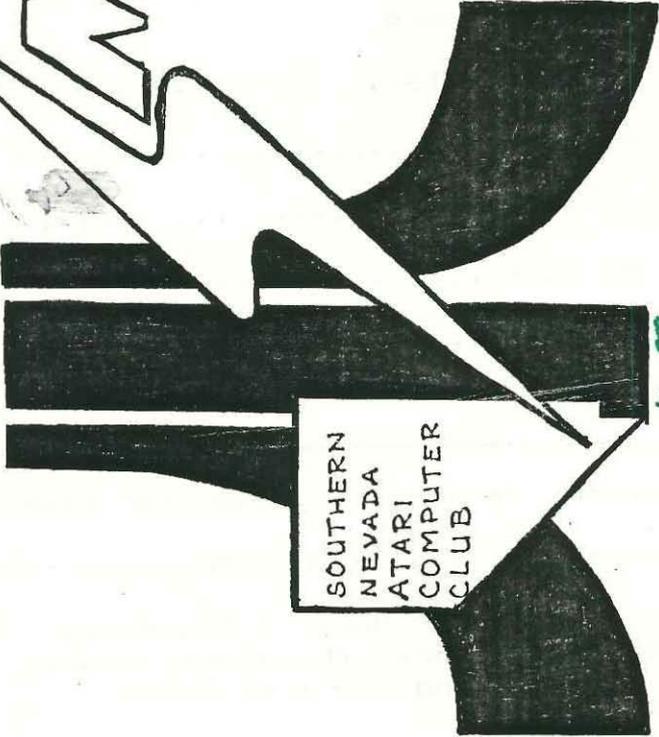


NAACC



SOUTHERN
NEVADA
ATARI
COMPUTER
CLUB

4-88

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Index

VF-Saddle1
 Toms Keyboard

 Spreadsheets.....2

 Decoding4

 ST Xformer II.....6

 ST Lock.....7

 2 Desk.....8
 1

Southern Nevada Atari Computer Club BBS

-----8 MEGS ON LINE-----

ZMag-ZMagST News, 7 Msg-Bases,
 Reviews, Library/Database, Hints,
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BBS EXPRESS ** (702) 438-2208 ** 300/1200 BAUD

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

Yo, gang! I just got "News Station" and "News Station Companion" in the mail. It seems to have a lot of promise, but I haven't had sufficient time to do an adequate review yet. So, stay tuned for a full report in the next issue.

Just for fun, here's some POKES and PEEKS for you.

To see which revision of Basic you have:

PRINT PEEK(43234) [RETURN]

162 = REV A

92 = REV B

234 = REV C

POKE 755,4 [RETURN] and print characters to the screen upside down.

POKE 755,2 [RETURN] returns a normal screen.

POKE 54018,52 [RETURN] and listen to your favorite tunes, on cassette, through your 410 or 1010 recorder.

POKE 54018,60 [RETURN] to turn off the music

Reset screen margins:

left: POKE 82,4 [RETURN]

right: POKE 83,37 [RETURN]

If you have any fun type info, don't hesitate to pass it on. Write your article today for next month's S.N.A.C.C. NEWLETTER.

COWBOY

FROM TOMS KEYBOARD

I recently had a conversation with a Centel Staff type and asked if the call blocking feature could be used with call waiting on the local telephone system. I was told that although it is in effect in other cities, Las Vegas can not at present use it.

Call blocking is set by pressing 170 after dialing your number. This will in effect put your call waiting line on hold and will not let incoming calls knock you off line as is now the case.

I was told that this feature is in the Centel Budget for 1988 but not to hold my breath until it's in service, and then expect to pay for its use, more basic phone charges.

Editor

SPREADSHEETS

by Stanley B. Taylor of SNACC

I don't pretend to be expert in the use of my 8-bit ATARI or spread sheet programs, but after talking with some of the VISICALC, SYNCALC users at the last club meeting, I feel compelled to note some of my discoveries with regard to the two programs. Of course these discoveries effect my use of the programs, they may be of interest to others using or planning to use either program.

VISICALC and SYNCALC are both powerfull spreadsheet programs for the 8-bit ATARI. The command structures are very similar and any differences can be easily accomodated. Preference for one command structure over the other is strictly subjective.

Both programs seem to take forever to boot, and disk loads and saves are slow with both programs, even with a modified 1050 drive. There are probably more similarities then differences between the two programs, but some of the differences are significant.

