

JPL P.A.C.E. WORLD



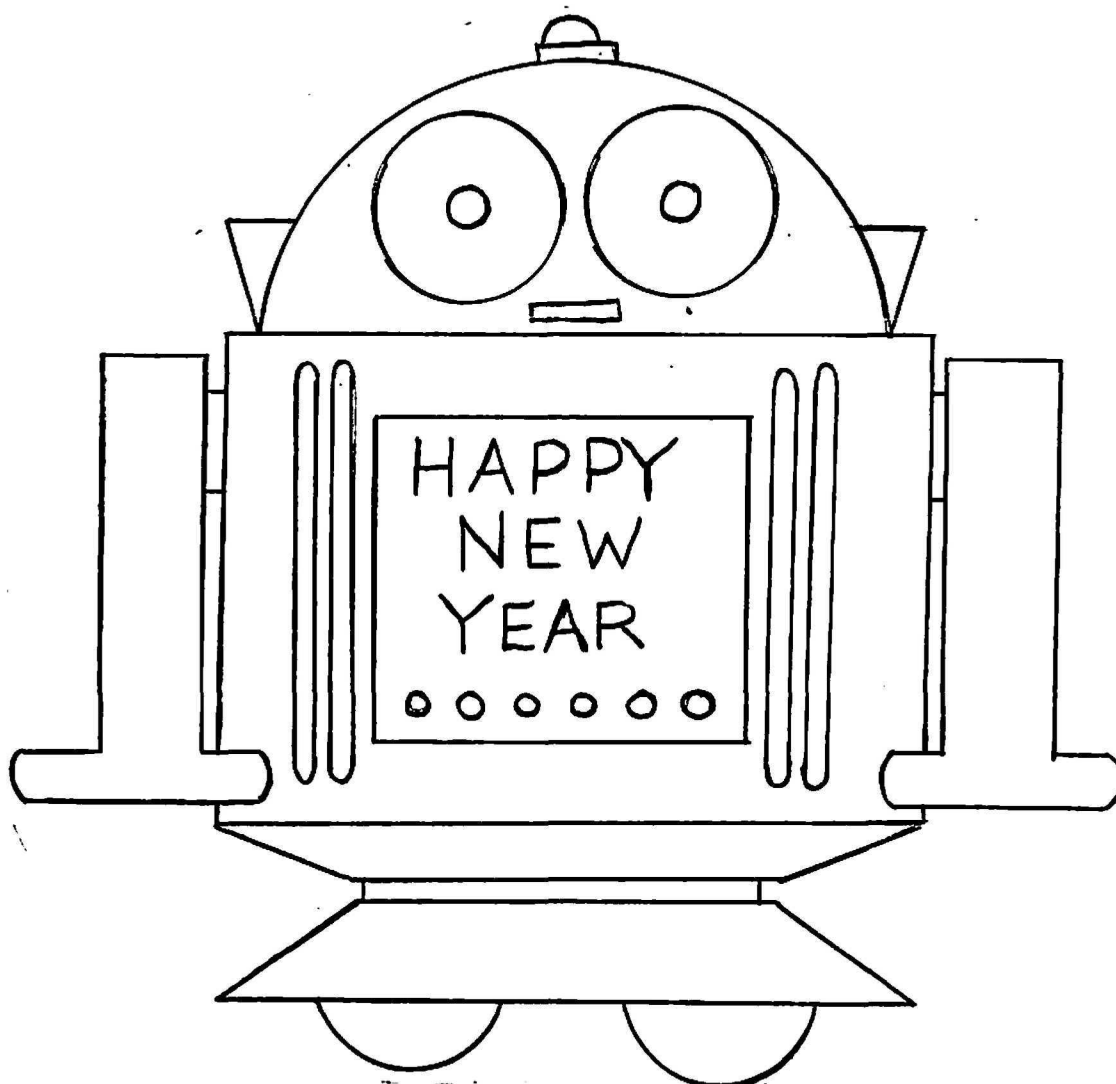
NEWSLETTER OF THE PENINSULA ATARI COMPUTER ENTHUSIASTS

JANUARY

1987

VOLUME 7 NO. 1

HAPPY NEW YEAR!!!



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SEND ALL CORRESPONDANCE TO :

**PLEASE NOTE NEW
MAILING ADDRESS:**

P.A.C.E. WORLD
C/O JOE CULLEN, EDITOR
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HAMPTON, VA. 23666

TREASURER'S REPORT

Pace has 85 members. Five (5) 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, 834 CHURCHILL TERR. HAMPTON, VA. 23666 or 21 Sacramento Dr. Apt 7A, Hampton, Va. 23666 (For faster service). Remember, dues are \$15.00 per year.

Memberships expiring in January:

Dennis Allison, Rafael Benet, Dan Harrington, Ken & Kathy Mobley.

Memberships which have expired:

Jim Bishop, Louise and Terry Bohlinger, Nathan Burgess, Scott Cline, Todd Kievit, Gary Knight, Chet Novak, and R. D. Watkins.

Memberships which have renewed:

Chester & Linda Marks, Georgia Scott.

For your information:

This month we picked up three new members, (thanks to Georgia Scott) Gloria Smith, Virginia Brown and Mildred Sexton (all B-bit users). Let's all welcome them to the club both here at Gloria Dei and Joe East's home (ST User see sig 7 of the ODDX/PACE BBS at 596-2710 for meeting times and directions).

Remember the meeting at Joe East's home is open to all, but this is THE ST USER SIG (special interest group)

Until next month.....

Chester Marks

BOOKS!

Read any good fantasy/sci-fi books lately?

