all of those who took their time to sell tickets and help with the set-up and organization of the raffle. Since I cannot thank each of you by naming you (for fear of leaving out someone very important) I will just say thank you all for your efforts.

Now for the fun part. What are we going to buy with all our money. I was fortunate enough to attend the first day of the Hamfest and there were many a good buy. Unfortun-ately, I had to have a majority vote to spend all of the money in the treasury. I saw aty least 5 vendors that had Atari software and hardware. Jeff Cleveland and Al Materia were the only other officers at the Hamfest and the three of us did not make up a majority. Anyway, I did not spend any money on the good stuff due to our bylaws.

Most of you know that I have been trying to get the local video dealer to come back and demo his giant screen video monitor. I have been so persistant that this same video dealer has given me a job integrating these video products into different computer and video systems. As a matter of fact, I have been showing off some of the video graphics that the Atari can do to some die-hard PC/XT/AT users. Interestingly enough, I have a graphics machine in the office that carries the Pinnacle name, a company that was founded by several engineers that once worked as design engineers for Atari. This machine is used to digitize video signals from cameras or video tape recorders. I am very happy to have landed such an interesting job, but the hours are terrible. I have **very** little time to myself anymore.
Mike Fazzi
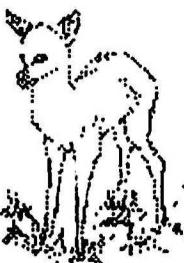
atari's tramiel ready for battle.
zmag newswire

Quoting Gen. George Patton and sounding alot like a coach psyching up for a big game, Jack Tramiel says his Atari Corp is ready to become America's consumer electronics supplier.

Speaking with business writer Bob Webster of United Press International, the 59-lear-old Tramiel says, "One of the people I admire is Gen. George Patton. In business, Whatever we do we go out there to win, not to play the sport. We have the best product, the best personnel and the best locations to make sure we win."

Atari has made headlines recently with its plans to buy out the 67-store Federated Group retail electronics store.

Tramiel tell Webster that the chain will be a key to his dream of turning Atari into a "vertically integrated" consumer electronics company.

"There are no companies of that nature left in the United States," Tramiel said, "General Electric was the last one. We are going to be an international consumer electronics company...computers are one of the products. Hitachi and Panasonic do not only make computers. I want to share my (research and development) costs, from designing and planning a product from the component to the shelf. This is the way my competitors in Japan have done it for a number of years."

Of course, Tramiel is not talking a great deal about future products, but he did tell UPI he now plans to oversee Atari's development of a CD-ROM product to be introduced this fall. He also said Atari is negotiating with several semiconductor companies for a possible acquisition.

Of the Federated acquisition, Tramiel says the company hopes the chain will stregthen its sagging distribution.

"Instead of waiting for three or four monthes to get a reaction from retailers, by having an outlet I can tell in six days," Tramiel said.

Webster comments that "most previous ventures by computer companies into distribution have failed, except for Tandy Corp.'s efforts through its Radio Shack outlets. But distribution alone does not appear to underscore Tramiel's pursuit of Federated."

That's the view of Jan Lewis, president of Lewis Research Group of Sunnyvale, CA, who told the wire service, "On the most simplistic level, (Tramiel) wants to buy distribution. But I think his plans may be broader than that. Tramiel comes from retailing and I think he may see farther than others in the marriage of computers and consumer electronic products." -- Charles Bowen

President's Column II

By Jeff Cleveland

Emulators for the ST...

It seems a good bit of the ST world has been talking about emulating other computers in the ST-- especially with the release of PC-Ditto, a program that runs IBM software on the ST. Compute! discussed it in their ST column, and Atari Explorer featured it on the cover of their November/December issue.

But is PC-Ditto good enough to be useful? I think so. I bought it so I could do school work at home, I must say I have been impressed by it's performance. It supports all CGA modes, and 640x200 monochrome. Add a 5 1/4" disk drive and it becomes even more useful. That's the thing that killed the Amiga software PC emulator-- not only was it slow, but it didn't support some of the graphics to run things like Lotus 123.

Some functions are slower than others. The disk access time seems to beabout the same, and working in 80 column text mode is only a little slower than on a PC. I haven't yet tried it with a modem, but I've heard that it works well with 300 baud, but I haven't heard anything about 1200. We'll be featuring PC-Ditto (and maybe the Magic Sac if I have time) at the next meeting so come on out if you want to see more.
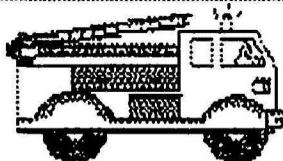

PACE ON THE RUN!

