P.A.C.E. WORLD

NEWSLETTER OF THE

PENINSULA ATARI COMPUTER ENTHUSIASTS

JUNE 1987 VOLUME 7 NO. 6

At the last meeting we decided to go ahead with a RAFFLE to raise money for the Group and buy an Atari (what else?) ST computer systems for the Gloria Dei School. The prize will be a similar monochrome ST system, currently valued at around $500.

We are confident we can raise the cost of the two computer systems and have a substantial remainder to add to PACE's treasury. The tickets will cost $2.00. We are buying 1000 tickets, so you get an idea of what our goal is. The rules for the sale are printed in this issue of PACE WORLD.

We need the support of ALL PACE members for this effort. If you haven't been able to get to a meeting lately, try like heck to get to June's and pick up a batch of tickets. Gloria Dei has been "berry, berry good to us" and it's time we returned something substantial. Not to mention the things that a well heeled users group can do. Having money in the bank will give us options with a capital "O", like expanding the lending library, hardware for checkout, group purchases, a "general store" stocked with computer supplies at discount, etc.

We have three months to sell 1000 tickets. I think we can do that easily, provided everyone pitches in. The tickets will be distributed at the June Business meeting. Be there and be part of a generous and worthwhile effort! Call me if you have questions!

dkos

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FROM THE TOP

This will be my last article as president of PACE and I hope that I have been able to contribute something of importance to this club. I have enjoyed being in the top seat for the past 7 months, and the #2 position before that. You should all try this position at least one term. You can use your imagination and creativity, you may even accomplish something. I hope I did.

The May business meeting was an important one. We did not have the elections, we voted to have a picnic, and we voted to have a raffle. Read on for the details.

PACE was to have elections in May but we had trouble getting a slate of nominees to run for office. Without nominees there will be no officers and without officers this club will have no direction. The club bylaws state that we must publish the slate of officers the month before the election, and that was not possible in May. The slate appears elsewhere in this newsletter. The elections will be held on June 19, 1987, which gives us another month to fill some of the vacancies.

Pace will be having a picnic at the Fullman's home on June 28, 1987. You will be find the details and directions elsewhere in this newsletter.

PACE has been growing steadily since the ST's have been out. The officers of the club think that it is time to provide the ST users with a machine to use, both for swap night and for demos on meeting nights. It is too much for our club to ask one or more of it's members to provide computers for everyone to use during these two meetings. The ST users have been meeting at individual residences and have not been using the computer lab that makes our club a good one. A group of ST users and I have been trying to find a way to provide the club with an ST for club use and we came up with the idea of a raffle.

We, PACE, will have a raffle in which we will sell tickets that will allow one lucky person to win an ATARI 520ST Monochrome Computer System. We will sell enough tickets to buy two systems and we will then donate the second computer to Gloria Dei Lutheran School. The idea is to have a computer station set up at all times so PACE will have access to it during our meeting nights. This should prevent any accidental damage to a member's computer during transportation to and from the meetings.

The general membership present at the May business meeting voted for the raffle with one exception. The rules of the raffle and a sample of the ticket should be somewhere else in this newsletter. The tickets are only $2.00 each, so everyone should be able to buy at least one, but the more you buy the bigger your chance of being the proud owner of a new 520ST.

This club is for you, the computer users, and we need to know if we are providing you with the help, education, and experience that you want from PACE. If you feel that you need more than we are providing then you must let one of the officers know. We need to keep the lines of communication open. Do not hesitate to call upon your elected officials and ask for help.

Thanks for your support during the last year, I hope to see more of you at the coming meetings. Mike Fazzi

FOR YOU NEW USERS

Have any of you ever bought a new piece of computer gear, hooked it up and found out that something vital was not shipped? I had that happen to me when I bought my first disk drive. I paid $450.00 for my Percom and it came without any DOS disk, manual, or book. I had been waiting for two weeks for it to come and I couldn't wait to turn it on and use the 'high speed' storage. I had been using disk drives (TRS 80) at school and only had a 410 at home. You can imagine what it was like to sit there with it hooked up and not be able to use it.

Well, I pulled out one of the most usefull resources I had, my PACE membership roster, and started looking for someone that lived close to me to get a copy of DOS. Since I lived in Gloucester at the time there were not very many people in my area that belonged to PACE and I had to settle on anyone that I could reach by phone. I called several people and ended up with Dave Williams, who agreed to make a copy of a utility disk that the club had in the library and bring it to work with him.