"There are things on heaven and earth,
Horatio, Man was not meant to know."

-Hamlet

Meet Skeeve, a magician's apprentice, that is until his master is struck down by an assassin. Suddenly he finds himself alone with a purple-tongued demon (dimension traveler) from the dimension Perv. With the help of the demon, Aahz, Skeeve must dodge Imps (from the dimension Imper) and Deveels (from the dimension Deva) to find and defeat the master magician Isstvan before he can completely conquer his home dimension of Klah. Sounds simple enough.

Follow our young friend Skeeve and the demon Aahz as they set out on their journey together to save the dimension while Aahz continues Skeeve's apprenticeship. "Another Fine Myth" is the first of the Myth books by Robert Asprin. So far there are five books out, (in paperback, that is) the other four are as follows: "Myth Conceptions", "Myth Directions", "Hit or Myth" and "Mything Persons" (believe me I didn't make these up).

This month the questions are very simple.

1. What would you call a person from Perv?
2. What would you call a person from Klah?
3. Where would one go to find anything you can't find elsewhere?

Until next month....Sleep!

Chester Marks

RAMBO 256K UPGRADE

A few months ago, while working on a rather large database, I found the memory in my 800XL was sadly lacking. Rather than break the database down into parts, which would have complicated things, I temporarily swapped computers with my husband and began using his 130XE. The memory problems were solved, but after using my 800XL constantly for over two years, I discovered real fast that I HATE the 130XE keyboard. I guess you can't teach an old dog new tricks! But the problem was, do I buy myself a 130XE and be miserable (Chester really wanted his computer back!), or do I upgrade my 800XL and risk possible incompatibility with the very software I wanted to use? The magazine reviews were always pointing out problems. My answer was to do NOTHING for the time being.

Now, suddenly I have the best of both worlds! On a spur-of-the-moment trip to INTERFACE in Norfolk, I broke down & got the RAMBO XL 256K upgrade kit from ICD, Inc. The kit was \$34.95 and the chips were \$28.00. I was a little worried, but the very nice salesman assured us that it WOULD work with Synfile+. So, back home again, Chester and my good buddy Joe Cullen (with words of encouragement from Maria Campbell and worried looks from yours truly) installed the whole thing in about 10 minutes.

The manual that comes with the upgrade kit is written in plain language, with good drawings of both the 800XL and the 1200XL (yes, it works with either one) showing exactly where to do what. The instructions are step-by-step and very precise. Since I am lucky enough to have a socketed machine, the entire installation consisted of removing and replacing the old chips (there are 8 of them), soldering one jumper wire, replacing another chip with the RAMBO XL board, and soldering 4 pins on a chip to the ribbon cable. The whole thing was quick and easy.

I guess now you want to know about performance, huh? Well, as I said earlier, I now have the best of both worlds. I get to keep the keyboard I like best, and I have plenty of memory. Synfile+ sees my 800XL as a 130XE, allowing me to store over twice the records I could before. PaperClip Ver. 2.0 (the one for the 130XE) recognizes the entire 256K memory, giving me a possible 2419 lines of text, or 112K of text. I doubt I would ever have that much to say, but if I ever decide to write a book, my computer can handle it! Since it's only been two days, I haven't tried every program we own, but so far I haven't found anything that WON'T work with the upgrade. I'll keep you posted.

Okay, every silver lining has a cloud around it, right? This is no exception, but it's not a serious cloud. It seems that the new chips in the upgrade have a

much longer "memory retention" than the old ones. That means that you sometimes (usually) have to wait a few minutes after turning off the computer before turning it back on. If you do it too fast, the old information will still be in memory, causing it to crash. Personally, I think this is a minor inconvenience, as I don't usually keep changing from one thing to another in a big hurry. But a couple of times I booted a game, forgot to disable basic, got garbage on the screen, then had to wait about 4 minutes before I could re-boot. Annoying, but not serious.

Overall, I'm really pleased with the RAMBO upgrade. If you have been thinking about upgrading your 800XL or 1200XL, and don't mind the one drawback I mentioned, then I would heartily recommend you head to INTERFACE and check it out. They are located at 6204 C N. Military Hwy. in Norfolk. I think you'll like the results.

To make a good thing even better, if any of you decide to take the plunge and get the RAMBO upgrade, two of the club's resident experts (and fairly nice guys), Joe Cullen and Chester Marks have volunteered to install them for you, for the small fee of \$5.00. FOR SOCKETED 800XLS AND 1200XLS ONLY. To prove what truly generous guys they are, all money collected from the installation of RAMBO upgrades will go into the P.A.C.E. bank account instead of their own pockets! So think about it - you get a great product, Chester and Joe get to show off their talents and the club gets a few well-needed bucks. Give me a call if you need any more information!

LINDA MARKS

DISK DRIVE OWNERS!

If you own an Atari 810 or 1050 disk drive, I want to talk to you. Does your drive make weird noises when you turn it on? Does it 'chirp' when you format a disk? Are you starting to get 'error' messages more frequently? Do you snoop? Is your drive used almost constantly? Is your drive speed 'almost' right?

If you answered YES to any or all of the above questions, I have good news for you. The answer to your problem might be that you simply need your disk drive cleaned, lubricated, or adjusted. But fear not! You don't have to take it to some 'stranger' and wait 2 weeks, and pay a fortune for the privilege. Nor do you have to be brave enough to open the drive up yourself and pretend you know what you're doing. Just bring your Atari brand disk drive to the P.A.C.E. meeting, and for only \$3.00 (or \$5.00 for two drives) it will be cleaned, lubricated and adjusted for you. Joe Cullen and Chester Marks have volunteered to do the work and all proceeds go to the club. Are they sweet, or what? So grab your drives, bring them to the next meeting, and give them something constructive to do for a change!!