Where's my newsletter???

You may have noticed that we didn't get last month's newsletter out. We missed a couple of deadlines, and finished it so late that we decided to mail it with this month's newsletter and save a month's worth of postage. Well, this month's newsletter deadline came and went and no newsletter was done. It seems we got some signals crossed, and things didn't get done the way they should have. So we've updated this newsletter and dated it for October and November. We will be back on a monthly schedule in December.

Maria spoke to a friend of hers that works at Copy Cat. He said that he could reproduce our newsletter, fold and staple it for $40.00 (for 6-8 pages). If we were to start having it printed there, it would make things a whole lot easier for Joe, and we might be able to get the newsletter out sooner. We will be discussing this at the next meeting.

Strolling Through the Pages of Microcomputer History.
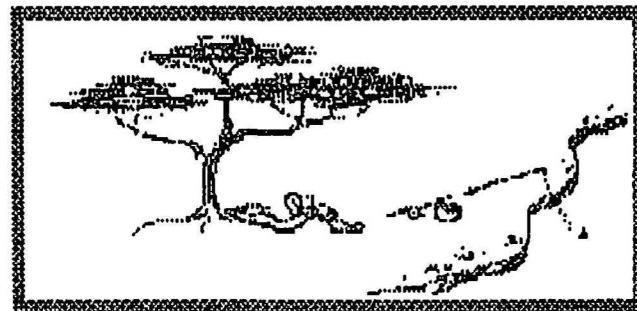
Joe East
Pace Member

For about three bucks, anyone can take a walk through the history of the microcomputer. I did this recently by buying a July 1981 Creative Computing magazine at a flea market. I was surprised to see the magazines, and asked the lady selling them why she still had them when one would think that a monthly magazine would lose its value within a month or so after being published. This was not the case with her. She said that she liked computers and knew that someday, someone like me, would come along and buy them. She was right. I bought one and it has given me a great deal of amusement.

First of all, the magazine layout is one that you don't see anymore. It is too straightforward and cold. There is very little attempt to try to please the eye, and the ads are very wordy. The difference in which the information is presented to reader, compared to the way it is done today, dates the document immediately. The next thing you see that stands out are the pictures and drawing of the way computers used to look. They even look ancient.

But, you know what is really amazing?? This magazine is only(!) six years old. That is history(!) to those of us that have been involved with tabletop computers since their early days (six years ago?!). There probably been no other industry in the world that has grown so fast, so well and has had such a profound impact in the way we think and live live. Classic cars have to be around 25 years old to be considered a classic. I have a friend that just bought a workable TRS 80 Model I for a hundred dollars. This in—cluded two disk drives, a printer, recorder and about 30 pieces of software. He said that he was going to get some software and use it in the office.

I was somewhat amused considering that it only has 32K of RAM. Ask any ten year old and see what he thinks he can do with 32K of RAM. He probably has that much in his watch!

I looked in the magazine to see how much a TRS-80 cost in those days with a whopping 32K of RAM. I couldn't find the price for the Model I, but a Model II with 64K and one drive was $3440.00. We've come a long way.

In the magazine, I also found many Atari 400's and 800's advertised for upwards of $600.00 to 800.00. In the section entitled, "Outpost:Atari", a Mr George Blank pointed out that, "Atari knew that it would take a fast computer to provide the capabilities the consumer needed. One of the reasons the Atari is more expensive than many of their competitors is that Atari specified costly, high speed parts for their computers. Their microprocessor chip runs 80% faster than a standard 6502. This means every other part has to be of high enough quality to keep up. In addition, they added the Antic chip, a custom designed microprocessor to handle the most time consuming task, processing the video display." Now we know why all of us preferred the Atari. I was a screamer.

When you get a chance, buy one of those magazines, not only will it provides many hours of amusement, it will make you appreciate the type of computers that are available to us today, at a much cheaper price than the ones back in the stone ages (six years ago). Technology just keeps "chipping" away at providing us the ultimate computer. (No pun intended.)

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CONNECTIVITY, SOLUTIONS, AND TECHNOLOGY: ATARI ANNOUNCES NEW PRODUCTS AT COMDEX

(Las Vegas, NV -- Comdex Fall 87)... In a series of major product introductions, Atari Corporation emerges as a maker of a varied line of high-performance, low-cost solutions for the business world.