I was in school full time and the next day I had a two hour break between classes. I left school and drove 40 miles to NASA, picked up the disk, and drove 40 miles back to school. After classes were out for the day I raced home, trusty new DOS disk in hand, and went straight to my computer desk. I fired up all of the equipment and inserted my DOS disk. I hesitated and then turned on my 800. The drive's 'busy' light came on and the whirring disk started to boot. Soon the menu appeared on the screen and I was jumping up and down in my seat. I couldn't wait to format a new disk and start using my new disk drive.

Now, if any of you have used a TRS 80 you know that it asks you three or four times if you are sure you want to do what you tell the machine to do. Well, my Atari didn't ask me at all, not even once, if I wanted to slow down and think about formatting the disk, it just went right ahead and formatted the disk I had just driven 80 miles to get. And to make things even worse I got so upset I turned the computer off, not realizing that I could still write DOS back to the newly formatted disk.

I had lost it all, the DOS, the utilities, my sanity. I was too embarrassed to go back to Dave Williams and ask for another copy, too embarrassed even to admit to anyone that this event even took place. But I can remember when I was such a new user that this sort of thing was routine with me. I am telling this all now because I want the new users to know that I wasn't born with a gift for computers. I learned what I know from school and from PACE. I had alot of help, most of it from the people in PACE. Many of those helpful people are still coming to our meetings and would be more than happy to field your questions, just as they did mine not so long ago.

Mike Fazzi

SEX AND THE SINGLE MIO

ICD's newest wonder device, the MIO (Multi Input/Output), is actually many different devices in one. They are conveniently combined in an attractive 9-1/2" by 6-1/4" by 1-3/8" package.

The MIO replaces a parallel/serial interface, a printer buffer, a hard-disk interface, and a video interface. It is 850 compatible, so your old cables will work just fine. It also gives you ram-disk capability on up to 8 drives. The MIO comes in a 256K or a 1 Meg version. Since the 256K version cannot be upgraded by you (it must be sent in to ICD) I recommend the 1 meg version.

The MIO plugs into the parallel bus of the 800XL or the 130XE (with an adaptor). An optional 'hardware' 80 column adaptor is also available.

The MIO comes pre-configured, yet you can configure it to your need with the built-in software of the MIO. To access the software you just hold the SELECT key and press RESET. The MIO configuration software pops up instantaneously. (Because it is built-in, it does not use up any of your memory!) It is here that you can manipulate the 1 meg of memory as ram-disks on certain drives of your choice, all drives, one giant drive, and/or as printer buffer/spooler. If you want you can have a 1/2 meg ram-disk and a 1/2 meg printer buffer, or.....(the possibilities are endless). You can even configure your printer as a serial printer or as printer number 2! One problem, when you turn off your MIO for the day, your configuration will be lost UNLESS YOU HAVE THE SOFTWARE CONFIGURATION FILES AVAILABLE IN OUR CLUB LIBRARY!

To fully utilize the capabilities of the MIO you have to use SpartaDos. (oh my god!). I love SmartDos! After a week of learning SpartaDos I wondered why I was afraid of it; it is really a great DOS and has many functions that are not available on other DOSs. I thank Ron Hunt, Jeff Cleveland and 'the brother I never wanted-my best buddy' Chester Marks for some personal instruction on SpartaDos. Now, don't get me wrong, you can use any DOS that recognizes a ram-disk but you won't be able to have as large a ram-disk as is possible. Modified SmartDos with Ram disk (previous newsletter) will recognize a 707 double density ram-disk on drives 3 and 4 only.

Do you like adventure games? I do, and Infocom's are the best! The MIO really brings the adventures to life. First set up the MIO for a ram-disk, let's try 3. OK, now copy Zork (my favorite) into the ram-disk. Great. Now, go to the MIO software (hold SELECT and hit RESET). Now just switch drives (S), making ram-disk 3 into drive 1. Now turn off your computer. (** Don't worry, the MIO has its own power supply so it remains on and intact.) Now hold down OPTION (no basic) like normal and turn on your computer. SURPRISE, ZORK is ready to go. No floppy disk to access, this will be the fastest game of Zork that you have ever played! (** If anyone figures out how to play two sided adventures that boot on drive 1 only, please drop me a note and let me know. **)

OK, now the disadvantages. If you have something in ram-disk and you reconfigure ANYTHING on the MIO, your work, game, message, text, whatever in ram-disk will be lost forever! (This is the second creation of this article because of that very problem.) Once you realize that, you are in good shape. The only other complaint is that once the MIO is plugged into the computer, it (the MIO) must be turned on or the computer will not work. Of course you can unplug it or just turn it on, so this is no biggie. We tried to come up with some bad things to say about the MIO but just could not. The MIO is an excellent addition to your computer system!

