NACC

SOUTHERN
NEVADA
ATARI
COMPUTER
CLUB

SNACC MEETING

Sunday, October 2, 1988
4:00 to 6:00 pm

Peter Pipers Pizza
Boulder Highway and Nellis
across from SAMS TOWN

10-88

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 Kenne   435-6681
BBS Sysop: Kelly Hall   453-5562
Newsletter: Harvey Cannon   459-4089

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BBS News

Kelly Hall
SNACC Sysop

Even as I write this, the SNACC BBS is being upgraded to a 20 Meg Harddrive. A new Seagate ST225 harddrive is replacing the old Shugart 8 Meg that has been so faithful for so long. This upgrade has been needed for sometime. Because when the ST came out, we quickly learned that more storage memory was needed to support the larger program files that the ST can run. With only 8 Meg storage ST files ate that up very quickly. Another and equally compelling reason for the upgrade was that the Shugart, (after only 4 or 5 years of constant on line use and 50,000 callers) started developing lots of errors. Bad sectors started popping up at an alarming rate and with every bad sector came the loss of memory. Can a hadrdrive have Alzheimer's disease?

This upgrade could have been accomplished some time ago. But when I received the harddrive setup, there was no documentation included except for a User Manual on the ATR8000 interface. Nothing on the controller cards, the drive, or the software. Through experimentation I've learned how the system works and I thought I might share a little of that hard won information with you.

Unlike the ICD MIO, which is a Direct Memory Access Parallel Interface. The ATR8000 is a Serial Interface when it comes to the harddrive, and as parallel is faster than serial the ATR is a little slower than it's newer counterpart, but just a hair! Also, the ATR can only run 1 Harddrive. This is due to the software and I'm sure that with different software it could control another drive.

The Atari 8 Bit has a restriction on how much storage it can access, or should I say, Atari DOS does. This restriction is that it can only keep track of 16 Meg at a time. So with a 20 Meg drive, I had to split the Seagate into two partitions to utilize the full memory. This partition consists of splitting the 20 Megs into 2 10 Meg drives defined as D3: and D4:. Any combination could be used as long as you dont have to access more than 16 Meg at any time.

I hope this gives you a little more information about how the SNACC BBS harddrive is setup and how the ATR8000 operates. It took me awhile to figure it all out, but now with more storage we should be able to handle a good variety of files for both the 8 and the 16 Bit users.

Give the board a call and help us fill up all this new storage space with the best downloads of any Atari baord around. I better get back to transferring files but I'll be seeing you at the meeting.

Kelly

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SNACC FANTASY FOOTBALL

Now's your chance to prove how good you are at handicapping football players. Draft your own team from the NFL Pros and see how they stack up when played as a Fantasy Team.

New to the SNACC BBS is the Fantasy Football League, with our own Jim Marker as Commissioner.

Draft the following players from the real N.F.L. rosters to make up your team.

>   2 Quarterbacks
>   6 Runningbacks
>   6 Wide Receivers
>   2 Field Goal Kickers

Start 8 players from your roster each week.

>   1 Quarterback
>   3 Runningbacks
>   3 Wide Receivers
>   1 Field Goal Kicker

Points may be scored by any player and your team score will be computed using the following standards:

Receiving: 0-30 yds = 8 pts
               31-49 yds = 12 pts
               50 or more = 16 pts

Rushing: 0-30 yds = 10 pts
               31-49 yds = 15 pts
               50 or more = 20 pts

Kickers: 0-39 yds = 5 pts
               40-49 yds = 10 pts
               50 or more = 15 pts
           Each conversion = 2 pts

Quarterback:

>   Passing over 300 yds * 8 pts
>   over 400 yds = 12 pts
>   over 500 yds = 16 pts

Bonus Points:

Receivers with over 100 yds get 8 points.
Runningbacks with over 100 yds get 10 points.
(It's possible for a back to get 100 yds rushing and receiving.)

After the original draft anyone wishing to trade a player from his or her team rooster may do so at a cost of 5 points from their total score.

Late Starters may post a team at any time prior to the current weeks game(s). As a late starter you will be given a score equal to the current last place team and from then your on your own.

Rosters must be posted on the SNACC BBs by 6:00 A.M. Thursday for Thursday games, or by 6:00 A.M. Saturday for regular Sunday and Monday games.

Stats will be taken from the Review Journal, The Sun, or U.S.A. Today Newspapers.

For additional information and rules give the SNACC BBs a call. Go to the Library (L) at the menu main prompt. Team rosters may be posted on message base #4.