New technology is showcased by Abaq, an ultra-high-performance workstation with blazing speed and dazzling graphics. The Abaq, based on a sophisticated "transputer" chip, runs more than 10 times faster than a PC/AT technology and more than 5 times faster than the 68020 with math processor. The parallel processing capability of Abaq lets a single system multiply its processing power by adding extra transputer chips.

Atari unveiled its new CD player capable of reading CD-ROM disks and of playing musical CD disks. The CD-ROM is supported by a Mega and ST-compatible DMA interface, and will retail in early 1988 for well under $1000.

Atari's connectivity answer is a LAN which is compatible with the NETBIOS standard used by IBM and Novell. It communicates data at 1 megabits-per-second to PC's and over 250K bits-per-second over Appletalk. Atari is planning to manufacture "PromiseLAN" adapters for the Mega, ST, and PC computer lines.

The Atari Mega computers are showcased with a variety of solid business solutions.

Desktop publishing is represented by both the Atari SLM804 Laser Printer and by G.O. Graphics, who are porting their Deskset program (CompuGraphics compatible) which Atari will market. Word Perfect is displaying the recently shipped Word Perfect ST and Atari is displaying Microsoft Write. A group of vendors are appealing to VARs with vertical packages running under the IDRIS multi-user multitasking operating system. Several new high-end CAD packages are on display including Foresight's Drafix 1.

Atari expanded its PC-compatible offerings by adding two new models, the PC2 (PC XT compatible) and PC3 (PC AT compatible), both with EGA graphics, high clock speeds, and low price tags. A variation of the PC3 will operate in VGA graphics mode as well. The PC2 and PC3 will be offered with 3.5" or 5.25" floppy disks and with hard disks. These new models join the PC1, which at $799 is a basic 512K PC XT compatible, suitable for use as a LAN workstation and for standalone personal computing. The PC2 includes XT-compatible slots, while the PC3's slots are PC AT compatible.

"We offer complete systems for the office," said Atari president Sam Tramiel. "I can see Atari Mega computers with laser printers as desktop publishing stations exchanging data with a satellite group of PC1's as LANstations. An entire office environment can be created. The PC, the Macintosh, and the Atari computers co-exist. Each can do the things they do best.

"Atari Corporation is a leading, vertically integrated manufacturer and marketer of personal computers and video games. The company offers the 16/32-bit ST and Mega personal computers; the 8-bit XE line of personal computers; the Atari PC; the 2600, 7800, and XE video gamesystem; and a broad line of peripherals and software.

Atari Corporation is located at 1196 Borregas Avenue, Sunnyvale, CA94086. Telephone (408) 745-2000.

Neil Harris, Director of Marketing Communications, Atari Corporation
UUCP: ...{hoptoad, lll-lcc, pyramid, imagen, sun}!atari!neil
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WELL: neil
BIX: neilharris
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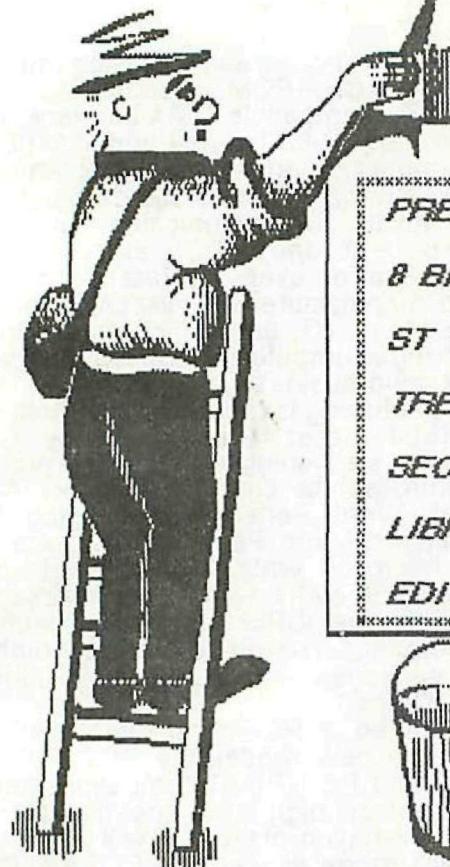
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PACE meets the first and third Fridays of each month at 6:00PM in the Gloria Dei Lutheran School, Foxhill Rd and Willow Oaks Blvd, Hampton, VA.
Call one of the officers listed above for further details!

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