SYNCALC is a larger program, therefore the spreadsheet must be smaller. Very significant on a 64K machine.

Cursor movement and recalculation is much faster with VISICALC.

Row and column captions can be removed from the screen display and may be printed with SYNCALC, with VISICALC row and column captions are always displayed on screen and cannot be printed.

With SYNCALC, individual column widths are adjustable. Column widths can be adjusted with VISICALC, but all columns will be the same width.

A significant difference is that titles and SYNCHRONIZED windows cannot be displayed at the same time with SYNCALC as they can with VISICALC. Titles and/or windows must be re-established with SYNCALC after any disk activity. If you save your work to disc during a session, the titles and windows disappear from the screen.

With VISICALC, titles and windows are saved to disc with your file and will remain on screen or will be displayed when a file is loaded into memory.

A major BUG exists in the 130XE version of SYNCALC. The problem has been acknowledged by BRODERBUND, and I've been shipping discs and writting back and forth for months, and as of Feburary the problem has still not been resolved.

The problem is, when you establish titles on your spreadsheet (/T_), your computer will "lock up" if you enter text onto the spreadsheet. You must reboot and reload your file if this occurs, and if your work has not been saved it will have to be reentered.

VISICALC is limited to 64K redgardless of your machines RAM.

(Continued on page 3)

(Continued from page 2)

SYNCALC provides for condensed printing although you cannot mix condensed and default print, it's one or the other. Of course you can turn the printer off and back on between print commands to re-establish default printing.

VISICALC does not provide for imbedded print commands.

SYNCALC allows you to load a file to a specific place on your spreadsheet. Thus, providing the ability to "append" one file to another in memory. VISICALC does not have this option.

SYNCALC is not only extravagant with RAM, but disc space as well, requiring more disc space than VISICALC for files of similar size.

I use both VISICALC and SYNCALC on my 130XE system. VISICALC for my check registers, because they require text entries and I must have titles and synchronized windows. Automatic recalculation is on when I make entries, I like to keep tabs on the balance as entries are made. Because my design for bank statement reconciliation is not compatible with recalculation by row or by column I must recalculate twice when reconciling my statement, the extra speed of VISICALC makes a difference. Sometimes I must establish as many as three files per month for my business account due to the memory limit (64K) imposed by VISICALC.

I use SYNCALC for a file I call "practice analysis" which occupies 78

of the 84K available after the program loads. The entries are restricted to numerical only, no text, and establishing titles and windows on screen is not necessary. I need the variable column width and condensed print functions to print report as well as the extra memory. I turn the automatic recalculation off as it takes forever to recalculate this 78K spreadsheet.

There may be other differences between the two programs, like the obnoxious command window which obscures your spreadsheet when entering commands with SYNCALC, or the convenience of being able to edit text and formulas in those very same windows. I have mentioned only those differences which I find significant. Someone else may find others or find these insignificant.

If only VISICALC could utilize the additional memory of the 130XE, offered the ability to vary column widths individually, provides for "appending" files in memory and allowed for imbedded print commands.

If only SYNCALC didn't have the "titles and Text" lockup bug, allowed titles and synchronized windows on the screen, recalculated a bit faster and provides a print command back to the default.

If only the dog hadn't stopped to move his bowels, he may have caught the rabbit.

† † †

DECODING ON THE ATARI

by Kelly Hall
SNACC BBS Sysop

I think one of the best features of the Atari computer is the ability to configure the Joystick ports for input, output or anything in between. Not very many computers can do this, especially the small, home (so they say) game computers. When the computer is booted, and I speak now of the entire 8-bit Atari line, the joystick ports default to input for use with the joysticks themselves. With a few pokes to memory, you can reconfigure the ports as outputs. Here are the basic lines to do this:

```
10 A=54016:B=54018
20 POKE B,56:POKE A,255
30 POKE B,60:POKE A,0
```

When you run this program the first top four pins of both ports of the XL-XE series or ports 0 and 1 of the older models will drop to a low logic state 0v from the 5v high state when configured as inputs. Now a poke to the A variable with any number from 0 to 255 and the binary equivalent will appear on the appropriate pins of the two ports. Port 0 pins 1 to 4 are the Low Bits (1,2,4,8) and Port 1 pins 1 to 4 are the High Bits (16,32,64,128). Unless you are connecting these pins to another computer this is no good, so I decided to draw up a decoder circuit to convert this binary output to a decimal configuraton, the schematic accompanies this article. With this circuit I have an output pin for every number poked. Logically this is an 8 to 256 Decoder and allows me to control 256 separate lines, and lets me turn on or off 128

items. In future articles I will show how to hook up relays and flip-flops so you can control anything you want.

