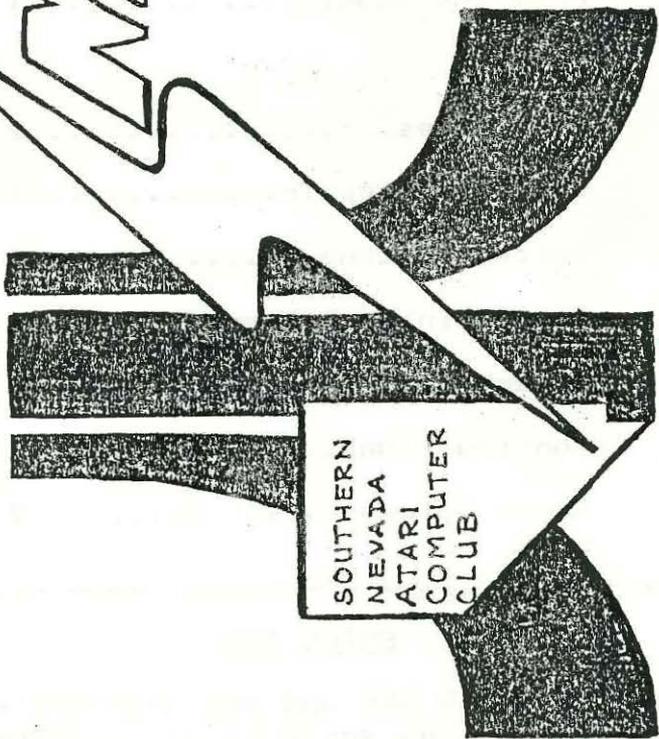


NAACC



SOUTHERN
NEVADA
ATARI
COMPUTER
CLUB

2-88

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SNACC BBS

Call the SNACC BBS and see what the rest of the computing world is up to. Downloads, Message bases, ZMAGS and much more.

FROM THE SADDLE OF THE 8-BIT V.P.

HAPPY VALENTINE'S DAY TO ALL; remember to give those loved ones an extra hug.

I recently had the pleasure of shifting thru our collection of 1986 newsletters from other clubs. I found a few things which I'd like to share with you. Plans for building a computer desk from a standard sheet of plywood and a program which strips the carriage returns from a text file. The latter is very useful when reformatting down-loaded text files, which are usually configured for 40 column. Hopefully some of these items can appear in our newsletter. (As time and space allows, some of the better items from past newsletters will be reprinted. Editor)

I finally got around to using the "MERGE" option on SYN FILE+. Impressive, and useful when you decide to upgrade your data base files by adding files or changing the length of the existing fields. REMEMBER, with SYNFILE+ you can have a total of 66 fields and can sort on up to 16 fields at the same time. That's about it from the compoke, see you again next month.

COWBOY

SAVE IT

How many times has ERROR 164 flashed across your monitor? If you're like me it seems like a million or so. I've always considered anything on that disk as lost forever, until I saw this little trick in an old newsletter.

Error 164 means you have a screwed up data disk. If you have a lot of garbage you have a big problem. But, if only a little of your file is messed up, you might be able to fix it, if you could get it to load. Well, never fear try this:

1. Boot BASIC
2. POKE 4148,234
POKE 4149,234
3. Now LOAD your program,
from BASIC or DOS

You won't get the 164 error, and you can fix the garbled program.

TWINS

Have you ever ended up with two (or more) files on your data disk with the same filename? Here's how to end all that swearing and pulling of hair when you try to delete one of the twins.

1. Boot DOS with BASIC
2. POKE 3118,0
3. Type DOS, and press RETURN

Now you can DELETE the twin file.

MORE TWINS

To RENAME a file that has a twin:

1. POKE 3117,234
2. POKE 3118,234

Now change the filename of one of the twin files, and your troubles are over.

