8-89

SNACC MEETING

Sunday, AUGUST 6, 1989
4:00 to 6:00 pm

Pizza Palace
Boulder Highway and Nellis
across from SAMS TOWN

IMPORTANT MEETING

Nominations for next years board are opened. Everyone should plan to attend. Its your club and your voice and vote is necessary to keep SNACC alive and running.

Vol.8 *** AUGUST 1989 *** No. 8

SNACC OFFICERS

President:	James Marker	451-7631
Vice Presidents:		
8-Bit	Doug Thompson	254-5024
16-Bit	David Scheller	641-8191
Secretary:		
Treasurer:	Harvey Cannon	459-4089
Librarians:		
8-Bit	Dan Wess	458-2035
16-Bit	Sid Kinne	598-0513
BBS Sysop:	Kelly Hall	453-5562
Newsletter:	Harvey Cannon	459-4089

Index

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ELECTION TIME IS HERE

As stated in the SNACC Constitution and By-Laws, it's that time of year when we as members of The Southern Nevada Computer Club elect new officers to lead our club thru the comming year. Any regular member, in good standing, may hold a club office.

Nominations are still opened with elections to be held during the next regular meeting August 6, 1989 meeting, with the new board taking office effective in September.

Nominations will be accepted for the following offices:

President
Vice President 8-bit
Vice President 16-bit
Secretary
Treasurer

Appointed Board Positions:

Software Librarian
BBS Officer
Newsletter Editor

Make your nomination at the meeting or give it to any current board member before or during the August meeting. For SNACC to continue as a viaiable ATARI users group we must have the participation of the members and that means having a board of directors choosen by you the members. Make you voice heard and run for or nominate someone for next years board.

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PREZ SAYS

Jim Marker
SNACC President

July has been another hot and sunny month (112 Degs) here in SNACC country. But cooler times are coming and thats good news. More good news comes to us from Dearborn, where the latest "World of Atari" convention is a thing of the past, word is that it was a great success. GO ATARI.

August is coming and with August we have Fantasy Football just around the corner. For those who didn't play last season, give it a shot. This season be an armchair "COACH" and see what you can do with your own N.F.L. Draft.

To play Fantasy Football pick a roster from the pros. Post them on the BBS Fantasy Football Sig and wait for the games to start. League rules are on the BBS and can be downloaded or read on line.

We expect to have a good season this year because even with the slow start last year we had an outstanding season. The BBS Moduals are all written, Thanks Kelly, and all we need now is a list of possible winners to make it grow to something "Big" in the years to come. Kelly has really put a lot into this program and deserves all our support.

Tell your friends about our Fantasy League even if they're not lucky enough to own an Atari Computer. Anyone can play using any computer as long as they have a 300 to 2400 Baud modem and a telephone line.

Rosters must be in by Sept 9, 1989 as the season begins Sept 10th. Good luck and have fun. "GO SNACC"

Anyone not understanding the rules or how to access them on the board feel free to call me, Jim Marker, at 451-7631 after 3 P.M. and I'll answer any questions.

As a User's Group we need some positive participation. Take a shot, it only costs a little time and you may learn something or teach someone something. "If your not sure ask a friend if they aren't sure ask me." Any problems or questions should be brought up at the meeting. Maybe someone is having or has had the same or a similar problem and has an answer ready to share.

The monthly meeting is just around the corner and we would like a good turnout as its time to elect a new board for next year.

I don't know what the demo will be but we will try to have something interesting. If anyone would like to see a specific program or has a request leave a message on the BBS and we'll see what we can do. SNACC is a user group with a bright future and we should all support it and donate "IDEAS" to make it better.

D.O.M.'s for the 8 and 16-bit machines are here every month and we have back issues available.

ELECTRONIC MAIL BOX AT HOME

by Bob Fasoldt
Reprinted from the Great Lakes Atari Digest

More and more people are buying personal computers and a fair percentage of them are purchasing modems. Electronic mail is not just a thing of the future or just for the wealthy. You can set up your own "electronic mailbox" and receive mail while away from home or sleeping! Let me explain...

I live in Florida and the rest of my family is scattered across the Eastern United States. Many of my family members own personal computers and modems so we send text files to each other instead of letters...and the best news is that it is often less expensive than the mail service. I have been communicating with my family for about two years in this fashion and find it highly reliable and rewarding, plus it is immediate! When I get up in the morning, the first thing I do is turn on the monitor to see if any E-mail has come in. If so, I immediately save it to floppy, even before I read it so nothing can happen to it.