Now let's talk money. The MIO sells for around $300 (1 meg version), but when you consider that you are getting a modem interface, a printer interface, a hard-disk interface, a video interface, a printer buffer/spooler, and 1 meg of memory, you are getting your money's worth.

We give ICD our 5 star rating for this fine product. OK you software companies, let's see you support the MIO and take advantage of its many uses and features!

Joe Cullen
Linda Marks

Editor's note: To keep the article in the spirit of a family newsletter, all mention of sex has been edited out, I just forgot to change the title.

ROBOT KNIGHTS

Robot Knights, from Red Rat Software, is an arcade-style game for 1 or 2 players. You are in a skeleton infested castle with many rooms and levels. As you try to get through each room, you find increasingly harder puzzles to solve. Your biggest obstacle will be the skeletons. They are throwing fireballs at you and your only defense is to bounce them back using your shield. A well-aimed hit will eliminate one skeleton but another may arise in his place. Each time you are hit, you lose valuable energy. To your advantage, scattered throughtout the castle are energy supplies which can restore lost strength.

Having not yet been able to complete the game, we can not tell you what lies beyond the infamous Otto's Room. (It took us a while just to make it to this level.) The game is very addicting and the graphics and sound make it very enjoyable. We rate the game a 4 out of 5 possible stars, and congratulate Red Rat Software on for another fine example of entertainment software.

Linda Marks & Joe Cullen

NOMINATIONS

The nominations for the PACE officers positions have been closed as of 29 May 1987 and the following people have notified the nominating committee of their intention to be candidates:

PRESIDENT :Jeff Cleveland

8-BIT VICE PRESIDENT
:Shannon Hendrix

16-BIT VICE PRESIDENT
:Joe East
:Maria Campbell

TREASURER :Mike Fazzi
:Kevin Johnson

SECRETARY :NONE

Here's how to interpret the above in terms of what we will do at the next business meeting. Since we have one candidate for the Prez and 8-bit VP positions, Jeff and Shannon are in. We will vote to decide the ST VP and Treasurer positions, and accept nominations from the floor for the Secretary job. Since we have candidates for the other jobs we don't accept further nominations for them.

Please keep in mind you don't need to be an officer to get involved in the month to month workings of PACE. Many people just seem to turn up when things need to get done. That's OK, too. PLEASE make it to the June Business meeting so you can have a say in how your users group will be run. See you there!

dave koster

PACE PICNIC TIME!

Weellllll, it's time for the Second Annual PACE Picnic and, by golly, do we have a treat planned for you this year! Charlie and Glennel Fullman have (perhaps incautiously) agreed to host a barbeque bash at their home. HURRAH, free from the suspicious looks of the NASA gate guard! No more wandering around lost amid the hundreds of wind tunnels and mysterious laboratories, looking for picnic fun! The Fullmans have a beautiful house, big yard, view of the ever dangerous Hampton River, and (get this!) A BUILT IN SWIMMING POOL RIGHT NEXT DOOR! Even better, we can actually SWIM in it!

AREN'T THEY NICE PEOPLE?!!

I know you've got your calendars out, ready to write the details down, so here they are:

Sunday, 28 June 1987
1:00PM
5 Southerland Dr, Hampton

(Go east on Mercury Blvd from I-64, past LaSalle, King, Foxhill, over the bridge, past the light at Andrews, look for Woody's store on the left, SLOW DOWN and turn right on Southerland, go straight til you can't go no more, then back up 20 feet.)

Bring: - Something to cook on the grill for your whole family

- Something to share with everyone according to the first letter in your last name:
  -- A to D = chips and salty snacks
  -- E to L = cool salad and veggies
  -- M to R = beans, hot dish, etc
  -- S to Z = desserts

(Please follow the above guidelines loosely and use your imagination. Bring plenty, you can always carry it back home and have it tomorrow.)

- Beer and wine, if you are so inclined
- SWIMSUITS and outdoor toys

DO NOT BRING:

- Computers, calculators or digital watches that store telephone numbers (ESPECIALLY if they are broken and you want advice/assistance/sympathy)
- Dangerous pets or power tools
- Fireworks (unless you have enough to share)

OK, so mark it down, this should be a great time. If you have questions or suggestions, call Mike Fazzi, Jeff Cleveland, or Dave Koster (838-9614, anytime).

dkos

PHANTASIE

Phantasie, from SSI, is a graphic adventure game in the spirit of the Ultima Series. Commanding a party of up to six adventurers from over 8 races and 6 classes that include humans, elves, dwarves, thieves, warriors, and wizards, your job is to explore the isle of Gelnor, which includes a vast wilderness and 10 dungeons. Your goal is to find and eliminate the evil sorcerer Nikademus.

