

SNACC



SOUTHERN
NEVADA
ATARI
COMPUTER
CLUB

SNACC MEETING

Sunday, December 4, 1988
4:00 to 6:00 pm

Peter Pipers Pizza
Boulder Highway and Nellis
across from SAMS TOWN

12-58

SNACC OFFICERS

President:	James Marker	451-7631
Vice Presidents:		
8-Bit	Doug Thompson	254-5024
16-Bit	David Scheller	641-8191
Secretary:	Charles Kelley	
Treasurer:	Harvey Cannon	459-4089
Librarians:		
8-Bit	Dan Wess	458-2035
16-Bit	Sid Kinne	435-6681
BBS Sysop:	Kelly Hall	453-5562
Newsletter:	Harvey Cannon	459-4089

Index

Comdex 88	1
More Comdex	2
Dark Suckers	3
Fantasy Football	4
Software	6
Super Boulderdash.....	7

SOUTHERN NEVADA ATARI COMPUTER CLUB BBS

----- 20 MEGS ON LINE -----

ZMag-ST Report, 8 Msg-Bases, Mods,
Reviews, Library/Database, Hints,
Fantasy Football and Lot's of D/L's

BBS EXPRESS! PRO * (702) 438-2208 * 300/1200 BAUD

NEWS FROM COMDEX '88

By Chuck Ferraris

Another Comdex has come and gone, and what a COMDEX it was. For those of you that have never been to a COMDEX, it is an exposition of computer hardware and software from all over the world. From the simplest subroutine to the most complex mainframe, any company that was any company was there. Since I worked the Atari Corp. booth, I was able to see what all was new.. So, what's new??

First off, Atari unveiled it's line of PC's that will be marketed in the U.S., as well as a 30 megabyte Hard Disk for the ST line. The Atari PC4 and PC5

For those of us that follow the IBM world, this new MS-DOS machine, is one that will set the IBM compatible world on its ear. Atari exhibited two machines based on the 80286-12 (PC4) and 80386-16 (PC5) in their final release versions. The "Power Without The Price" slogan is definately valid when you look at Atari's entries into this volatile market. If you are looking to purchase an IBM AT compatible, Atari has your answer. The answer is called the Atari PC4. I know, right now, you're wondering what makes the PC4 a good alternative to any other IBM clone. Well, for one, the features that are STANDARD on the PC4, you would have to piece together to get on any of the other clones. Talking about standard features, if you look through the Computer Shopper (a publication with 100's of listings for mail order sales companies), you will see all kinds of advertisements for AT clones with price tags of \$1000 for a

complete system. What most people don't know is that for that \$1000, you get an AT-clone with 256K of RAM, usually a 360K 5.25" disk drive and a Monochrome monitor. The Atari PC4, on the other hand, comes with 512K of RAM (expandable to 8Mb), a 1.2 Mb 5.25" floppy disk drive, an EGA/VGA card, PLUS a 60 Mb hard disk. This machine zips along at 12 MHz, with a 0.7 average wait state. It has a 101 key keyboard that has an 18 key numeric keypad and 12 function keys, and has the feel of a keyboard that costs \$200.00.

The Atari PC5 is a 80386-16 (or 20) based machine that has the 1.2 Mb Floppy, 60 Mb hard disk, and 101 key keyboard that the PC4 has, it comes with 2 Mb of RAM, runs at 16 MHz (or 20) and has a 0 wait state. It can also be expanded to 8Mb. Both machines are packaged with Microsoft (TM) Windows and 3 other programs. Since Atari has strived for as close to IBM compatibility as possible, both machines will have a three button mouse and accept any IBM/clone cards. This is a big plus for Atari, because there are many brands of clones that are dependent upon purchasing their brand of cards...

Prices are presently being set, but, they are expected to be in the range of the average PC-Clone. There will be a press statement released with specific information in December, and you can expect to see them in the first quarter of 1989.

(Continued on page 8)

- 2 -

MORE FROM COMDEX 88

David Scheller

I believe the most exciting part of Comdex for me was setting up the equipment. I was thrilled to be able to put together the 1040 ST and MEGA ST systems. I had never seen an Atari hard disk drive before, but within hours I was formatting them.