Beyond the Basics

By Jeff Cleveland

From what I have read in the PACE/ODDX bulletin board messages (in the 8-bit sig), most of the more experienced users want to do two things:

1. Learn how to program in Action!
2. Learn how to program in 6502 assembly language.

Those are some pretty tall orders for a column like this (each one of these could be a column in itself). But if you cannot program, then the advanced concepts and skills will not be of value. I want most of all for this column to be of use to you. So, I will attempt to, in the next couple of columns, explain the basics of Action! and assembly language.

Side note: If you see something you don't like, or you think is too hard, or you want me to cover a specific topic, leave me a message on the PACE bulletin board. If you have a question, you can try to reach me at home, but school (ODU) starts Jan. 15, and during school I'm very hard to catch. With your feedback I can make this column as beneficial to you as possible.

Programming in Action!

I once read a magazine article in which the author tried to describe the structure of Action! He described it as a mix of Pascal and C. The best description I can come up with is one word -- FAST.

There are two basic differences between Action! and BASIC: structure and data types. Many of Action's library routines will be familiar -- most of the graphics, sound, and input/output commands in Action! seem to be modeled directly after their BASIC counterparts.

Fundamental data types

A data type is a set of values that can be used in specified operations. So much for the textbook definition. What does this mean?

Take for example, all of the cars made by GM. They make Pontiacs, Chevys, Oldsmobiles, Buicks, Cadillacs and a few other lines. Driving, repairing and painting are a few of the operations that can be done on the cars. All of the models are in the set of GM cars, and along with the operations, define the data type. The data type would be named GM cars. This name would be used to reference that data type.

When you program in BASIC, you don't have to worry about variables, because BASIC automatically allocates space for the variable and makes it a real (floating point) number. In fact, all numbers (constants and variables) are stored as real numbers.

numbers.

Action!, however, will not automatically define the data type or allocate space for program variables. All variables must have a type specified. This is called a declaration, and instructs the compiler to allocate memory storage for a variable.

There are only three simple data types in Action! (cards). Bytes can contain values between 0 and 255 and are always positive. Cards are numbers that consist of a high byte and a low byte, and are always positive. Integers are cards that have a sign.

Choosing a data type

Choosing the data type for a variable usually depends on what values the variable will hold during program execution. If a program used a variable called 'I' in the statement FOR I=1 TO 10 DO, then the variable would be a byte, because the range is less than the maximum value that a byte can hold. The variable could also be a card, but making it a card with such a small range wastes an extra memory byte. It doesn't sound like much, but it can add up.

The basic rule I follow is to make everything a byte unless its value could be greater than 255 (then make it a card), or its value could be negative (then make it an integer).

The 6502 microprocessor

In assembly language, program instructions deal directly with the microprocessor. To be able to program well in assembly language, an understanding of the structure and operation of the microprocessor is needed.

Microprocessors have internal storage locations called registers. In most processors, the registers are the same size as the word size of the processor. Since the 6502 is an 8-bit processor, the registers are eight bits long. The microprocessor instructions manipulate data in the registers.

The 6502 has six registers. The accumulator (A) is used in arithmetic instructions. The X and Y registers are used as indexes into memory. The program counter (PC) is the only 16 bit register, and points to the next instruction to be executed. The stack pointer (SP) points to the current stack top--a special place in memory used to store values. The processor status register (P) contains bit flags used in conditional instructions.

Next month's column will explain Action! program structure and loop statements, addressing memory in assembly language, and a brief introduction to basic machine language instructions.

FROM THE LAB COORDINATOR

Have you made any New Year's Resolutions yet? Even if NYR'S aren't your usual thing, how about making this one for 1987: I resolve to use the Power Controller Board on the school lab's computer systems instead of the individual switches on the monitor, disk drive and keyboard.

HUH?? What's the lady going on about now? What's a Power Control Board and why should I use it??!! Before I explain the how, let me talk about the what and why.

Next time you're in the school lab look under the monitor. Notice that slim metal box the monitor is sitting on? Well, that's the Power Controller Board. It has two purposes: 1) it controls power surges, spikes, etc., and generally keeps the rate of electricity constant to the computer system, and 2) the switches are intended to be used to power on/off all parts of the computer system. In other words, use these switches instead of those on the computer, keyboard, disk drive and monitor!

Why am I making a big deal out of this? The school has approximately 400 students and teachers who use the lab. That's a lot of turning on and off of switches on computers, etc. Those pesky little switches on computers and disk drives are famous for wearing out in high-use situations like the school lab. So the school bought control boards to cut down on this wear-and-tear and save replacement \$\$\$ in the long run.

I know that most of you PACE users are used to powering up your home systems by using individual switches on each piece of your computer equipment. (That includes me!) But our school lab users (even the five year-olds) have been taught to use the switches on the Power Board. When a PACE member turns a Percom disk drive off on the backside, it can create confusion for the next 1st or 2nd grader trying to turn on the computer. "Mrs. Chapman, it doesn't work!" Believe it or not, most of the school's teachers and students do not have computers at home yet. One switch turned off in the "wrong" place means that computer is "broken" until Mrs. Chapman can check it out. I don't work at the school everyday, and I get calls often on my days off to come in and "fix" a system that has a switch off on the disk drive, or the drive has been switched to drive 2 position, or an I/O cable has been left unhooked by Friday-night PACE users! Help me out, please, with a little consideration for the school children's needs!