1050 Notes

By: Ed Chop

Taken from ZMAG #85

Did you know that Atari made two 1050 drives? The newer drives are Tandon drives and the older drives are WST (World Storage Technologies). It seems that the WST drives are quieter and more reliable, but the belts are more expensive. The WST drives are generally not marked as to manufacturer, but they have NOVACON motors.

What about these cheap SD drives you see advertised in Computer Shopper all the time? Can you use them on your Atari? Well....yesand no. You can't use them without modifying the drive or your computer.

By adding a microprocessor and interface circuits to the drive you could probably get it to work with your Atari just like a 1050. But an easier way may be to take the mechanical drive assembly from the cheap drive and wire it to the 1050 electronics. And why go through all this trouble? Because the cheap drive that you want to buy should be gear-driven. They are MUCH quieter and reliable. According to Bob Wooley, from the Compuserve Atari Sig Community, the drive must be one that draws less power than the original. Bob says that you may burn up your driver transistors, although he hasn't tried it himself, yet.

Another way would be to add a PIO to your computer. That's a parallel I/O adapter. Mmmmmmm...sounds interesting, huh? Well it seems our friend Bob Wooley is working on such a project. The PIO board will plug into the PIO port in the XL with a 24" cable. The information for building the PIO will be available on the Atari Sig when he has it completed. By adding the proper controller chip to the PIO, you can run the new drive with your Atari. But Bob has a better idea. How about a parallel 1050 drive that can load a disk in 10 seconds? Got your attention, huh? Well, he has an interface card planned that will plug into the PIO to run your 1050. That, too, will be available on the Atari Sig. We'll be looking forward to that hardware project.

What's Atari doing to enhance their drives? Well, to start with, Bill Wilkinson is working on a new DOS called A-DOS. Although originally planned for the promised 3.5 inch disk, now scrapped, A-DOS is being designed for a new DD 5.25" drive from Atari.

§ § §

DID YOU KNOW ?

DUES FOR 1988 ARE NOW DUE

COME TO THE FEBRUARY MEETING AND SEE RON FRED TO RENEW YOUR MEMBERSHIP, ALSO DON'T FORGET THE CLUB DISK OF THE MONTH

SHIFT BAR REPAIR FOR THE 800

by Charles Kelly
SNACC

On a whim, in part, and in part wanting to have more shielding to use the FAX project from the September 1986, Antic, I ordered an Atari 800 from B & C Computer Visions. It is an amazingly rugged computer. Some of the shielding is over 1/4 inch thick.

It was a shame, when the space bar on mine broke. I was moving the computer around and dropped a book on it. I found the space bar to be on a tongue jutting out from the main part of the keyboard. That tongue had broken off.

My first thought was to simply glue this section back onto the main board. This didn't work because the switching contacts for the switch itself had pulled through the case when this tongue broke away. My next I placed a micro switch next to the original switch and wired it to the old switch lines. This failed as the action of the switch proved to be too soft.

The next thought was to replace the keyboard, not such a bad idea except the only source I could find, B & C Computer Visions, would charge \$42. My final solution, however, was free and actually improved the space bar response.

I glued the original switch back in place as an anchor for the spring mechanism and soldered two 8 inch lengths of #22 insulated wire to the switch lines. On the left I stripped the insulation 1.5 inches and wrapped

12 turns around the wire that the plastic piece of the space bar pops into. On the right I stripped the insulation from 1 inch of the wire and glued the end to a flat ridge next to where the bar rests. The exposed wire goes under the wire where the plastic bar fits. This side forms the switch. I used good old Krazy Glue.

The result has a light but firm feel that is even better than before. I was surprised. Maximum costs should be under \$5, assuming you don't have a tube of Krazy glue or any fine single strand wire around. A really careful person could even do this repair without taking the computer apart, working through the space left after popping the space bar key loose. Some careful picking up after some telephone work in your neighborhood could provide the wire.

Be patient while waiting for the glue to set. Once the Krazy glue sets, you might want to go over the site with another more flexible type of glue. As absurd as this project is, the repair should last for the life of the computer, by that I don't mean until you buy an ST either. The original switch consists of a copper brush piece that contacts a copper solid contact. The switch action occurs when a plastic piece inside pushes the brush away from the other contact.