My job during the show was to demo "Microsoft Write". It was great to be able to use Atari's SLM 804 Laser printer. It is definitely the last word in printers.

Atari went all out to make this their best presentation so far. They reserved the entire "Gold Room" of the convention center. There was a continuous schedule of software and hardware demo's on stage. The highlight of the week was a concert by the guys of the "Fleetwood Mac" band. Attending the concert was Jack Tramiel and son. During the concert, one of the band members demo-ed a midi supported drum vest.

For you gamers, "Falcon" is due out by the end of November. This is an excellent flight simulator and even stirred interest for me.

For serious desk top publishing enthusiasts, Calamas, Fleet Street Publisher and other like programs show great promise for those of us who desire to emulate the professionals.

Atari's "lap top" made a brief showing and then disappeared. Also new to the

show was Atari's IBM AT compatible PC. They look awfully powerful.

Atari was well supported by not only the local Atari user groups, S.N.A.C.C. and D.U.S.T., but also by die hard Atari enthusiasts from back East.

To say Atari came to Comdex in a big way is only the half of it, actually the world came to Atari at Comdex. Software developers from England, Germany and Canada to name a few, brought their wares to share with the community of Atari. Dealers from as far away as Isreal and Lebanon came to take back good tidings of Atari. By the way, I heard that now that Atari has secured the European computer market, we will be seeing Atari becoming more active in the U.S. market.

To say the least, I was greatly reassured by a commerical by a member of "The Moody Blues" that was shown through out the Comdex show. He was comparing the ST to a MAC. I can't wait to see this ad on our TV.

FOR SALE

Blank 5 1/4 in floppy disks. These are new disks and are available in quantity. See Harvey or Dan at the next meeting or leave E-mail on the SNACC BBs.

DARKNESS ABSORBERS

Bell Labs Proves the Existence of Dark Suckers

Reprint from DATA LINK
The Modesto Atari
Computer Club Newsletter

For years it has been believed that electric bulbs emitted light. However, recent information from Bell Labs has proven otherwise. Electric bulbs don't emit light, they suck dark. Thus they now call these bulbs dark suckers. The dark suckers theory, according to a Bell Lab spokesperson, proves the existence of dark, that dark has mass heavier than that of light, and that dark is faster than light.

The basis of the dark sucker theory is that electric bulbs suck dark. Take for example, the dark suckers in the room where you are. There is less dark light next to them than there is elsewhere. The larger the dark sucker, the greater the capacity to suck dark. Dark suckers in a parking lot have a much greater capacity than the ones in this room. As with all things, dark suckers don't last forever. Once they are full of dark, they no longer suck. This is proven by the back spot on a full dark sucker. A new candle has a white wick. You will notice after the first use, the wick turns black, representing all the dark which has been sucked into it. If you hold a pencil next to the wick of an operation candle, the tip will turn black because it got in the way of the dark flowing into the candle.

Dark has mass. When dark goes into a dark corner, friction from this mass generates heat. Thus, it is not wise

to touch an operating dark sucker. Candles present a special problem, as the dark must travel in the solid wick instead of through glass. Thus it can be very dangerous to touch an operating candle. Dark is also heavier than light. If you swim deeper and deeper, you will notice it gets darker and darker. When you reach a depth of approximately fifty feet, you are in total darkness. This is because the heavier dark sinks to the bottom of the lake and the lighter light floats to the top.

The immense power of dark can be utilized to man's advantage. We can collect the dark that has settled to the bottom of the lakes and push it through turbines which generate electricity and helps push dark to the ocean where it may be safely stored. Prior to turbines, it was much more difficult to get dark from the rivers and lakes to the oceans. The Indians recognized this problem and tried to solve it.

In conclusion, Bell Labs stated that dark suckers make all our lives much easier. So the next time you look at an electric bulb, remember that it is indeed a dark sucker.

The above was reprinted from a Bell Labs Newsletter.

BATTLE ZONE

FANTASY FOOTBALL

In the year 1999, the nations of Earth have finally agreed to world peace. But power-hungry aliens will not stand for that and are bent on destroying you and the Earth. They've sent out armies of robot-driven weapons with only one thing on there circuit board brains, winning the world. Your only hope to survive and save the Earth are some vintage military tanks, which are the only defensive weapons left on Earth.