Now the how. The Power Boards are not hard to use. All of the switches on individual pieces of equipment are left in the ON position. The Board then turns each on and off. Across the face of the controller is a set of switches. The switch labeled Circuit 1 turns the monitor on and off. Use it instead of the on/off knob on the front of the monitor. Circuit 2 switches the disk drive on and off. No more reaching around to the back of a Percom to power up! Circuit 3 turns the computer on and off. Use it instead of the switch on the back of the computer. The Master switch turns on the whole system. Turning it off shuts down everything! No need to turn off individual switches when you are

finished using the computer.

Whew, what a lot of detail just to get to be basics of using the controller board:

- 1) Check the position of the switches on the board. The easiest thing to do is shut them all off in the beginning.
- 2) Turn on the Master Switch.
- 3) Circuit 1 turns on the monitor, circuit 2 turns on the disk drive, and circuit 3 turns on the computer. Changing disks? Reach for Circuit 3 not the switch on the back of the computer! All of the circuits have little labels above them to remind you what switch is for what!

I guarantee you--reading this article was a lot harder than using the Power Board!! If you have any questions when using any equipment in the lab, ask me or one of the Club Officers for help.

Happy Computing in 1987!

--Lynn Chapman

WORDS OF WISDOM

Confucius say 'Ah, if members no sendee in articles no newsletter will be mailed outee'.

Guess what my theme is about this month. I will not mention that I had to make many phone calls and REQUEST articles from our beloved club members. Nor will I mention the fact that most people had some time off during the Holidays and could have taken 15 to 20 minutes to write a thrilling article. Nor will I mention that I have not heard of any member breaking their hand. Nor will I mention

Now let me state 'EVERYONE THAT I CALLED TO CONTRIBUTE AN ARTICLE, DID SO WHY IS IT SO HARD TO MOTIVATE MEMBERS TO SUBMIT ARTICLES?????

I won't mention how our newsletter goes out all across America, Canada, and Europe.

DO YOU REMEMBER THAT POST CARD WE GOT A FEW TIMES LAST YEAR BECAUSE OF THE LACK OF ARTICLES? (Previous Editor)

If I do not start getting enough articles I will not send out postcards I will just start publishing my life story. Then you will be in trouble!!!

The only excuses I will accept for not submitting an article are death in the family (yours) and paying the editor \$500 in hush money not to tell of the disgrace of forgetting to write something.

Remember you can submit articles in hardcopy, on disk (best way), or over the modem. Just submit one! If you don't want your name on it you can even use an alias. PLEASE, IF YOU ARE USING AN ST, KEEP THE FILE IN ASCII!!!

Confucius' Italian brother say "If you cause disgrace, I breaka you face!"

Joe Cullen, Editor

AN OPEN LETTER TO ST PROGRAMMERS AND DEVELOPERS (PDs)
Dear PDs,

Being the proud owner of an Atari 520ST (with one meg of RAM), I am extremely pleased with the quality and diversity of software available. I have a very fine word processing program, spread sheet, and a whole host of utilities and games (entertainment, for you sophisticates). The ST is, without a doubt, the finest piece of computer equipment for the money that has ever been marketed. Of course, we have to kinda keep our enthusiasm to ourselves most of the time because it's difficult to brag on a computer as a serious piece of equipment when it can be purchased at a toy store. I recently had the horrible experience of convincing one of my business acquaintances to come to my house and take a look at my computer before he went out and bought an IBM clone. He was very impressed until he realized that he was looking at an Atari. He then emphasized that he was looking to do some serious computing. That afternoon he went and purchased his IBM clone and has not used it once since he's had it. He says it is too difficult to use and is not interested in going through all that documentation to learn. That is a remark that I have never heard anyone say about an Atari ST. What happened was that he was not about to purchase the Atari ST computer simply because it appeared to be just a sophisticated game machine... even though I demonstrated that it had the speed and capacity of the IBM clone that he was interested in. He is now very displeased with the machine that he bought, not because it is poor quality, but because it is much more difficult to use than he ever dreamed. Had he bought the ST, I'm convinced he would be using it very effectively due to the fact that it is menu driven. So, what's the point??? The point is that those of us that have the new Ataris are using a computer that most people feel are sophisticated toys. This is unfortunate for Atari, but even more unfortunate for the average everyday consumer. He is losing out because our society is still being told by the computer industry (and most educational institutions) that every American home needs a computer, and that computer should be an IBM or, at a minimum, IBM compatible. As a result there are a lot of home computers out there not being used. There is another group of people out there that considers the Atari to be little more than a sophisticated game machine. Those are the programmers and developers (PDs) of our programs. For one thing, and the one that annoys me the most, is the program that won't let me exit gracefully from the program. A classic example is the fantastic game "TIME BANDITS". Later versions may let you out but I always got the feeling playing TIME BANDITS, that once I started playing it, I am supposed to play it for the rest of my life. At a minimum, the computer is to only be used to play that game. I often wonder what the PDs of TIME BANDITS were thinking about when they developed it. Was this the only game or program that an individual was going to use on his or her computer??? I use TIME BANDITS as an example only because everyone is familiar with the game and know what I'm talking about. But there are far too many other programs out there that do the same thing. The reason I object to not being able to quit whenever I like is because I do not like to reboot

all the time. I use a RANDISK whenever possible and in some cases you can lose files if you reboot. Also, rebooting takes time. When I want to take a break and play a game, I don't like to take the time to reload my accessory files, the RANDISK, and necessary programs. More importantly, I like to think that I am using a professional computer and I want my programs professionally designed and developed. It only takes a little more to do it right and I'm tired of having to reconstitute my computer everytime I use a program developed by lazy PDs. They are certainly competent, or else they couldn't develop those fantastic programs that we pay good money for. All they have to do is go that one little extra step to let us out of their program whenever we want out. I don't want to have to wait until they decide to let me out. It could be a "control C", which is used by the professionals on the other side or an "Alt Q" which is also a good way to quit. I don't care what it is, it's just that whenever the phone rings, someone walks in, or I just plain want out of the program, I want out right then, not when I have finished running the gauntlet.