(Continued on page 6)

COULD YOUR COMPUTER USE A BATTERY BACK UP? FOR ATARI XL/XE COMPUTERS

by David Porter New Orleans Atari Users Group
Reprinted from the ABACUS newsletter

You may want to consider battery back up power for the same reason I built one for a friend. His 2-year old recently unplugged his computer with two hours worth of composing and key strokes in memory. I once told my wife she could use the extension cord (that had my computer plugged into it) and without a thought let her unplug my computer with 13 pages of word processing in memory, unsaved of course. For whatever reason if you feel an unexpected power failure is likely to ruin your important work, this may be for you.

This article lets you use four nickel cadmium rechargeable batteries. These batteries are rated at 1.2 volts per cell and will give 4.8 volts when used in series (end to end). Sure these batteries are expensive, but for less than the cost of a box of cheap no name disks you can do the whole thing. Flashlight batteries will work, but need to be replaced frequently. For about \$15.00, you should be able to do this ni-cad project, and less if you shop right.

Before you blindly do this, or before any of you technical users question if I did my home work, let me say this to give you some confidence in this idea. I am a degreed engineer and have attended schools on nickel cadmium batteries for both application and maintenance theory, and over the last 15

years I have developed several ni-cad circuits for use in medical, marine and field monitoring instruments for the oil producing industry.

One typical benefit of using a ni-cad parallel system is, that it's one of the more reliable voltage stabilizes available. This circuit will provide excellent protection from small fluctuations in supply voltage thus protecting you computer not just your data.

You will need two crimp splice connectors, used in several automotive applications, everything from trailer light connections to the new cyclops stop light connections. A four cell battery holder, four nicad batteries, and a small length of flexible zip cord wire, all available from Radio Shack.

With a small knife spit the insulation along the groove of your Atari power supply cord about six inches from the din connector (the end that plugs into the computer). If done carefully you will have two separate wires with out damaging the insulation, these wires supply your computer with 5.0 volts dc, using the crimp connectors no wire skinning will be necessary. One wire of the power supply cord should be marked with a white stripe, this stripe indicates the plus 5.0 volt connection.

(Continued on page 7)

SG10 PRINTER DRIVER FOR ATARIWRITER+

5 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100

down loaded from Zaag #85

After 2 years of frustration and many dollars spent on "custom" printer drivers, I think I have a solution.

Here is a printer driver that I have been using with great success to solve many of the Star Gemini - AtariWriter+ problems. It may give you some ideas to help you build one that will suit your own needs.

UNDERLINE DRIFT

Most of my word processor print outs require underlining in NLQ. If you have tried this with inverse video underline command you will have a problem with what is called underline "drift". The words and underline "drift" down as the printer does half spacing. Since I seldom have need for superscript or subscript, I have eliminated the type font macros for these and substituted direct codes for underline on and underline off (AW+ [controls 68 and 69 are what I use]. My printer driver allows for the use of inverse video when in draft mode. To underline in NLQ I use the 68 to begin underline and 69 to end underline.

NO DRIFT!! Many times I will create my document using inverse for rough drafts and then when I am ready for final print out go back and visually key off the inverse video, insert the 68 and 69 codes there and "undo" the inverse video using [control] U.

You will also find that the 68 and 69 codes will give you a "solid"

underline (underlining the spaces between words as well)

TURNING OFF NLQ AND MIXING FONTS

My printer driver allows some degree of flexibility to change fonts using the "6" codes. You will note that all Font type commands begin with 27 66 5. This is the SG10 code to turn off NLQ. If you are in NLQ and want to change to italics with double strike you may do so with 65 and 67 command. If you look at the 61 (pica) commands you will see the commands to turn off all the other font styles. It is important to remember that you MUST "pass through" 61 to move from all typestyles except NLQ or you might get some funny looking print outs.