For those who like arcade games this one is for you, the old favorite Battle Zone. A very good remake of an arcade classic with the closest to vector graphics I've seen yet. It's a cartridge and runs on all 8-bit Atari systems and uses a joystick as a conroler. Although only for one player and a little more difficult to play then the arcade version, because it only uses only one joystick instead of the arcade dual conroler, the longer you play, the more your skill (and score) will increase.

I bought this game in California at the Federated Store for \$19.95. Its the first XEGS game cart I've bought and the cartridge matches my 130XE. I find it much more enjoyable to play than the 2600 version, which is the same although the graphics on the 8-bit version are more original. So take the time to save the world and play battle zone.

Doug Thompson

Ok gang here they are, the league stats for week #11. But first a note about the SNACC BBS. Kelly has outdone himself in making the Fantasy Football league an outstanding addition to the BBS with changes and updates that make play a lot more enjoyable and easier.

The most recent change is easier access, just hit the "+" sign at the main prompt for direct access to the league message base and additional menus to make playing, coaching a team, easier. Also new is The Coaches Comments message, maybe that should be Commissioners Comments.

I guess everyone figured that Jim had something up his sleeve when he started changing players around because all of a sudden everyone is doing it. If it helps or not is anyones guess, as the weekly standings have changed only slightly since last month.

1ST Chris Gallegos	802
2ND J.Marker	793
3RD Coach May	755
4TH Kelly Hall	749
5TH M.Tusken	685
6TH L.Ponder	510

For a look at how this score is arrived at I've included the score cards for week #11. If you give the BBS a call and read the rules you can see what each player was scored on.

(Continued on page 5)

(Continued from page 4)

N.F.L. 11TH WEEK

JIM MARKER

Q.B. R. CUNNINGHAM	PHILA.	10,10=20
R.B. R. BELL	RAMS	10=10
R.B. E. DICKERSON	COLTS	0=0
R.B. J. HECTOR	N.Y.J.	0=0
W.R. A. CARTER	MINN.	0=0
W.R. E. BROWN	CINN.	0=0
W.R. M. CLAYTON	MIA.	8=8
K. M. ANDERSON	N.O.	2,2=4
TOTAL		751+42=793

CHRIS GALLEGOS

Q.B. R. CUNNINGHAM	PHILA.	10,10=20
R.B. C. WARNER	SEA.	10=10
R.B. H. WALKER	DALL.	0=0
R.B. N. ANDERSON	CHI.	20=20
W.R. J. RICE	S.F.	0=0
W.R. J.T. SMITH	CARDS.	0=0
W.R. M. SUICK	PHILA.	0=0
K. D. BIASUCCI	COLTS	5,5,2,2=14
TOTAL		739+64=802

KELLY HALL SYSOP

Q.B. D. MARINO	MIA.	8=8
R.B. G. RIGGS	ATLA.	0=0
R.B. H. WALKER	DALL.	0=0
R.B. E. DICKERSON	COLT S	0=0
W.R. L. LIPPS	PITT.	16,8,8=32
W.R. J. RICE	S.F.	0=0
W.R. A. CARTER	MINN.	0=0
K. M. BAHR	CLEVE.	2=2
TOTAL		707+42=749

MIKE TUSKEN

Q.B. D. MARINO	MIA.	8=8
R.B. E. DICKERSON	COLTS	0=0
R.B. H. WALKER	DALL.	0=0
R.B. J. MORRIS	N.Y.G.	0=0
W.R. J. RICE	S.F.	0=0
W.R. W. SLAUGHTER	CLEVE.	0=0
W.R. W. GAULT	RAIDERS	0=0
K. M. ANDERSON	N.O.	2,2=4
TOTAL		673+12=685

COACH MAY

Q.B. R. CUNNINGHAM	PHILA.	10,10=20
R.B. R. CRAIG	S.F.	0=0
R.B. E. DICKERSON	COLTS	0=0
R.B. H. WOODS	CINN.	10=10
W.R. K. JACKSON	PHILA.	0=0
W.R. M. CLAYTON	MIA.	8=8
W.R. J. RICE	S.F.	0=0
K. BIASUCCI	COLTS	5,5,2,2=14
TOTAL		688+52+15=755