My dear PDs, give me control of my computer and don't make me have to reconstitute every time I want to quit your program. I hereby declare that whenever I buy a program that won't let me out/quit gracefully I am going to pack it up and send it to the company and demand my money back. At the risk of sounding like a crusader, I request that everyone else do the same thing. That way we can force the PDs to not force us to play their programs longer that we want to.

Joe East

LIBRARIAN'S CORNER

Greetings to all Pace members for the new year of 1987! I hope that all of you had a nice and safe holiday season, and a very happy new year!

Due to the long holiday season, not much is new for the 8-bit library. We did receive an excellent AMS2 "XMAS DISK" with lots of nice carols, although it is a bit late! The disk is up on ODDX/PACE BBS (596-2710), and it's "scrunched". There will be a copy of the disk in the library for this month.

For the ST library, there are several new disks available. One is an excellent Xmas demo disk, THE P.D. CP/M disk that everyone has been waiting for, and a new version of NEO, all donated by our own Dave Koster. Thanks, Dave! These will be available at the next ST SIG meeting.

That's about it for this month, folks! Take care, and I'll see you next month.

zzMariatt

From the SYSOP

This is the first in a series of semi-regular articles about the PACE sponsored BBS. For those of you who've just joined us, PACE now has their own (somewhat) BBS. It's known as the ODDX/PACE BBS and the number is 596-2710 (24 hrs-300/1200 baud).

A little history is in order. The OLD DOMINION DX SOCIETY was formed by a group of shortwave and Amateur Radio enthusiasts for the purpose of promoting those hobbies. It had gone somewhat dormant for awhile but has had a recent rebirth. Somewhere along the line 2 of the members got the idea of starting a BBS and thus the ODDX BBS was born. In it's original incarnation the board was kind of small (run on a C64) and had a restricted membership. In it's present form it runs on an Atari 520 ST with a 20 meg hard disk for storage. It's also now open to the public. However even in it's new form things were still slow at first. One day I was approached by the SYSOP of the board (I had known his partner for sometime, we're both scanner enthusiasts) with the offer of a PACE section on the BBS and our name in the masthead, also as part of the offer the owners were going to purchase the above mentioned hard disk. The cost of all this to the club is a whopping \$7.14 per month (the BBS's phone bill). The owners are not mysterious philanthropists or anything like that, it's just that they couldn't stand the thought of seeing their investment go to waste because of lack of use.

Well folks we went on-line a couple of months ago, and things have really picked up. Both the 8-bit (SIG 6) and 16-bit (SIG 7) sections have had quite a bit of message and up/download activity.

For those of you who have yet to call the board, here's the drill:

1) Call ODDX/PACE BBS at 596-2710 300/1200 baud (it's almost never busy unless your name is Chester Marks).

2) Provide the sysop with the requested identifying information (you will not become a verified member if you don't complete this step).

3) Use the edit profile function and set your default sig to 6 or 7 (depending on which machine you have). You will still have access to the other sigs but any information aimed specifically at your machine will only appear if you have the default sig set.

4) READ THE INFORMATION FILES. Most of the information you need to operate the BBS is right at your finger tips via the HELP command, the rest is in the information files.

5) If you have any questions leave me a message (I'm on the board as PACE SYSOP).

That should be enough to get you started. Hopefully there will be more articles to follow telling you about improvements and additions to the board (for instance we're about to change the way files are listed).

==Kevin==

Sig 6. Atari 8 bit Listing of files

Filename	size	desc.
ATARI800.BAS	10K	Demo.
ATARIOIL.OBJ	38K	Great graphics demo.
ATSTATUS.BAS	4K	Tells status of your system and