In effect 61 will "undo" everything (except underline) and put you back in draft mode. If you have need for subscript and superscript AND NLQ underlining, you may need to make modifications to this program. This can be done by substituting sub and superscript for perhaps Elite and condensed fonts. If you do this be sure to also substitute the "turn off commands" in the 61 (pica) codes. It would be a good Idea to keep a printout of which 6 codes you are using for what on hand.

It may also be necessary to build more than one driver if your documents vary in format. Hope this is of some help to all the SG10 users.

(Continue on page 7)

SPEECH AND THE ATARI

From Kelly Hall
SNACC BBS SYSOP

One day a friend called and was interested in getting his 130XE talking. He had bought the Speech chips from Radio Shack, but was having some problems getting it wired up. I helped out as much as I could but we still were having problems. This took alot of time away from home, so I bought the chips and started wiring up my own. First I built the cheap talk project from Analog. This worked great but would still need alot of memory to speak one sentence. Not like SAM, 20K plus for the handler, but still too much. So I bought the bigger chip that supports the small allophone chip from the cheap talk. The project took a few standard TTL chips also. After all the parts were together, I breadboarded the parts from the schematic included with the chips. I have to say I never did get it to work right.

So with a call to Radio Shack, they gave us a number to call for some help. This number was in Florida and was for a company called RFJ Engineering. They sold a pre-fabricated pc-board for the speech project. We ordered a couple for a reasonable price. When they arrived, the kits contained the board, a schematic and a manual. From this we were able to build the boards and have our Atari's talking in no time.

The speech synthesizer can be fed serially or from a parallel printer port. We wired ours for the parallel input. We used the PR Connection and the B50 interfaces for this. With two lines of basic code, we had speech of anything we wanted, copying text files to the P: device from DOS worked also, its great playing Enchanter and when using the Script command, It tells you what's happening! Anything that can be sent to the printer port will run. I have run it on my 8-bit and my 16-bit machines.

I will demo it at the February meeting with my 130XE. Also Tom Smith (the Friend) will have his new XF551 Disk Drive there. See ya there, Kelly

(continued from page 3)

The bottom spring forces this insulating piece up between them -- so the switch is normally closed. A single strand of that brush piece breaking away can snare the other strands and stop these contacts from coming together. Your homemade contact is probably stronger and better suited to hold up against the side to side

pressures on the space bar (other keys don't face the same problems, stress on them is straight up and down.) None of the other keys are mounted on a tongue of plastic, jutting out and waiting to break, either.

I hope that this little repair is useful.

(Continued from page 4)

You should put one of your crimp connectors on this wire and connect it to the plus side of your battery holder. Now put the other connector on the remaining wire and connect to the battery holder minus terminal. These connections could be checked with a volt meter just to verify the polarity.

You could get by with the small double AA size batteries, but they will only power the typical XL/XE for about 23 minutes, enough time to protect your data during short duration failures. (Remember your disk drive won't work when the power is down.) If your failure is limited to some careless unplugging of the wall plug this should be plenty of time to reclaim your system without any loss of data.

On the other hand you could use some surplus batteries from that old grass clipper out in the garage. These sub C size batteries will provide complete computing power for an hour or

more. Additionally, these batteries will not over charge and can be left connected permanently. (the double AA's should be unplugged when the computer is not in use.) Connected like this the batteries will receive a small charging current both during and after computing and should be fully charged and ready at all times. Figure the charging current to be approx. 65 milliamps with the computer off and 58 milliamps with it on. This should put no strain on your power supply and falls right into the accepted limits for a "C 10" charging rate, 10 percent of the rated battery capacity. The slight variance in charging current is due to a small drop in output voltage when the computer is in operation. I have used this setup for several weeks and have enjoyed the confidence of knowing my wife won't place my system in failure mode using the vacuum cleaner or that the two year old can't pull on the wall cord without me having a heart attack.