At first, we were using MPP 1000's because their software supported unattended downloading. But soon I grew tired of 300 baud and purchased the Supra 1200AT which also supports unattended downloading. That software however did not support the 512K RAMdisk on my XE, so I began to look for other software for this purpose.

In my opinion, Keith Ledbetter's Express! is by far the best telecommunications program available. I began to wonder if this fabulous program could possibly be set up to autosave to buffer or to disk unattended. Nowhere in the 850 Express! docs was there any mention of this so you can imagine my excitement and happiness to discover that 850 Express! could indeed download and save while no one was around! And...wow, is it easy to do! Here is how:

Boot up your 850 Express! modem program (I use version 3.0--I don't know if earlier versions will support this) and turn on your modem. From the main menu hit <ESCAPE> (which forces the program to think you're on line) and then press OPTION (which saves anything that comes in to buffer. Set up this way, as soon as a call comes in, the modem will autoanswer and save to buffer any incoming text. To check to see if any file has come in, simply turn on your monitor (I also hit the <SPACE> bar at this point to prompt the computer out of the attract mode--i.e. changing colors, etc.). If text is on the screen, hit <START> to go the menu and save the buffer to floppy. This will clear the buffer so now just view that file from the floppy or read your mail from a word processor.

This has been tested on the Supra 1200AT, Avatex 1200 and Avatex 1200hc and should work the same on most Hayes compatible modems. To test your modem to see if it will indeed work in this fashion, *(Continued on page 4)*

(Continued from page 3)

turn your computer and modem off, turn your disk drive off and your computer back on so only the READY prompt of BASIC is showing. Turn your modem back on as if you were going to use it. Now have someone call your number. If your modem answers the phone without having a program to tell it to do so, then it will work perfectly as described. If, however, your phone rings and your modem does not respond, you may have to command it to auto answer in this way:

From the main 850 Express! menu, choose ASCII (not ATASCII) translation. Now hit <ESCAPE> and with your modem turned on and ready to receive data, type ATAA. Then hit <RETURN>. (This in all Hayes compatible modems commands the modem to autoanswer.) Now, hit <OPTION> to save any incoming info to buffer and you're all set.

[GLAD Editor's note: Most "standard" modems have a switch or permanent internal command setting to place the modem into auto-answer mode on powerup, but the ATAA is fine if done every time you want it.]

Remember, in this configuration you are saving to buffer so the size of your buffer depends on the DOS you are using. Here are my experiences:

ATARI DOS 2.0, 2.5 gives you 3328 bytes

SpartaDOS 3.2 gives a buffer of 4608 bytes

SpartaDOS 2.3 gives the largest buffer of 8064 bytes, big enough for most all your letter capturing needs.

For those of you who expect great volumes of incoming text, you'll want to save direct to RAMdisk or floppy disk. In order to do this with Express!, you must fool the program into thinking it is on line while you set this up. Here is how you do this:

Most Hayes Compatible modems have dip switches. On the Avatex and Supra modems you would push switch #7 down. This is the CD (forced carrier detected) switch. On the above mentioned modems, the down position is the "on" position. With the CD switch activated, the Express! program thinks it is on line. It seems to do no harm to leave this switch on while waiting for a file to come in. Just be sure you return the switch to the off position before making your next call or you'll get a false "connected" indication. Keep in mind that this switch need NOT be turned on when auto saving to the BUFFER only in Express!.

So, to auto save to disk, turn on your CD dip switch, hit <ESCAPE> from the main menu to force terminal mode, hit <START> to re-enter main menu, type "T" to capture to disk. You'll be asked to give it a file name and as soon as you do and hit <RETURN>, you'll be all set to save to disk. Do not hit <OPTION> to auto save to disk, autosave is already turned on by choosing the "T" function. Plus, you can always tell if autosave is on just by looking at the border color of your screen.

(Continued on page 5)

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Things to keep in mind:

1) Whenever you are sending directly to another computer, you MUST use HALF DUPLEX. Use full duplex only when communicating with a BBS. If you are setting up to auto receive, it is preferable to be in half duplex but it is ABSOLUTELY necessary for the sending modem to be in HALF DUPLEX.

2) It is probably best to use the standard ASCII translation unless you know for sure that only ATARI computers will be sending you files. In that case use ATASCII. No harm will come, however, if someone sends a text file to you in ASCII and you are receiving in ATASCII, as long as it is just text. You could not send inverse characters and CONTROL characters unless both sending and receiving terminals were in ATASCII.