AUTOMAKE.BAS	2K	Autorun.Sys maker.
AXELF.BAS	6K	Basic music.
BIKERDAV.BAS	14K	Anyone like to describe this one?
BLACKFRI.BAS	7K	Stock market simulation.
BOOTFIX.BAS	1K	Reverses function of OPTION on XL/XE.
CES1985.OBJ	19K	Atari's 1985 C.E.S. demo.
CITY.OBJ	9K	Nice picture of a Southwestern city.
CLEWSD.OBJ	6K	Solve the murder! Text adventure.
CLIMB.OBJ	9K	Binary load game.
COPY130.OBJ	2K	Sector copier, uses XE ramdisk (I pass copy!!)
CRAZYDOS.BAS	6K	It's only a game, it's only a game.
DATAMAKE.BAS	2K	Data statement generator.
DICE.OBJ	4K	Dice betting simulation.
DOS3TD2.OBJ	6K	Dos 3 to Dos 2 conversion utility.
DSKENVLP.BAS	3K	Disk envelope labeler.
EDITOR11.LST	7K	ANALOG checksum program.
EXPRESS.OBJ	32K	850 Express! ver. 3.0.
EXPRESS.DOC	23K	Documentation for 850 Express! version 3.
EXPRMPP.OBJ	34K	MPP Express!
FASTKEY.OBJ	1K	Fast key repeat for XL's.
FASTTRAN.OBJ	11K	Translator w/floating point pkg.
FILEINFO.OBJ	6K	Gives loading addresses for .obj files.
FIXXL.OBJ	11K	XL/XE Translator.
FJXXL.DOC	2K	Documentation for FIXXL.OBJ.
FORMAT2.BAS	3k	Rapid fire disk formatter.
FUJIDEMO.OBJ	20K	Amiga ball done with the ATARI logo.
GUESSIT.BAS	2K	Rude guess the number game.
HANGMAN.OBJ	6K	Surely you remember this kid's game!
KINGDOM.OBJ	5K	Rule your own country! Simulation.
LACE.BAS	4K	Random pattern drawing.
MATHQUIZ.BAS	9K	Educational program by Dan Harrington.
MICRODOS.OBJ	2K	Binary file loader.
MINIDOS.BAS	6K	DOS functions from BASIC.
MOVIES86.DSK	86K	SCRUNCHED disk of Movie-Maker files.
NORAD.BAS	9K	See CRAZYDOS.BAS.
OMNIPIC.OBJ	15K	Multi-format picture loader.
PAPERWT.OBJ	2K	The infamous Paperweight DEMO.
PICLOAD.DSK	69K	Picture loaders and converters (Scrunched).
RAMCOPY.BAS	3K	Copies files to ramdisk on Boot-up.
RAMXL.DOC	5K	Documentation for RAMXL.OBJ.
RAMXL.OBJ	1K	Ramdisk driver for DOSXL.
RULER.OBJ	19K	KINGDOM revisited.
SCRUNCH2.OBJ	15K	Like Shrink only different.
SHARKEY.OBJ	11K	Eat all the fish, avoid the shark!
SHRINK2.OBJ	4K	Compression utility.
SPDCALC2.OBJ	9K	Updated version of SpeedCalc.
TURBO1.DSK	88K	TurboBasic pt. 1 (SHRUNK)
TURBO2.DSK	56K	TurboBasic pt. 2 (SHRUNK).
TXPRO12A.DSK	73K	Textpro word-processor.
TXPRODOC.DSK	77K	Textpro documentation disk.

VERSILBL.BAS	4K	Disk labeling program.
VT100.OBJ	10K	VT100 terminal emulator.
VT100DOC.TXT	9K	Docs for above.
WEDGE.BAS	4K	DOS functions from BASIC.
XLRAM.BAS	2K	Interrupt handler(s). for lower file.
XLRAM.OBJ	1K	Memory read and write.
XMASCARD.BAS	3K	Christmas card for the Olivetti ink-jet.
YAHTZEE.OBJ	8K	The (in)famous game of Yahtzee.

BBS NEWS

Activity on the ODDX-PACE BBS was particularly heavy in December because a number of local boards were shut-down during the month. Missing a day calling the board often resulted in going through 50 to 60 messages to get caught up.

The Enchanted Forest was down for the entire month for modifications and was still down as of January third.

The Launch Pad, now operating at 1200 baud, was one of the few boards with continuous service through most of the month.

The Power Station was also operating in December with an extended ram disk that offered quick changes in moving from one part of the system to another.

The Status board, available for PACE members, went to the BBS Express format at the beginning of the new year.

REVIEW OF MAIL ORDER MONSTERS FROM E.O.A.

I got a great new game for Christmas called Mail Order Monsters. It is a conversion from the Apple and C64 computers for ATARI computers from Electronic Arts.

The theme of this game is to pick a monster, outfit him with weapons (such as flamers, grav-guns, e-packs, and laserpistols), and to DESTROY your enemy as fast as you can! You may choose three levels to compete in (beginner, intermediate, and tournament), and you may pick any of the 12 different monsters to start. Then you have a choice to choose between 15 weapons, and get food, energy, armor, etc. for battle in one of 8 battlefields.

This game reminds me a lot of M.U.L.E., an earlier EOA game, except with Mail Order Monsters, it's "high-tech medieval" instead of outer space. The game plays well, but a little slow. At the beginner level, it's no problem to beat the computer if you're playing alone. But at the higher levels, it's almost impossible to win against the computer. I found it more fun to play with two people against each other.

So, if you like battles, He-Man, She-Ra, high-tech weapons, etc., go out and buy Mail order Monsters from Electronic Arts. I'm sure that once you start playing it, you'll really get a "blast" out of it!

##Maria##

WAR BREAKS OUT!

The fate of the free world lies in the hands of a few brave souls. Armies are marching over the lands, sailing the seas, and flying through the skies. No place is safe. Run, Hide, and Run again!!!!

There are two GREAT new programs out for the Atari 8-bit computers. Both have war themes but are actually totally different from each other.

The first program is Lords of Conquest from Electronic Arts. The advertisement on the box states "Better Than Risk", so I assumed that is what the game would be like-and I loved Risk. Well I was sort of right, it is a conquest theme of armies but the game is a million times better than Risk. You choose your countries and deploy your forces and when the time is right, attack! Countries yield gold, timber, coal, iron or herds. The graphics and sound are much better than average. There are an unlimited variety of game maps and you can even design your own. The game play is fast and the computer does the tedious work like count forces and resolve the battles while you are free to concentrate on the important things like crushing your opposition. I rate this game a 5 out of 5.

The next program on the agenda is Wargame Construction Set by Strategic Simulations, Inc. Have you ever played a war game and wished you could make some changes, move mountains or bodies of water around, etc? Had a WWI game and would have rather had a space game? Then this is the program for you. With Wargame Construction Set you can make any type of game you wish concerning any period of time you prefer. You can create ancient wars, modern conflicts, or futuristic space wars. And of course, if you don't want to make up your own scenarios there are 5 solitaire and 3 2-player games ready to play (of course you can even modify these). I have to rate this game a 4.9 out of 5. (It took longer to read the manual).