Along the way, there are dungeons to explore, 80 different types of monsters to kill, people to rescue, puzzles to solve, treasures to find, and mysteries to unravel.

Scattered throughtout the isle are 11 towns in which to buy and sell necessary supplies. Some of these towns can only be reached through the use of magic.

Throughout your journey, you will meet people with helpful information. Your will also find pieces of ancient scrolls which contain vital information necessary to complete your quests. Our advice here is TAKE NOTES!

As in other recent releases, Phantasie relies on its documentation as its copy protection. You will periodically be asked a question which can only be answered by reading the manuals included.

This game rates a 4.2 out of a possible 5 stars. Congratulations to SSI on another fine product.

Linda Marks
special thanks to Joe Cullen

Beyond the Basics
By Jeff Cleveland

Before exploring arithmetic in assembly language, we need to know how to do conditional branches, as they are needed to do arithmetic on large numbers.

The 6502 processor allows branching upon the condition of various flags in the processor status register. Branch statements can be made on the following status flags: carry (C), zero (Z), minus (S), and overflow (V). The flags have two branch instructions for each, one that will branch if the flag is set (equals one) or if it is clear (equals zero).

The instruction for each has the form BxC for if a flag is clear, or BxS for if a flag is set. Replace the 'x' with the character name of the flag to be tested. For example, if a program was to branch to STOP if the carry flag is set, the instruction would look like this:

```
1045 BCS STOP; The assembler will convert STOP to the correct
value
```

All branch statements use a special addressing mode called relative addressing. Instead of replacing the program counter (PC) with a value like a JMP statement does, branch statements add the operand (it is always one byte long) to the program counter, allowing branch statements to be two bytes long instead of three bytes long.

Reverse branching is also possible, because the operand byte is considered by the 6502 to have a sign, so a negative value will be subtracted from the PC instead of added. However this limits the offset to a range of -126 to 129.

Binary Arithmetic and Assembly Language

Binary arithmetic is not as foraidable as it sounds. The trick to understanding binary arithmetic is remembering that each position can only hold one or zero. If a value after an operation is larger than one, then a carry (remember carrying the digit in second-grade addition?) has to be added to the next digit.

Addition is easy to understand. Binary addition is performed just like decimal addition. Each digit is added, and if the result is equal to the value of the base (base as in base 10 for decimal) a carry is performed.

Example 1: Add 1101 + 11 in binary.

To add the two numbers, write the the first number above the second number. Now add the two right-most digits. 1+1=2, but since the numbers are binary (base 2), a carry must be performed, so a zero is placed in the first position.

```
      1
  1 1 0 1
  +   1 1
  -------
        0
```

Now the second column needs to be added. 0+1=1, and adding the carry from column one, 1+1=2, so a carry must be added to column three.

```
    1 1
  1 1 0 1
  +   1 1
  -------
      0 0
```

Addition of the columns continues for columns three and four, giving the result 10000 base 2.

```
Column 3:  1 1 1
           1 1 0 1
           +   1 1
           -------
             0 0 0

Column 4:  1 1 1
           1 1 0 1
           +   1 1
          ---------
          1 0 0 0 0
```

The 6502 provides one general purpose addition instruction, add with carry (ADC). This instruction will add the operand to the value in the accumulator. Because the accumulator is only 8 bits wide, the instruction will store the carry from the last bit column addition in the carry flag. This saves the carry so it can be added to the next addition. The carry flag (0 or 1) is always added to he value of the accumulator during addition. This allows the addition of values that are more than one byte in length.

Example 2: Write a program to add 25 and 64.

Both values, 25 and 64, are one byte numbers, so only on addition is needed.

```
10   *=   $0600 ;put the program in page 6
20   LDA  #25   ;put 25 into the accumulator
30   CLC        ;clear any leftover carry
40   ADC  #64   ;add 64
50   BRK        ;We're done.
```

Notice the CLC instruction before the addition. This clears any carry leftover from a previous addition. Always be sure that the carry flag is clear before adding, unless multiple-byte values are being added. You cannot assume that the carry is zero. If a carry is left over from a previous addition, then it will be added in and the result will be off by 1.