3) If you don't have a copy of 850 Express! version 3.0, ask your SysOp to post it for you. If he doesn't have it, contact me and I'll get it to you.

4) I only know for sure that this method of auto saving works with 850 Express! version 3.0. I know it does NOT work with MPP Express! version 1.0. I haven't tried it with 1030 Express! although I feel it probably would not work since the 1030 does not come with a ring detector. [GLAD Editor's note: Other software would allow the use of an XM301, as it DOES have an answer mode.]

5) I truly recommend SpartaDOS 2.3 because of the large buffer it gives and it will read and write to most any other DOS.

I sincerely hope I didn't make this sound difficult to set up...it's not. In MOST cases you simply turn on your modem, boot the program, Hit <ESCAPE> and then hit <OPTION>. And that's all! If you have any questions, comments, or just want to try it out, you can call my autosaving 850 Express! at 813-393-0173, between the hours of 1:00am and 8:30am, 300 baud HALF DUPLEX, ATASCII (ASCII will work fine if you don't have ATASCII). I auto receive at 300 baud because not all my family members have 1200 baud yet...but I have a feeling that it won't be long!!! Remember also that when you call another modem set up to autosave, you receive no prompts when the modem answers the phone. As soon as the connection is made, you are "live" with the other computer. You may then type your message or send a pre-typed file from disk. DO NOT SEND XMODEM to me since I do not set up my program to receive that way.

I sincerely hope you receive some enjoyment out of this information.

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BOBTERM V1.1

An updated version of the Bobterm terminal program has been released. BobTerm v1.10 fixes a problem or two and incorporates several additional features. One of the new feature is the ability to load external modules. As of this writing, two modules are available. One for the XEP-80 the other for a command line processor when using SpartaDOS 3.2d or X.

TECH TIPS FOR THE BEGINNER

Sid Kinne
16-bit Librarian

For anyone about to upgrade your system or have already done so, but the upgrade doesn't work or work properly, I may have some help for you. I plan to cover some very basics (the cause of most failures). I am not an electronics engineer by any means, but in my field I do quite a few repairs to electronic circuitry so I do have some what of a background in electronics.

There are a few things you should do before starting. First you should have static free work area. This can be accomplished a couple of ways. A metal tray with a piece of wire, one end attached to the tray (used as a work area) the other attached to a grounded wall outlet. A room humidifier or static guard spray found in just about any laundry room.

Now some special tools, a low wattage soldering iron(about 15 watts is plenty), a vacuum type desoldering tool is also a requirement (wick types are usually cheaper but will probably pull the traces from the board), a magnifying glass and a bright flashlight.

When buying ram chips for an upgrade make sure the access times are the same as the ones in the system. This is important because different access times could cause havoc. Access times are usually printed on the chips or packages and will say something like 150ns or 200ns. The ns stands for nanoseconds. I believe 150ns chips are about standard in ATARI 8-bit systems.

After removing the ram chips you either install a second set or piggy back existing ones. The alignment of the chips is very important. It's easy to determine the direction, look at the PC board and you will see a rectangle printed on the PC board with a half moon in one side, now look at the chip and notice a notch or a silver/gray dot. The notch or dot goes where the half moon shape on the PC board is. I personally repaired one system simply by turning the peripheral chip around. Next when pulling the other chips such as the multiplexer you will need the flashlight to look between the board and the chip to actually see the PC board number, such as U23 or U16. These numbers are almost impossible to see thats why I use a flashlight.

I have found thru experience I've found almost every failure is due to cold solders ,jumped solder leads or just plain loose connections. One other major problem is jumper leads from one chip to the next shorting out on the RF shielding (the metal casing that goes above and below the PC board). An easy way to check is to place the finished board between the shields without the case and visually look at the lead and solder connections. That about wraps it up.

I hope these VERY basic tips help the beginner installing and trouble shooting their upgrade.

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SUPERDOS MARGIN FIX

by Frank Walters
T.A.C.O. BELL BBS

SuperDOS is a nice DOS but found a problem with the binary load function when I tried using it with BobTerm. Others have noticed the problem with SpeedScript or Textpro.