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XF551 POWER INDICATOR

by David Bryant

Many ATARI users have already seen the new XF551 Disk Drive, and enjoy the double density, double sided features. It seems that one feature of both the 810 and 1050 drives was omitted. The XF551 does not have a POWER LED to let you know that the drive is on. This project will help resolve ATARIS oversight by installing a POWER LED on the front panel, below the disk access led.
WARNING: THIS MODIFICATION REQUIRES THAT YOU REMOVE THE COVERS AND MODIFY THE FRONT PANEL, SO IT WILL VOID ANY WARRANTY FROM ATARI CORPORATION.

Parts Needed:
1-RED LED, Radio Shack # 276-018
1-100 OHM RESISTOR, RS #271-1311
1-LED Holder, RS # 276-079
2-14 inch pieces 24 guage wire

INSTRUCTIONS

1. Turn the drive upside down and remove the four phillips screws that secure the top. Now remove the top.
2. Locate the POWER CABLE (it has four wires and is keyed) that plugs into the rear of the drive, and unplug it.
3. Also locate the data ribbon cable (also keyed) and unplug it.
4. Use a pencil and draw a line on the bottom case below the disk access led.
5. Remove the four phillips screws that attach the disk drive mounting brackets to the bottom case. Now lift the drive asseably from the bottom case and set it aside.
6. Use care and drill a 1/4 inch hole in the vertical edge of the bottom case, where you drew the line in step #4.
7. Insert the LED Holder in the hole.

8. Locate the jumper wire marked "V" on the front edge of the inter-face printed circuit board. Solder one of the 14 inch wires to it. Solder the other end of this wire to the ANODE end (long leg) of the LED.
9. Locate the jumper wire marked "G" on the front edge of the inter-face P.C.B. and solder one leg of the RESISTOR to it. Solder one of the 14 inch wires to the other leg of the resistor. Press the resistor flat against the P.C.B. Solder the other end of this wire to the CATHODE (short leg) of the LED.
10. Insert the LED into the led holder and press the legs flat against the bottom case. Route the wires along the left edge, between the drive supports.
11. Plug the power cable into the back of the drive and turn on the power switch. The power led should light. If not, then check your wiring or the polarity of the LED.
12. If all works well, then remove power and reattach the Drive to the bottom case. Attach the two cables removed in steps #2 and #3. Now install the top case to the bottom case.
13. Apply power and check again for proper operation.

The author has donated this mod to the Technitron library and it may be freely copied as long as proper credit is given to Technitron and the author. If you use this modification and like it please send a donation to help Technitron continue 8-bit support.

Technitron
P.O. Box 1033
Wilkes Barre, PA 18702
$ $ $

From Zmag 120

Can you beleive it? The ATARI IBM PC clone lineup is still coming according to recent company objections to stories awarding it the ultimate vaporware.

Also still coming is ADOS, now redubbed DOS XE or XEDOS depending on when you ask. It is the new disk Operating System from ATARI that will support the XF551 disk drive in its doube sided mode. Although there is a version of SpartaDOS (from ICD/OSS Corp) that accomplishes this now, and I believe MYDOS can be persuaded to support it as well. ADOS was supposed to be a public domain inclusion with the new drives. But when the drives were ready and the DOS was not, the decision to ship with DOS 2.5 (ugh!) was made. With ADOS to follow in the public domain. Now, it appears that DOS XE will be sold commercially by Atari, although probably with a low price, and user redistribution may or may not be permitted. It should be noted that the new DOS requires 64K or more (an XL or an XE) and will not operate on the old 800 series of Computers.

Another delayed software item is now making its way to dealer shelves. The EXPRESS! terminal program specially made for the Atari SX212 1200 baud modem is available at last. With a SIO daisy-chain cable for the 8-bit Atari. The price is $19.95. Of course, most SX212 owners already have a copy of Keith Ledbetter's modified EXPRESS!

program, which has been available for some time and won't need another cable either. But for those who do, it's now available. Atari has had to defend itself for not including the cable and software in the original package. Their very reasonable response has been that the modem is useable on any brand of computer, and is being marketed as an all purpose unit (and a very good buy at under $100). To lose (and charge for) an SIO cable and 8-bit disk in every package, regardless of the buyer's brand of machine, would indeed be foolish.

XF551 owners report that some older commercial program copy protection schemes are keeping them from using their new drives. The latest reports say M.U.L.E. and Pinball Construction set won't load, while ARCHON actually loads better than from a 1050.