Example 3. Write a program to add $7DF2 and $100A.

To add a number that is more than one byte in length, the additions are performed sequentially, from the right-most byte to the left-most byte. This is done so that the carry from the last bit of each byte will be properly added into the first bit of the next byte.

```
10   *=   $600  ;put it in page 6
20   CLC        ;clear leftover carry
30   LDA  #$F2  ;start with 1st byte of 1st number
40   ADC  #$0A  ;add 1st byte of 2nd number
50   STA  RES+1 ;save result
60   LDA  #$7D  ;get 2nd byte of 1st number
70   ADC  #$10  ;add 2nd byte of 2nd number
80   STA  RES   ;save result
90   BRK        ;stop
100 RES . BYTE 0,0  ;define some storage
```

This routine adds the two byte numbers and stores the result. Notice that the carry is not cleared before the second ADC instruction. In this addition, the carry from the first addition should be added. If a CLC is placed before the second addition, then the result could be off by 256.

Next Month.....

I didn't get a chance to get to conditional statements in Action, so we'll take a look at those and learn how to use the subtraction instruction in assembly.

COMMENTARY by Steve Fishbein

The past two issues of Antic Magazine had articles that bothered me to the point of writing letters to the editor. As a major source of information about Atari computers and software it seems to me that Antic should be far more aware of programs than it appeared.

The editorial two issues ago resulted in a letter to editor Nat Friedland, in which I asked why Antic would recommend that Atarians write Springboard Software, urging them to release Newsroom for the 8 bit machines, when we already had a program, News Station, that offered far more than Newsroom.

I chided Mr. Friedland by pointing out that he might have missed News Station because it was released by a small independent company, except for the fact that the program has been advertised extensively in Antic for several months.

This month, in the printer program issue, I took exception to some of the comments made by author Charles Cherry in his reviews of several printer programs, including News Station. Cherry was unhappy with the means by which News Station uses plates and a whole page can not be edited at one time. I pointed out that Mr. Friedland's editorial the previous month highly endorsed a program using the same method!

I also pointed out it was too bad that Mr. Cherry was not privy to the advertising in the same issue because a "Companion" has been issued for News Station, which eliminates other complaints he had, and I wondered why Mr. Cherry considered the need for a font editor so important for the programs which already uses any of the Atari fonts created by any one of a dozen fontmaker programs..

The article also reviewed a Stylewriter device (selling for $99 to $199) which provides a Near Letter Quality printout, and I asked why Mr. Cherry did not mention a software program which accomplished the same task at no cost - the PD program Daisy Dot reviewed elsewhere in the issue.

Had Mr. Cherry done his "homework" he could have recommended a program at no cost instead of one costing $100 or more.

LEARNING CAN BE FUN

That's right, learning can be fun. How? Put your ATARI COMPUTER to use and find out how. Four years ago I started do just that and now I am still looking for other good educational programs to use with my three year old. The programs are out there for all of use to enjoy but the question is how do we know what to buy or to use with our children? We all want the best for our children, and using the computer as an aid is one of the best ways to help give them a good educational start in life. But before you run out and buy all of that great software, let's look at the characteristics of different types of software.

DRILL AND PRACTICE

2 X 2 = ? 2 X 3 = ?

Remember those questions? Not long ago, a teacher would put multiplication problems on the board and students would complete their problems on a worksheet or their papers. Then the teacher would have to check the paper before the students knew if their answers were correct. Now with the use of the computer the student can work the problems and find out right away if it is wrong and what is wrong with it. Hence, todays students are likely to practice their times tables via the computer. Practice is essential to the mastery of many concepts, and the computer provides the best opportunities for practice. Why? Because no matter how many times the user answers the questions incorrectly, the computer remains calm, cool,collected. Ever patient, the best drill and practice programs guide the user through a step by step explanation of wrong answers (called a tutorial), and respond positively correct answers. Many times the user can even control parameters such as difficulty level, type of problem, pace, etc.

Many of the best selling programs are drill and practice games. Games are fun. School topics that are not palatable to students in any form can be taught effectively using game software. Shoot down the Meteor with the correct answer before it crushes your space ship! Meteor multiplication,Alligator Mix and the other DLM math games come complete with extensive teacher management systems. Teachers can monitor student performance and individualize subsequent lessons. Now lets look at a few of these programs.