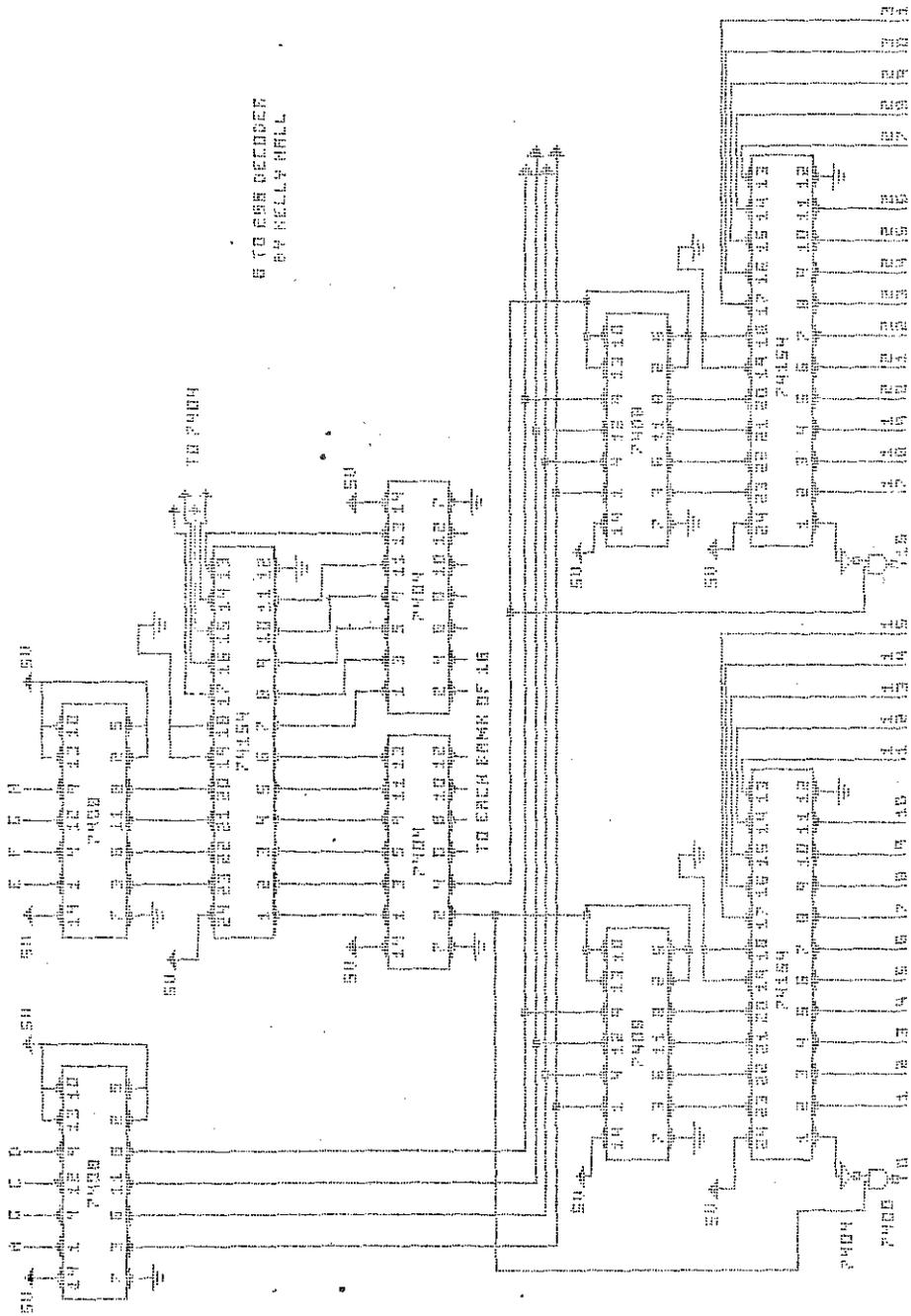
The reason I got started with this project was to save some money on a project at work. I had to control 10 large screen projectors and 10 slide projectors. The operators had to be able to turn off the video monitor and switch on the slide projectors and then keep track of the sequencing of the 80 slide carousels. One company that sold an item to do this quoted me a price of approximately \$15,000. To make a long story short, I did it with a 65XE, some logic chips, relays and lots of cable, total cost was approximately \$3,000, talk about an At-a-Boy. This circuit has been running for about 6 months now with no problems.