A new set of cartridge format games, both new and revisited, are coming soon. Look for an adventure game, based on the old classic "ADVENTURE", but with 26 levels, called DARK CHAMBERS. It should be available on all three game formats, 2600, 7800, and XEGS.

By January there may be another game machine in the Atari stable. Based on the ST. "ST6S"? Computer users hope the ST name won't be used and thus diluted, but software compatibility would be welcomed.

FLASH! Atari mail order DOES still exist... direct from ATARI (retail prices of course). You can get a price list from Customer Relations, (408) 745-2367, or by mail form

> Atari Corporation
> P.O. Box 61657
> Sunnyvale, CA 94088
> Attention Customer Services

Mail-order repairs and replacements for almost anything with ATARI's name on it are also available direct from the company. Remember the stories about trade-ups of 400's and 600XL's to 800XL's? It still is in effect, although he price has risen. Now, $50 and any ATARI 8-bit computer in any condition will get you an 800XL by return mail. Also trade in is available for the ATARI 1027 letter-quality printer. $75 and your 1027 clunker gets you up to the new and surprisingly good quality, but slow XDM121. A tank of a printer and weighs a ton, but this true Daisy-Wheel printer (a Silver-Reed clone, according to a salesman at Federated) is reasonably quiet, solid, and outstanding to look at. It should let you interchange font wheels, and a tractor feed is supposedly planned (yes, it is only friction feed at this point). Like the 1027, it requires no interface for use on the 8-bit Atari's. Retailing alone at $249, it's a terrible deal, but for $75 and somebodies junk for trade, it's a bargain.

For the masochistic, you can add $20 and your 410 or 1010 cassette program recorder and get the new XC12.

New what? I am curious enough to see what it looks like to send in for one. For all trades, contact:

> Atari Corporation
> 390 Caribbean Drive
> Sunnyvale, CA 94089
> Attention Customer Relations

For replacements of power supplies (everything from game machines through 520ST for $12. to $50), cables ($5 to $20), switce boxes, controllers, ribbions, even laser printer supplies, write Atari at the address mentioned earlier but mark it:
> Attention Door 17

Repairs are also available at reasonable flat rates, although be warned: you may get your unit replaced either internally or entirely with another unit which may be repaired or new. Units unavailable at the time you send yours in may be replaced with an equivalent or enhanced version. So remove any upgrades or send them at yur own risk! Send them to the same DOOR 17 address. Atari will fix 8-bit computers for $50 ($65 for the 130XE). A 520ST for $95, 520STFM for $115, 1040ST for $125. Any Atari 8-bit disk drive or single side ST drive is a flat $75 or $90 for the double sided ST drive. Even the 850 Interface can be repaired (or replaced at the discreation of Atari) for $40. Contact Atari for any prices not mentioned here.
Thats all for now and I whoever said the 8-bit Atari line is dying simply isn't paying attention.

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AT LAST A USE FOR DOS 3.0

The Goofy Guru
The Goofy guru is again following the same format as in all of his OFF THE WALL articles. The problems descriptions, instructions, and explanations of where and why his observations are a little different but workable. But this is really wierd: actually

USE DOS 3.0

Actually if you are only going to use DOS 3 to format disks that you have doubts about before discarding them. Take any of the bargain disks you have doubts about and boot up a copy of DOS 3. Now format your bad disk. Next boot a real DOS and reformat the same disks normally. You should find that much of your black plastic trash will turn into useful disks.

The reason that the disks come back after being formatted with DOS 3 has to do with the very problems that made DOS 3 such a failure. Sector maps with DOS 3 lump 8 128 byte sectors together so that your disk storage is divided into 1024 byte (1K) blocks. During formatting the drive head stays in contact with the disk longer and drives the intial write signal longer. The drive does not have to stop to update the initial link information as often. The signal continues for 8 sectors and not just one.

Keeping the head down, under DOS 3, then gives the extra little bit of "polish" that is often omitted with cheaper disks. The bias signal also continues between sectors, so that more

magnetic noise is erased between sectors. Your drive may not be able to erase very loud noise on a disk otherwise. Unless your disks are carefully bulk erased at the factory, or preformatted, you are going to have this noise. Get rid of the noise, by formatting under DOS 3, and you should have a usable disk.

So the next time 20% of your bargain disks purchase seems headed for the trash (or sent to your neighbor who owns an Apple II or IBM clone, as a joke in very poor taste), try this step first. DOS 3 is pretty useless otherwise. I had to find out far more than I wanted to (about DOS 3) to explain why this trick worked.