-Joe Cullen-
War Correspondent

GOOD NEWS!

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I recognized a need for a printer buffer almost immediately after I had obtained my first printer - an Atari 1027. The long wait for a piece of short copy to print was cut down when I upgraded to a faster printer, but the computer was still tied down while data was being transferred.

My impatience, in not being able to use the computer while longer pieces of copy were being sent to the printer, led me to the Digital Devices 64K buffer and this solved part of the problem. The buffer, for normal printouts, stored data for the printer until the printer could finally catch up at the end, freeing the computer for other tasks.

You can't appreciate the value of a buffer until you've used one and then gone without, as happened when the power supply died. Once more I did without for about a week before I decided to check the value of the dead power supply.

The value seemed familiar because it matched that of the supply for my Atari 2600, which remained stored in the drawer, while my buffer was again powered.

While the Digital Devices buffer was working fine, I was attracted to ads for other buffers with the capability of repeat printing.....and when I saw the price of the MPP (Supra) Microstuffer Buffer had dropped below \$70 I decided it was time to make one more upgrade.

The Microstuffer buffer was also a 64K buffer, but when printing such things as a Synfile list, it proved its worth in being able to make a second copy - or as many copies as needed - without tying up the computer. Using the buffer I could generate as many copies of the printout as needed.

I admit to some disappointment, but that was because of my own ignorance in realizing that many graphics printouts will overflow even a 64K buffer. Thus, I was unable to reprint such items as Print Shop signs by use of the buffer.

The Microstuffer also has a "clear" button which is used to empty the buffer of unwanted data. Because the data is stored in order one could take two Synfile listings and print both over and over, but if only the second one is desired in multiple quantities, the buffer must be cleared of other information.

Although I can't blame MPP (Supra) for my failure to realize graphics won't store in 64K, I think the clear and repeat buttons might have been better labeled. The raised white printing on a white background makes it nearly impossible to read which button is which and there have been occasions I have cleared data I wanted to re-print.

The printer buffer may be considered as a "luxury" item, but the time I have saved being able to get back to the computer because data has been stored - or because I can repeat a print run - has made the expenditure more than worthwhile.

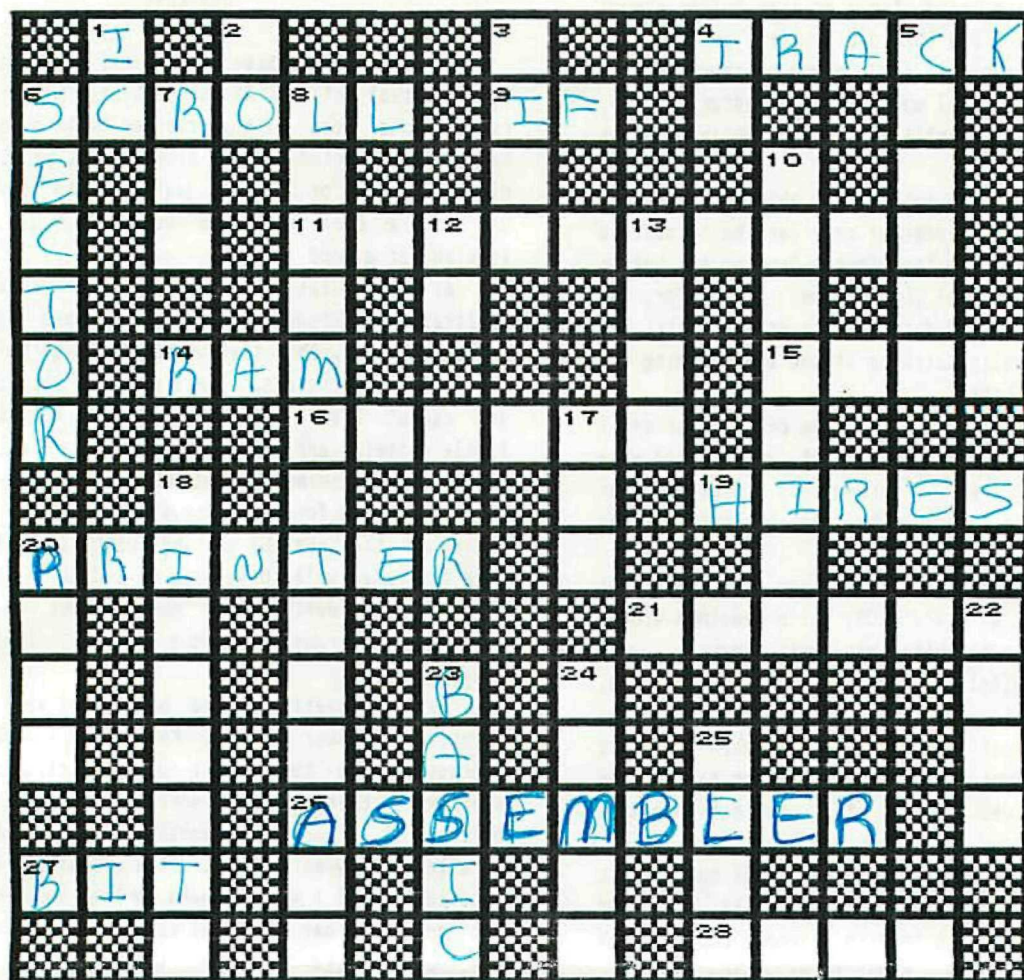
OK, Gang, it's time to show off your Xmas presents to the rest of us. At the next ST SIG meeting we are requiring a demo of the programs Santa bought you for Xmas. This includes any program that you bought, was given to you, or that you just happened to have picked up from a bulletin board somewhere. We are really looking for a good time.