SuperDOS SDUP.SYS menu sets the right margin to 37 and when you binary load a file the margin remains 37 unless the program changes it. There are two solutions to this problem:

You could rename your binary file to AUTORUN.SYS and boot it. Then SDUP.SYS will not load and set the margin at 37 or you could use this short BASIC listing. ENTER it with BASIC on, when RUN it will create a machine language file on drive 1, with the name RM.

```
10 REM D:RM for SuperDOS
20 REM Sets right margin to 39 for
30 REM binary load. Do NOT hit RETURN
40 REM for menu, or margin will reset
50 REM to 37 again.
60 CLOSE #1:OPEN #1,8,0,"D:RM"
70 FOR I=1 TO 27:READ X:PUT #1,X
80 NEXT I:? "DONE":END
100 DATA 255,255,0,6,14,6,169,39,133
110 DATA 83,169,128,141,198,2,169,12
120 DATA 141,197,2,96,226,2,227,2,0,6
```

When you binary load the RM from the DOS menu in SuperDOS (use option L), it will set the right margin to 39 and screen color to dark blue. Do NOT hit RETURN when it is loaded, or the menu will print and reset the margin back to 37.

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8-BIT HARDWARE UPDATE

by Harold Brewer
from Z*net newswire

Computer Software Services (via Bo Puff) updated me on two of its upcomin hardware products:

The Black Box, featuring SASI/SCSI por for hard drive installation, P: port, and R: port, has seen its first pric increase even before being available t the public. Due to increased costs o circuit boards, the base price wil rise from $169.95 to $199.95.

64K Black Boxes may show a simila price increase, but due to th programming prowess of Mr. Puff, thi added 64K for a print spooler (an added cost) may not be needed. A hin of using the computer's own RAM (i 130XEs and expanded 800XLs) for a prin spooler in conjunction with the Blac Box may become reality.

The Multiplexer, an upcoming system o connecting up to eight slave 8-bits t one master 8-bit, has a price connecte to its name. The "One Master/Tw Slaves" Combination $199.95 with eac additional Slave priced at $ 69.95.

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RAM CHIPS

Dynamic RAM prices continue to fall. call to B.G. Micro in Texas confirme the price of $4.50 for one 41256--150n DRAM chip. With these prices, an 800X could be expanded to 256K for aroun $80 (including the ICD RAMBO XL kit).

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STAR FLEET 1 REVIEW

Doug Thompson
SNACC 8-bit VP

You finally completed training at the Academy, now it's time to see if those long hours spent in the simulator and classroom have paid off. When you accept command of one of the most powerful fighting ships in the universe, the Invincible class heavy cruiser. Your mission, protect the outer regions of the Alliance from the invading warships of the evil Krellan and Zaldron empires. After receiving your orders you are transported to your ship. Entering hyperspace, confident of success you emerge in the Deneb IV region and find ship surrounded by Krellan destroyers... and now the war begins!

STAR FLEET 1 "The War Begins!" is the first in a series of advanced battle-action-strategy programs designed with the "FLEET" concept. You become an officer of "STAR FLEET" and compete with friends to progress from a Rookie Cadet to the rank of Admiral. As your command abilities improve, your given more challenging missions and are awarded decorations for outstanding performances as a Starship Commander. Promotions and awards are stored in your service record, stored on your STAR FLEET 1 playing diskette, CAUTION! The manuel says to backup both sides of your program diskette because its constantly being written to.

Features of STAR FLEET 1:

- Screen displays use "windowing" feature
- Enemy tactical and strategic movement
- Thirteen systems simulated
- More than 20 commands
- Sophisticated weapons fire control system
- Damage control for repairing ship systems
- Tractor beam, transporters, and space marines for capturing enemy vessels
- Internal starship security to protect the ship and to deal with intruders
- Choice of 3 starships for command assignments
- Four independant defensive shields
- Save game in progress
- Plus lots more....!!!!

The package includes:

- A complete 100 page Officers manual
- 1 double sided "flippy" program diskette
- Quick reference card
- 70 page officers Acaemy Training Manual

Written by Cygnus/Interstel Corp, and marketed by Electronic Arts. STAR FLEET 1 can be found at Software City or mail ordered for around $40.00, and is available in either 8-bit or ST format.

The graphics although not elaborate are adaquit for the game, which I find very captivating. When I start playing I don't stop untill I've defended my Starbases and saved the universe. This is one of my favorite games.

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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 user :_____

Describe your system:

_____

_____

Special skills or knowledge:

_____

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

_____

S.N.A.C.C
SOUTHERN NEVADA ATARI COMPUTER CLUB
P.O. BOX 43628
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