There is a lot to be learned between kindergarten and the fourth grade. One series that a fellow teacher told me about really gives my daughter a lot of experience. She loves the bold graphics and liverly animation. Any student could be won over to the joy of learning with one of the six programs in this series. The six programs include CASTLE CLOBBER, TINKA'S MAZES, TINK'S ADVENTURE, TINK'S SUBTRACTION FAIR, TONK IN THE LAND OF BUDDY-BOTS AND TUK GOES TO TOWN.

I guess your next question will be but where do I find these and other educational programs. They are still around(at least they were the last time I checked). If you want to know more about these programs let me know. Well friends that's all for now. I will share more with you next time(r month. Oh by the way if you know of any educational progr you would to tell me about, give me a call.

Georgia Scott

DAISYDOT

A UTILITY FOR THE EPSON AND STAR PRINTERS

A PAGE WORLD REVIEW BY STEVE FISHBEIN

I'm sure PAGE WORLD readers have begun to realize that many of my reviews deal with printer related programs, and this month is no exception. There are several types of print related programs - ranging from the word processor to the graphics type, as well as another type, the printer utility, which enables the printer to be more versatile.

Although I have an Epson FX 85 with a Near Letter Quality Mode, that mode includes only one NLQ font.

For those without the NLQ mode, or for anyone wanting different fonts in a Near Letter Quality style, there is a public domain program called Daisy Dot, written by Roy Goldman, and so named because it can convert a dot matrix printer into one that has five different NLQ fonts, just as one might change daisy wheels to accomplish the same task.

This page of the newsletter was printed using Daisy Dot. The editorial content was written with PaperClip (although I could have used AtariWriter +). When the copy was ready for printing it was saved to disk WITHOUT control codes. PaperClip allows such a save routine as part of the print option, as does AtariWriter+, which saves the material in Ascii.

The next step was to load in the Daisy Dot program and select one of the five fonts as well as one of four print modes. The print modes include a compressed style, a normal style, the "draft" style which is similar to what you're seeing here, except lighter and faster, and the double size mode.

The program allows allows variable spacing between the letters which controls the width of the copy on the page.

As you can see from this page, the program makes your printer much more versatile. The print routine is very slow, which is to be expected for a program of this type, but for the very important letter or paper, the enhanced printing is well worth the wait.

I would suggest that you save your copy file normally as well as for Daisy Dot. If any editing is needed it can be re-done using the normal save and then re-saved without the control codes, ready for printing.

LIBRARIAN'S CORNER

Greetings to all for the hot and steamy month of June! Are you ready for the SUMMER of your LIFE? The PACE picnic? Camp? ATARI computer fun? ETC.!?

All kidding aside now, here is the news that you've all been waiting for... 8-bitters... two new disks in the library for your enjoyment... DAISYDOT, an EXCELLENT printer utility for your EPSON or Compatible printer that will give you TRUE NEAR LETTER QUALITY for your Epson printer. (Those of you with "newer-type" NLQ Epsons take note: You can also use this program... your printer can't generate this type of quality print without this program!), and it works so well, you'll be amazed!

Of course full documentation, a font editor/generator, and five fonts are on this disk, ready for you to use at once. A PD program that anyone with an Epson, or Star, or Panasonic printer can REALLY use. And a very special thanks to Steve Fishbein for getting this program for all of us to share!

The last disk for this month for the 8's is the WEATHER DISK, a full blown disk about... you guessed it, anything and everything you ever wanted to know about the weather. This disk (2 sides) has weather forcasters, wind chill caculators, info on volcanoes, hurricanes, and the like are also included. A fine program indeed, and another big thanks to Steve Fishbein for his generosity in donating this disk for our library.

For ST'ers we have some new programs from Iceland that includes an excellent MONO program called FACE.ARC, that pictures a woman's face that you can change her expressions (heh!) to anything from "cute" to "hideous", AC.ARC, a utility program that tests your analog circuits, inner components, as well as your AC line, WHEEL.ARC, which is an EXCELLENT adaptation of "Wheel of Fortune" (everything except Vanna!), and several new demos, including GRUNNER.ARC, (the Goldrunner demo, thank you Blake!)

Well, kiddies, that about wraps-it-up for this month... Now it's time for me to hit the pool! See you next month!!