At the last ST meeting we looked at the applications' programs for the ST and had a very enjoyable time. This time we are going to be looking at the utility programs. There are some very interesting and useful little programs that make computing just a little easier...and most of them are free! A lot of them are on bulletin boards and function just as if you had paid good money for them. Anyway, that's what we plan to cover at the next ST meeting. Don't fret if you can't make this one, we'll have them on a disk for you to copy whenever you desire. (It goes without saying that we will only transfer those programs that are not copyrighted.)

The ST meetings have been going very well. As a relative newcomer to the PACE club, I have been very impressed with the amount of participation at the meetings. Everyone has something to offer and, I believe, it is very educational. Of course, the ST still is a fairly new machine and we're all still learning. An important point I wish to make is that you don't have to own an ST to come to the ST meetings. We welcome anyone that would like to come. We always meet at 1039 Windjammer Drive in Hampton and have all sorts of refreshments. It's in my house so the atmosphere is that of everyone feeling at home and looking at the computer as a tool for the home rather than a business machine. We emphasize the entertainment capabilities more than business applications. PACE being involved with ODDX is a super deal. Most of us have used it as a forum for all sorts of things. One of the most enjoyable is simply reading the messages. It makes you feel more a part of the club, simply being able to know what is going on and what everyone else is thinking. Having a modem is one of the most enjoyable aspects of computing. We plan to cover telecomputing at one of the ST meeting in the near future.

If you have any questions about the ST meeting, call me at 851-6863 anytime after five. Look forward to seeing you at the meeting.

**PRESIDENT'S
COLUMN
VICE PRESIDENT'S
COMMENTS**



ACROSS CLUES

4. CIRCULAR DISK DIVISION
6. TEXT WINDOW UPWARD MOVEMENT
9. GOES WITH "THEN"
11. A PUZZLE IN WHICH WORDS FIT INTO A PATTERN OF SQUARES
14. RANDOM ACCESS MEMORY
15. INPUT OR OUTPUT CHANNEL
16. A PROBLEM DESIGNED FOR TESTING INGENUITY
19. DETAILED GRAPHICS
20. DEVICE USED TO MARK LETTERING ON PAPER
21. LAST NAME OF A NOTED FRENCH SCIENTIST
26. PROGRAM WHICH CONVERTS SOURCE CODE INTO OBJECT CODE
27. SMALLEST AMOUNT OF INFORMATION A COMPUTER CAN HOLD
28. BASIC COMMAND FOR STORING DATA

DOWN CLUES

1. AN ACRONYM FOR INTEGRATED CIRCUIT
2. IN/OUT TERM
3. EIGHT ---- TO A BYTE
4. IC MANUFACTURER IN TEXAS
5. BLINKS ON SCREEN
6. SEGMENT OF A DISK TRACK
7. READ ONLY MEMORY
8. PUB. OF CROSSWORD MAGIC (2ND LETTER IS "S")
10. DRAWINGS AND ILLUSTRATIONS
12. POWERED UP
13. HARD, SOFT OR GEORGE ----
17. LIGHT EMITTING DIODE
18. MEDIA FOR STORING SOFTWARE
20. PROGRAMMABLE READ ONLY MEMORY
22. RUNOUT BASIC PROGRAM
23. BEGINNING COMPUTER LANGUAGE
24. A COUNTER FOR MEASURING TIME
25. A SPOT ON A TV SCREEN

Peninsula Atari Computer Enthusiasts

MEMBERSHIP APPLICATION/RENEWAL

NAME: _____

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CITY: _____

STATE: _____

TELEPHONES: HOME: _____ WORK: _____

(QUESTIONNAIRE)

COMPUTER: __400__ __800__ __600XL__ __800XL__ __1200XL__ __130XE__ __520ST__ __1040ST__

MEMORY: __16K__ __32K__ __48K__ __64K__ __128K__ __256K__ __512K__ __1MEG__ __OTHER__

__DISK DRIVE: NUMBER __ TYPE(S) _____

__TAPE DRIVE: TYPE _____

__PRINTER: NUMBER __ TYPE(S) _____

__INTERFACE: NUMBER __ TYPE(S) _____

__MODEM: TYPE _____

__OTHER: _____

Dues are \$15.00 per year, for member and immediate family. Return this form and your check (made payable to P.A.C.E.) to the next meeting, or send them to:

P.A.C.E.
834 CHURCHILL TERRACE
HAMPTON, VA. 23666

P.A.C.E. meets the 1st and 3rd Fridays of each month at Gloria Dei Lutheran School, at 250 Fox Hill Rd. in Hampton. Meeting time is 6:PM. The school is located across the street from Willow Oaks Shopping Center. The purpose of the club is to provide a means of knowledge and resource exchange to members of the club and the community. We are fortunate to be able to use the well-equipped computer lab located at the school. We hope that you will join us and contribute your knowledge to our growing pool. We feel that everyone, both 'novice' and 'expert', has something that they can contribute to the club.

CHECK HERE IF:

__ New Member __ Updated Information __ Renewal and Update

REFERRED BY: _____

CALL THE FOLLOWING CLUB SLAVES

PRESIDENT: MIKE FAZZI 838-5680
TREASURER: CHESTER MARKS 766-0454
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LIBRARIAN: MARIA CAMPBELL 596-5179
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