I drew the schematic with a public domain designer program by a friend, Brian Huges, from right here in Vegas. Its called Circuit Doodle and is for the ST. I hope it reproduces well enough to read in the newsletter. If not contact me through the club or the SNACC BBS. The drawing consists of enough components for 32 lines. But shows the lines needed for 256 total lines. Remember, one line will always be enabled. So why not 0, Dont use it with your project.

I also have a 256 to 8 encoder, and if there is enough interest, I'll do another article at a later date.

! ! !

8 TO 258 DECEMBER
BY KELLY HALL



ST TRANSFORMER II

by Darek Mihocka

Down loaded from Zaag #93

Since the release of the Xformer in October, I have mainly heard only two things from people: make it run in monochrome, and make it faster. The monochrome part was easy, and now with Dani Res, it is even better. The speed issue was a bit harder to address. The dispatch algorithm used could have been sped up slightly, by getting rid of common code and thus saving some jumps and branches. But to get a really major speed increase, I started writing a new emulator from scratch and came up with some voodoo that allowed me to write an emulator that is TWICE AS FAST as the emulator now available. Thanks go to David Small, Charles Smeton, and Jan Gray for providing some of the speed up ideas.

Here at a glance are some of the features of ST Xformer II:

- twice as fast, runs at about 40% the speed of a 6502
- a GEM based non-cryptic user interface that allows you to re-configure the emulator with the menu bar. No more deleting and renaming of files.
- 4 modes: generic 6502, Atari 800, Apple II, and C-64 emulation (I should have provided a DEGAS file containing a screen shot showing Commodore 64 BASIC in action on the emulator, but that would probably make most people delete this file

right away!)

- online documentation (i.e. from the menu bar)
- player missile graphics and sprites, greatly increasing compatibility
- a hardcopy of detailed documentation and source code will be available for a small fee. (Hey, I gotta eat too!)
- phone support will be provided if you really get stuck

The program will be available on July 1, 1988, and will be shareware. That means it'll be free and available on most BBSs and information services at that time.

The program will soon go out to a few beta testers who will put it through the wringer. A preview version will be made available to magazines and user groups on May 1, 1988. If you are a user group executive and are interested in getting the preview version to demo to your user group, send a recent copy of your newsletter, your name and phone number, and \$5 (to cover the cost of a disk, a mailer, and postage) to me:

Darek Mihocka
310-D Bluevale St. N.
Waterloo, Ontario
N2J 4G3 CANADA

(Continued on page 7)

LOCK AND KEY FOR THE ST

By R. Flashman [the Flash]
Reprinted from Mybbles Bytes, 9/87

In the Alarm section of Radio Shack, I found a round key lock similar to the one used on the IBM AT. Since it's intended for an alarm system it has electric contacts all ready to hook-up. Hmm, I thought. I'm always getting annoyed by people who play with my ST at shows or meeting when I am busy someplace else...

I bought it... And I found a space over the joystick ports on top of the RF shielding of my 520. Now have an AT style lock and key on my ST! It looks good, was dead cheap, and in the off position, you can't turn the ST on!

Actually, so simple it's disgusting. (Lock cost \$9.99) I haven't tried a 1040 yet, so I'm not sure about a location. I found two locations on the 520, one on top and to the back left, directly above the cartridge port. Turn your 520 upside down and see how much space there is. I'm hoping the 1040 has the same space.

The other location, the one I used, is right above the second joystick port. (The one you DON'T plug the mouse into.) There is enough space and its right above the RF shielding and next to the power supply so not much cable is needed.

The switch has two connectors, I connected two wires to it, then opened the RF shielding. Notice the power switch has three legs. The one you want to get is the smallest. (The one

closest to the back of the ST.) Cut right where it meets the main board. (Now that took guts!) Solder one of the switch wires, and the other to one of the wires that comes from the board to that funny round magnet to the left of the power switch, about an inch into the board. Solder to The wire closest to the mouse port. If you don't believe me, look under the board and see that originally this wire was connected to the leg we just cut off the power switch. You NOW have a key switch in line with the main power switch. Turn the key off and the power switch is useless.

This will void will void your warranty. But it works great.