Maria

AWARDWARE by Steve Fishbein

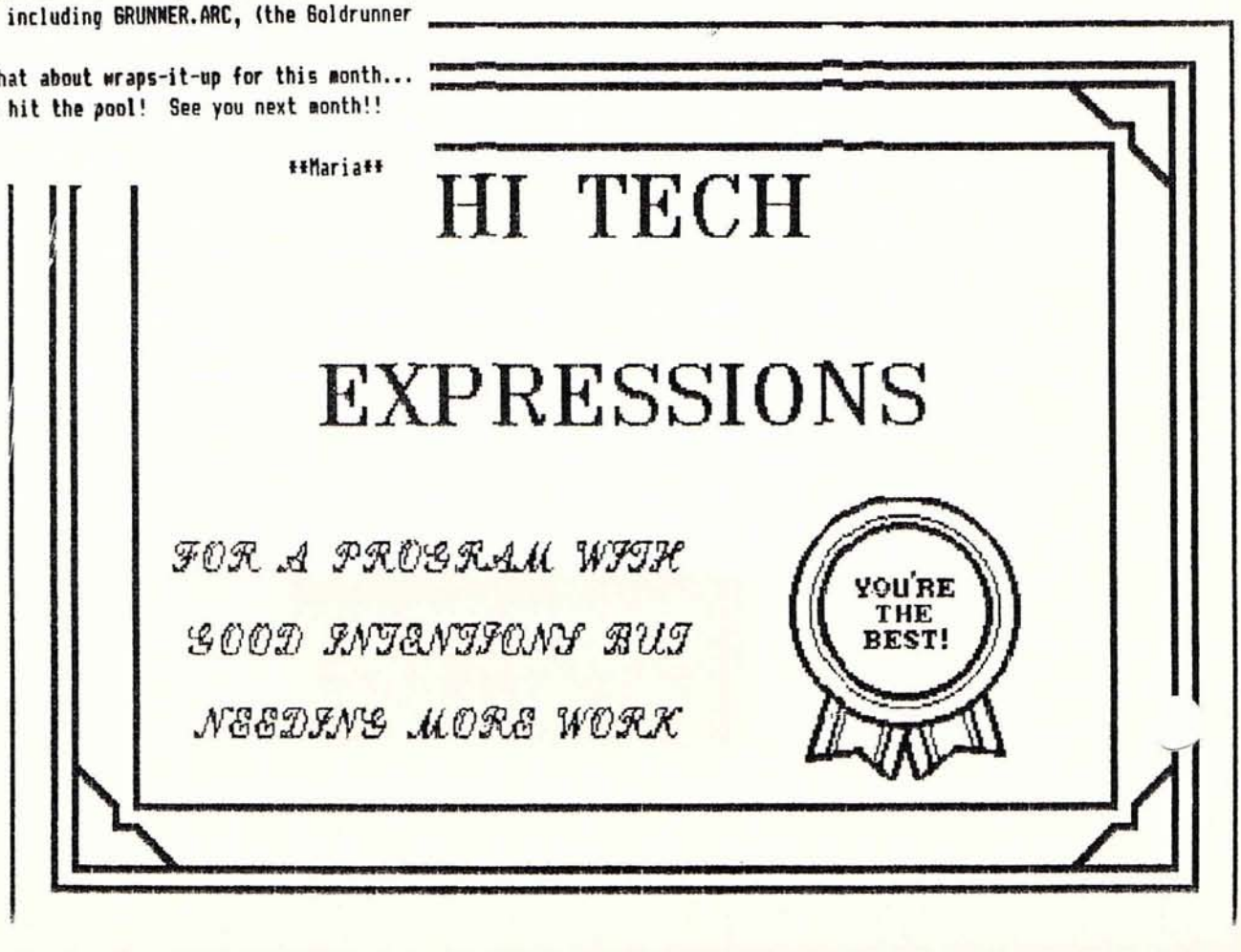
Hi-Tech Expressions, the company that released Cardware, Partyware and Heartware, has added a new program, Awardware, which will print out a variety of certificates, medals and ribbons. The program is a budget version of "Certificate Maker, which was never released for the Atari 8-bit machines.

The sample certificate, as you can see, has glitches, a problem that seems very common with this program. The perfect printout is the exception, rather than the rule, and I would be hesitant to give anyone an award certificate that is less than perfect.

As a result of this problem I wrote Hi-Tech a couple of weeks ago, but they have not yet replied to my comments. I had other problems, too, because the information is incorrect as to which printer driver should be used and the Commodore version (on the opposite sides of the disks) did not print at all.

Awardware is fairly easy to use with on-screen menu options and a small selection of graphics supplied. Hi-Tech apparently plans to add some additional graphic disks in the future.

Hopefully, Hi-Tech will resolve the problems in future editions which will then make Awardware a valuable, but inexpensive, program for any collection.