LARRY PONDER

Q.B. J. KELLY	BUFF.	8=8
R.B. M. ROZIER	HOU.	0=0
R.B. C. WARNER	SEA.	10=10
R.B. N. ANDERSON	CHI.	20=20
W.R. S. LARGENT		0=0
W.R. M. BAVARO	N.Y.G.	0=0
W.R. W. GAULT	FAIDER	0=0
K. R. KARLIS	DEN.	5,2,5,2,5,2=21
TOTAL		451+59=510

PUBLIC DOMAIN & SHAREWARE SOFTWARE

Programmers often write software to solve a particular problem for themselves or their employers and for a variety of reasons do not copywrite it. They put it in the public domain, which means anyone is free to copy or use it. It may be to specialized for commercial sales or just to expensive to promote as a commercial program. But it may be just what your looking for.

Many short programs or utilities may be found in the public domain category. The authors may ask for a small donation if you find their program useful, and while you are under no legal obligation to do so, it is a good practice to make a donation as in the long run this will help keep this valuable software source available.

SHAREWARE, sometimes called freeware or user supported software is generally copyrighted by the author and distributed through Bulletin Boards, Users Groups or other noncommercial means, and due to the ability of the computer to make exact copies of a program everyone with a computer has access to the shareware program.

The advantage to the programmer is that he can get his software to the user without having to spend a great deal of money to package and promote it. In return for his or her efforts the programmer asks the end user to register and pay a small fee for the use of the software. These fees are generally small \$5. to \$50. In order to entice the consumer to pay this fee most authors put a great deal of time and effort into perfecting a program

and offer other incentives such as printed manuals, telephone suport, version updates and sometimes help with customizing the software for your particular use.

The advantage to you the user is that you get to try the program before you make an investment in it. If the program does not provide what you need then you are not out a great deal of money and are under no obligating. If the program proves useful, you should make a donation or send in the registration fee requested by the author, for the reasons already stated.

As you investigate the wide variety of programs available in the public domain and shareware, you will be amazed at how many rival or surpass commercially available software, even down to the bells and whistles added to entertain or help you while using the program.

When using Public Domain or Shareware a little knowledge of your computer and its operating system is important as you may not have any documentation to help get things started. Although most of the time no more knowledge is required then for a compatiabile commercial program. As with any new program your first step should be to make a back up copy then put the original in a safe place. The next step is to check the program for documentation or text files which may be needed to work with the program, these can generally be found by studing the directory from DOS. and looking for a .DOC,.TXT or a README. file.

SUPER BOULDERDASH

Designed by First Star Software and sold by Electronic Arts along with the original Boulderdash and the sequel, Boulderdash II. Both games consist of 16 caves, each with a different problem to solve as you control Rockford as he explores each new cave.

The object of the game is to collect enough diamonds to allow you to exit the cave, and this number varies. You burrow around as in DIG DUG, but there are more boulders to watch for in this one.

There are also Fireflies and Butterflies which are deadly if Rockford touches them. Both of these adversaries fly fairly predictable patterns and can be avoided, and the Butterflies turn into diamonds when a boulder is dropped on them. There are times when you need them to get through a cave.

Another adversary is the Amoeba, which if not contained, will grow through the air or ground. When bottled up it turns into a boulder which usually means that Rockford won't escape from the cave, and the amoeba will turn into diamonds if you can get the Butterflies to run into them.

The game play depends on the current screen. Some are fast paced and you need to get through as fast as you can, while others have mazes or puzzles requiring you to stop and think about what to do. There are enough random elements that it's different each time you play.

If you played the original game, you know it can get frustrating at times but you're always ready to press that START button once you lose your last Rockford.

The sequel has more caves to be solved and is as good, if not better than the original game. At a list price of only \$15, Super Boulderdash makes a good addition to your game shelf.

ST FILENAME EXTENDERS

Last month we published some 8-bit extenders, with turn about being only fair here are some extenders for use with the ST.