(Continued from page 6)

I'll give you a call when the disk is about to go out (in late April or early May).

Anyone with last minute requests and suggestions for the emulator can drop me mail, email, or call the "support line" (really just my modem line, he he, so if you call and get a modem carrier, hang up). Of course, after the preview gets out, I'll definately be taking last minute suggestions and bug reports before letting the cement dry.

That's all! Enjoy ST Xformer 1.2 and please be patient about getting ST Xformer II. It will be worth your wait.

DO IT YOURS SELF COMPUTER DESK

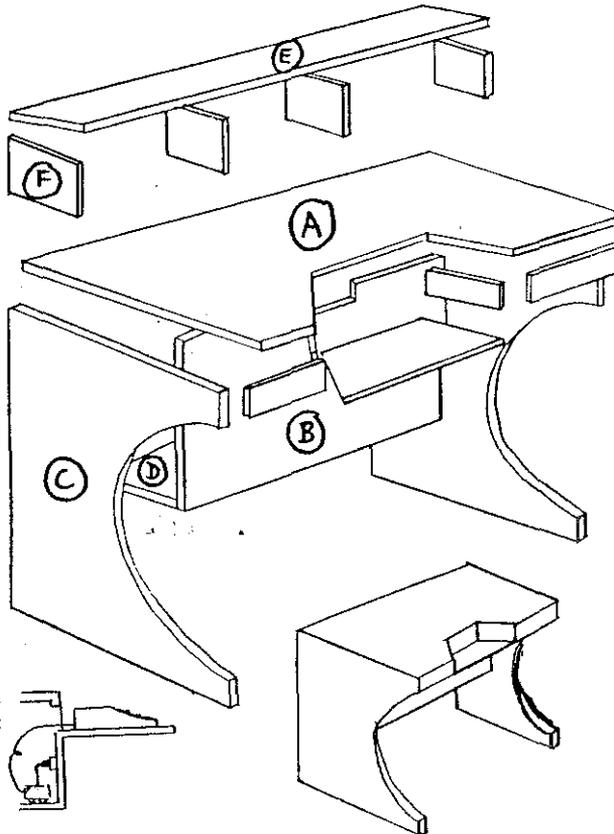
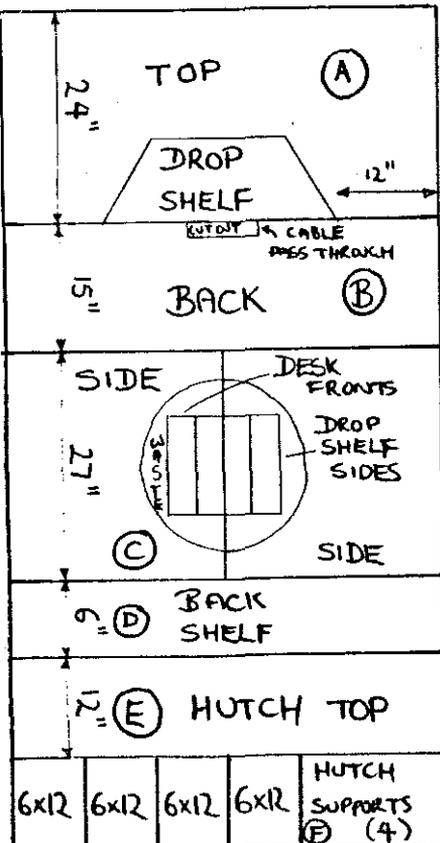
Plans Reprinted from the "POKEY PRESS" newsletter

Made from one standard sheet of 3/4 inch plywood this desk could be the answer to some of the disorder were always being told to clean up.

Cut your plywood to the dimensions indicated on the accompanying drawing, and using finishing nails or screws and glue assemble the desk. Give it a good sanding and paint or stain it to your liking. Even if you don't color your desk at least give it a coat of varnish to seal the wood and stop some of the splintering.

After your satisfied with the finish thread you I/O cables through the back and mount your power supplies on the rear shelf. It's a good idea to use a power strip mounted to the back shelf to save outlets. Using wire ties to keep excess wire from hanging down, and make things look neater.

The keyboard cutout in the drawing is sized to fit an 800XL but it could be cut to fit just about anything, even an ST. Good luck and happy carpentering.



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, April 3, 1988
4:00 to 6:00 pm

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

Program: Data Transfer
8 Bit to ST

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S.N.A.C.C.



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