Charles Kelley

ST SHORTS

Edited from STmag #47
New York City:
The ST game system persists and for all intents and purposes exist. It seems one firm (???) has given the inside track to be the first to sell the "new" game system

Sunnyvale:
The portable ST is a full scale reality and it seems it's even nicer than the one thats been displayed.

The transputer system is a fact, but not for the USA at present, watch for it in Europe (UK) first.
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FILE NAME EXTENDERS

The use of a standard set of filename extenders, whether for your own files or when uploading to your favorite BBs, will make it a lot easier to keep track of the file or program type. It will also be much easier for anyone downloading your files to use them. The following list is currently recognized for use on CompuServe SIG&ATARI.

OBJ - Machine Language object file
EXE - "Load and Go" Object file
COM - SpartaDOS COMmand file
BAS - SAVEd Atari BASIC program
LST - LISTed BASIC program
BXL - SAVEd BASIC XL program
BXE - SAVEd BASIC XE Program
TUR - SAVEd TURBO BASIC Program
PIC - Picture Data file
AMS - Atari Music System
DOC - Documentation file
TXT - Text file
ASM - LISTed assembler source code
M65 - SAVEd MAC65 source code file
ACT - Action! source code file
PAS - Pascal source code file
CTB - Compiled Turbo BASIC program
ARC - ARChived file
ALF - ALF CRUNCH file
DCM - DISKCOM file
BIN - CIS 'A-protocol' files ONLY

FANTASY FOOTBALL STANDINGS

1ST JIM MARKER   80 + 51 + 86 = 217
2ND COACH MAY   82 + 75 + 58 = 215
3RD KELLY HALL   70 + 28 + 96 = 194
4TH C.GALLEGOS   76 + 43 + 75 = 188
5TH M.TUSKEN   66 + 31 + 79 = 176
6TH L.PONDER   56 + 28 + 41 = 125

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FROM THE SADDLE OF THE 16-BIT VP

Well guys, its been a long time and I'm sorry bout that. Some months back my last article found me wishing for an ST. Well, I got one and I have honestly been quite busy playing with it. Once I made the jump, I never had time to look back. It is pure magic. It's what I had been trying to get my 8-bit to do for four years. My advice is "go for it", you won't be sorry. Thanks to my ST, I now know how the IBM owners feel - power unlimited. At this month's SNACC meeting, I'll do abe demo of HOME ACCOUNTANT for the ST by Haba. It's an excellent budget and checking account program. See ya there.

STud Cowboy

MEMBER NOTES

Its been a while since we took special notice of any new members and I think its time we showed our newest members that we do recoginize them and welcome them as members of SNACC, the best Atari users group in Las Vegas.
Welcome aboard:

Frank Schnell and Dan Baca.

While we are on the subject of members it comes to mind that we well be losing a long time member in the very near future.

Dan Liston of Sonny's Garage BBs fame is leaving town courtesy fo Uncle Sam. Dan's next address will be in Osan Korea and we wish him only the best in the land of the 1988 Olmpics.

8 8 8

HOME ACCOUNTANT

by David Scheller
16-bit VP

Home Account by Haba is one of many excellent programs put out for the ST. I bought it because I was pretty well satisfied with the 8-bit version I had. However, the name is the only thing the two had in common. The ST version is super fast and super simple to operate. You could, in fact, stumble through without benefit of the easy to read docs with little trouble. I use Home Accountant to track two checking accounts, five savings accounts and my VISA charge card. If you have ever tried to use the budget function of a checking account program you are probably familar with mapping out all the possible expenses and income items before you are allowed to begin using the function. While this isn't a bad idea, it's completely unnecessary with Home Account. Because as you post the check or deposit into the in fill-the-blank-blocks monitor version of your check, you can add budget categories as you need them. You can edit the budget categories now or later to set up the limits for each month, so that you will be warned you if you are exceeding your budget limit for that

category. You can sort your check register by date, item number, category or payee at any time and it only takes a matter of two or three seconds. There's also the option of annotating which check payouts are needed for income tax time. The program also remembers the date and next check number, so a simple key stroke will automatically fill in the check number and the current date date. To balance the check book to your bank statement is a breeze. Just scroll thru the register and place check marks, with a click of the mouse, along side those items which have been cleared. There's also a feature which will alert you of a bill that is due, if you have bothered to fill the data base with that information. The reports function is very interesting. You can make a listing of the entire register or select a block of months and it will do a comparison of income vs expenses and give you a difference statement. I can't say enough about this program other than you can get it for less than $40.00 and it works great.

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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.:
_____

S.N.A.C.C. ♦

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