PACE ST RAFFLE

Now everyone gets a chance to win a ST computer system, and help PACE and the Gloria Dei School at the same time.

We will be raffling off a complete Atari 520ST system, h a sharp, high resolution monochrome monitor, a 360k 3 1/2 inch disk drive, mouse, and BASIC and LOGO languages. Truly massive amounts of additional software is available from the PACE ST public domain library.

Additional proceeds from the sale of chances will buy a similar system for Gloria Dei School. Funds collected above the price of the two computer systems go into the PACE coffers, to support PACE's ongoing efforts to educate and entertain Tidewater area Atari users.

We hope that all PACE members will not only buy raffle tickets, but also sell as many as possible to the general public. The simple rules for the sale are below.

1. CHANCES:

a. There are one thousand (1000) raffle tickets, each uniquely numbered.

b. On the designated day one ticket number will be randomly chosen from all those sold (the "drawing"). The bearer of that ticket number will win the ST computer system (the "prize") described above. At that time an identical ST computer system will be donated free and clear to the Gloria Dei School.

c. If all tickets are sold each ticket has a one in one thousand (1/1000) chance of being selected. If less than the total number of tickets are sold, each ticket stands a better than 1/1000 chance of being selected.

2. BUYING TICKETS

a. Tickets cost two dollars ($2.00) apiece and earn the purchaser one equal chance of being the winner.

b. Anyone may buy one or more tickets. There is no limit to how many tickets a single person can purchase.

3. SELLING TICKETS

a. Ticket sales will begin at the June 1987 PACE Business meeting

b. Only PACE members and representatives of Gloria Dei School may sell raffle tickets.

c. Tickets are distributed to particpating PACE members in booklets of ten tickets each. The members are then responsible for the booklets issued to them.

d. Tickets come in two parts, a detachable "coupon" and a "stub".

1) The coupon is given to the purchaser and has the folloving information printed on it:

- a unique identifying number;
- a description of the prize;
- the time and place of the drawing;
- the PACE raffle chairman's name and telephone number;
- the selling member's name (entered at the time of sale).

2) The stub is retained by the seller and has the)wing information printed on it:

- the same unique identifying as on the attached coupon;
- the sellers name (entered at the time of sale);
- the purchasers name and telephone number (entered at the time of sale).

e. Sellers will turn in the stubs and money from sold tickets to the raffle chairman at regularly schedule PACE meetings.

f. At the end of ticket sales, each seller must turn in or have already turned in

- each unsold ticket
- the stub and $2.00 for each ticket sold.

The total of unsold tickets plus stubs must equal the total number of tickets issued to that seller. In addition, the seller must turn in or have already turned in funds totaling $2.00 times the number of stubs.

g. All funds collected belong to PACE.

h. Ticket sales will end when all tickets are sold or at the September PACE Business meeting, September 18, 1987, whichever comes first.

4. RAFFLE CHAIRMAN DUTIES

a. The Raffle Chairman will:

1) Issue tickets to sellers.

2) Collect stubs and funds from sellers.

3) Report the number of tickets sold and funds collected at each PACE Business Meeting during the sale.

4) Insure each ticket sold has an equal chance of winning the prize.

5) Locate the holder of the winning ticket quickly and to the best of his ability.

6) Give a final report stating the results of the raffle no later than the October 16, 1987 PACE Business meeting.

5. THE DRAWING

a. The drawing will be held either at the first PACE business meeting after all tickets are sold or at the September 18, 1987 meeting, whichever comes first.

b. To perform the drawing, the stubs from all tickets sold will be completely mixed in a large opaque container. The Gloria Dei Lutheran Church pastor, Pastor Stowe, will blindly select one stub. The holder of the coupon with the number matching that of the drawn stub wins the prize.

c. If the holder of the winning coupon refuses the prize or cannot be located by the raffle chairman, another drawing (as above) will be performed no later than the next PACE Business Meeting. Drawings will continue until a winner is selected and the prize awarded.

<u>CLASSIFIEDS</u>

FOR SALE: INDUS GT DISK DRIVE (LIKE NEW/HARDLY USED) WITH DOS XL, GT WORD PROCESSOR/SPREADSHEET/DATABASE CARRYING CASE INCLUDED. $150.00 CALL TOMMY YIP, (H)595-6301, (W)873-1024

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PACE MEETS AT GLORIA DEI SCHOOL, CORNER OF FOX HILL ROAD AND WILLOW OAKS BLVD. HAMPTON, VIRGINIA. CALL ANY PACE OFFICERS FOR DETAILS, TODAY !!!!

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