§ § §

(Continued from page 5)

CODES TO ENTER AT EDITOR PROMPTS:

Underline off	blank
Underline on	blank
Backspace	8
Elongate off	27,87,0
Elongate on	27,87,1
Bold off	27,70
Bold on	27,69
Up 1/2 line	blank
Down 1/2 line	blank
Down 1/2 line and CR	blank
Return w/o line feed	155

	Font Types	Codes
=====		
1	Pica	27 66 5 27 53 27 72 27 112 0
2	Condensed	27 66 5 27 66 3
3	Proportional	27 66 5 27 112 1
4	NLQ	27 66 4
5	Italics	27 66 5 27 52
6	Elite	27 66 5 27 66 2
7	Double Strike	27 66 5 27 71
8	Underline on	27 45 1
9	Underline off	27 45 0

By Pete Cahill
SNACC 16-Bit Vice president

It's about time! FTL's Dungeon Master has finally been released. The long-awaited graphics adventure is available through mail-order and locally at Software City, Miser's Electronics and other Atari dealers. I have not yet seen the game, but will hopefully try and get a demo set up for the next meeting. If you have something you would like to bring to the meeting, Software or hardware please do.

We are STILL looking for a 16-bit disk librarian! The job involves putting together a single-sided disk once a month with public domain games, utilities, or whatever else you can find. The only other requirement is that you keep a copy of each month's disk and maintain a library of these programs. It's as simple as that!

That just about does it for this month, come on out to the next meeting, and bring a friend! See you there!

XF551 DISK DRIVE

Extracted for Zaag

The XF551 is a half-height floppy drive somewhat smaller than the 1050 and Traiel Grey in color. It will read and write SS/SD disks (810), SS/ED (1050), SS/DD (ICD Doubler or Percom, etc.), and DS/DD (360K!!). Rumor is that the built-in controller has a track buffer. The XF551 can transfer data on the SIO at twice the normal speed, if your DOS knows how to activate the feature. DSS is currently writing ADDOS for this new drive that will support all these formats, but is not yet available. Luckily, SpartaDos, from ICD, does a great job on the XF551. Only the high speed SIO function is missing from the 3.2d version of SpartaDos and ICD has

already announced the availability of an upgrade to remedy that. The drive can be addressed on the SIO buss as D1: thru D4:, and act like its predecessor the 1050, in almost all respects.

The DOS 2.5 manual that comes with the early XF551 looks like a copy of the 1050 manual with all instances of the string "1050" replaced with "XF551" (heck, it IS a copy with all the references changed....). No mention is made of double-sided, double-density operation in the manual. It even lists the controller as a 6507/2793 combination, which it certainly is not! It's assumed that we'll see a proper manual when ADDOS is released.

SNACC MEMBERSHIP INFORMATION

Individual membership, \$20.00 annually plus one time initiation fee of \$10.00.

Family membership, \$30.00 annually plus one time initiation fee of \$10.00. Members have full use of the club BBS, disk and printed Libraries and receive a monthly newsletter.

Associated membership is available to those living outside Clark County, Nevada for an annual fee of \$12.00.

Direct all membership applications and fees to Ron Fred at the monthly meeting or mail to:

SNACC
P.O. Box 43628
Las Vegas, Nevada 89116

SNACC MEETING

When: Sunday, February 7, 1988
4:00 to 6:00 pm

Where: Peter Pipers Pizza
Boulder Highway and Nellis
across from SAMS TOWN

Program:

DEMO by Kelly Hall of his
Voice box for the 8-Bit
ATARI.

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SOUTHERN NEVADA ATARI COMPUTER CLUB

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LAS VEGAS, NV. 89116

S.N.A.C.C.



SMAC MEETING

Where: Sunday, February 7, 1982
4:00 pm to 6:00 pm

Where: Paper, Fiberglass Pizza
7700 West Highway and Nevada
across from Palm Town

Bring by Mail: Bill of Materials
Vote box for the S.N.A.C.C.
ATARI

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...the club...
...the club...