- .PRG (GEM program)
- .TOS (TOS program)
- .TIP (Program which requires input)
- .RSC (Resource file)
- .DAT (Data file)
- .PIC (Picture file)
- .TXT (Text file)
- .DOC (Documentation file)
- .ASM (Source Code files)
- .BAS (BASIC program)
- .SNG (Music Studio file)
- .NED (NEOchrome drawing)
- .PI3 (Degas drawings)
- .PC3 (Compressed DEGAS Elite drawing)
- .TNY (Compressed TINY format picture)
- .TN3 (Compressed TINY2 format picture)
- .ARC (ARCHived file)
- .PQG (SQUeezed files)
- .LBR (LIBRaried files)
- .LGR (SQUeezed LIBRary files)
- .MSA (Magic Shadow Archived)

(Continued from page 1)

The MegaFile 30 is another product in the ST hardware line. It combines the styling of the Mega ST2 and Mega ST4, with the functionality of a 30 Mb Hard Disk. In fact, the MegaFile 30 stacks neatly beneath the CPU of your Mega 2 or 4.

In the way of software, there were all kinds of neat animations, including one of the California Raisins. One of the most interesting sections of the software was the MIDI section. If you are unfamiliar with MIDI, MIDI stands for Musicial Instrument Digital Interface. Perhaps you have been shopping for a keyboard and have seen the word MIDI on it. Since the Atari ST has built-in MIDI interface, with the right program, you can play music from the keyboard and the computer can record it for playback EXACTLY as you put it in (or modified to your liking) either now or later. Many prominent musicians use MIDI technology. In fact, Mic Fleetwood performed a concert Wednesday night to demonstrate digital drums. There are various MIDI programs that do just about anything that you could possibly want. Some programs even let you play the music, then it scores it for you, so that you can print out sheet music.

Don't think that MIDI was stealing the whole show, there were companies demonstrating touch screen cash registers, light pens, scanning equipment, inventory control programs, medical technologic programs, spreadsheets, desktop publishing, and programing languages. Also turning in some good performances were CADD (Computer Assisted Design and Drafting)

and the MACINTOSH emulator, as well as various terminal programs.

Oh, I almost forgot, the ATW was also being demonstrated. What is an ATM? The ATW is the Atari Transputer Workstation. If you were waiting for the ABAQ, this is it. A 32-bit transputer that is rumored to be in the \$7000 to \$10,000 range and will probably not be showing up in the home. The possibilities for this powerful machine are endless.

That's it in a nutshell for the Atari booth, I've seen the new hardware and software from Atari and the third party developers. From what Atari has shown us, 1988 was a pretty good year.

WANTED

Articles for SNACC newsletter. This is YOUR newsletter and it can only get bigger and or better if you as members help out once in a while.

HIGH-TECH MOVES

High-Tech Expressions, makers of Printpower, Awardware, etc. has moved, their new address is :

High-Tech Expressions
584 Broadway
Suite 1105
New York, NY 10012
(212) 941-9703

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, CHECKS PAYABLE to HARVEY CANNON at the monthly meeting or mail to:

SNACC

P.O. Box 43628

Las Vegas, Nevada, 89116

MEMBERSHIP APPLICATION SOUTHERN NEVADA ATARI COMPUTER CLUB

Date: _____

Full Name: _____ AGE: _____

Address: _____

City/State/Zip: _____

Phone #: (____) _____

Type Membership: Single ____ Family ____ Associated ____

New or experienced Atari use : _____

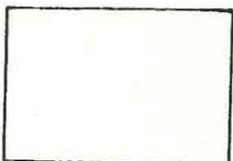
Describe your system:

Special skills or knowledge: _____

How did you learn about S.N.A.C.C.:

This newsletter is published monthly by the Southern Nevada Atari Computer Club, SNACC. An informal association of individuals not affiliated with the ATARI Corp., or any other commercial organization. Any logos, trademarks or company names are used either with permission or as a way of referring to a product or organization. Articles published herein do not necessarily represent the opinion of SNACC or its members. Any article may be reprinted if proper credit is given the author and club unless otherwise noted.

S.N.A.C.C
SOUTHERN NEVADA ATARI COMPUTER CLUB
P.O. BOX 43628
LAS VEGAS, NV 89116



ADDRESS
CHANGE
REQUESTED

MERRY CHRISTMAS and HAPPY NEW YEAR
From The Southern Nevada Atari Computer Club