

# SNACC

SOUTHERN  
NEVADA  
ATARI  
COMPUTER  
CLUB

SNACC MEETING

Sunday, JULY 2, 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.

7/89

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

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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

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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 coming year. Any regular member, in good standing, may hold a club office.

Nominations will be opened at the next regular meeting -(July 2, 1989)- and elections will be held during the August 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 the August meeting. For SNACC to continue as a viable ATARI users group we must have the participation of the members and that means having a board of directors chosen by you the members. Make your voice heard and run for or nominate someone for next years board.

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## LABELS ANY SHAPE ANY SIZE

Harvey Cannon  
SNACC

Have you ever needed just ONE disk label or just ONE VCR label, but didn't want to take the fan fold paper out of the printer to load the labels? I'll bet you ended up with one of those little yellow note papers or a strip of tape as a label. If not then this isn't for you, but if you have and even money says you have, then read on.

For the price of a roll of tape, a sheet of paper and some time with your word processor you can have just about any label you want from a disk directory to a custom label that looks like the big boys made it.

The tape in question is double sided carpet tape and can be found in most any hardware store, I picked up a roll at Sears. To make a label Boot your trusty word processor and format the label text any way you want, Expanded print, Condensed print or anything your printer can do. The only limitation is when printed out it must be smaller than the width of the disk and clear the hubring opening.

After printing the label cut enough carpet tape to cover the back of the label and stick it on. Next trim the label and backing to final size use a razor, sissors or if your real good a chain saw. Score the protective cover to make stripping it off easier, don't cut completely through. Now remove the protective tape and put the new label on.

The best part of this idea is the tape is cheap, 1 roll goes a long way and it sticks much better then regular labels. By using colored paper you could color code your disks. Red for word processor, yellow for games blue for a different Dos or any combination you choose (Construction paper doesn't work well). Another idea would be to use a graphics program and put pictures on the label. Wouldn't that make the color printer sitting there earn its shelf space.

Thats the idea now let me hear about any refinements you come up with. Maybe we could have a contest for the best looking home grown labels. Now get with it, I think your PaperCilp backup looks ugly with that tape for a label.

### MICROPROSE RELEASES PIRATES FOR ST!

Hunt Valley, MD.

Microprose's acclaimed PIRATES!, a combination role playing adventure, arcade type action, and historically accurate game, is set to be released this month. The best part is, this version (according to Microprose) incorporates the very best elements of both the previous releases of this game to other computer areas. This release will feature full midi support according to Ken Lagace, Microprose's resident sound engineer.

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RENTAL/LENDING BAN PROPOSED

Form ST report #086

Proposed Recording and Software Lending Ban.

Senator Orrin Hatch is proposing a law against lending and rental of software and musical recordings.

This would take away (in one area) a public freedom that has existed since the beginning of copyright law: the freedom to borrow and lend.

I found out about this from librarians to other librarians. The American Library Association considers this a serious threat. There is no telling how far it would go; eventually, public libraries could be forced out of existence by limiting them to media which by then have become obsolete.

Hatch's position is that people rent software only in order to copy it. I'm told this untrue --people often rent software to decide whether to buy it-- but even when people do want to copy it for their own use, they are only trying to exercise another traditional right which had existed in copyright law for hundreds of years and was taken away from us fairly recently.

It seems that there is a continuing effort to restrict or eliminate traditional rights of "fair use" of copyrighted works. Whenever people start really using these rights, and deriving a lot of benefit from them, publishers try to take them away.

The reason given by the publishers is that they make less money than they would if people did not have these rights. In other words, they think the law should be designed to maximize their profits, and the interests of the users are secondary.

They have their priorities backwards. The purpose of copyright (stated in the constitution and by the Supreme Court) was to benefit the public in general--helping publishers is just a means to an end. We must not let the means wag the end.

Regaining these rights would be much harder than preserving them. If we can muster enough opposition now, we can avoid a much harder fight in the future.

Please help wake people up. Write Senators Hatch and Kennedy, [Kennedy also supports the bill, and as a national figure, has a national constituency] and your own senators. A sufficient address is:

Senator (YOUR STATE SENATOR)  
United States Senate  
Washington, DC 20510

The Bill is S.198, the Computer Software Rental Amendments Act, and is being considered in the Copyright and Trademarks Subcommittee of the Senate Judiciary Committee.

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## 8-BIT HARDDRIVES

Kelly Hall (Sysop)

With the prices of Ram chips coming back down to a sane level, ICD has began production on the MIO again. This is THE all-in-one interface specifically built for the XE/XL Atari computers. The MIO interface consists of a serial port for connecting any modem or serial printer to, a parallel printer port, a video port for 80 column processing (never supported), an internal Ramdisk (256k or 1meg), and Hard Drive host adapter port.

The HD port is the reason for this article. Many of you have requested information about connecting a Hard Drive to your 8 bit computer. There are several different ways to go about hooking up a Hard Drive. The fastest, easiest, most expensive and least versatile is to buy yourself a Supra "Ready to Go" unit. These are self-contained connect in minutes and formatting takes very little time. Quick and easy you have yourself a HD. These are reliable units with 20 megs of storage and with 8 bit software this means you could store 228! single density disks.

The two other ways are mostly for Hardware Hackers that want to expand later and want some versatility in their Hard Drive. The second method is to find a now discontinued ATR-8000 interface from SMP Microcomputer Products. These were the first interfaces for the Atari's that had all the features you need to connect to any "Standard" computer product. They have ports to connect printers, modems and

Generic Disk Drives. A Host Adapter board was available that let you connect a HD. You could connect any HD from 5 meg to 128 meg with no problem. Reliability depended on the type of controller and HD you connected. Finding an ATR and a Z-TEC board is very hard now.

The third method, is to buy an MIO made by ICD. Then with the connection of a controller and up to 2 HD's, you can have any configuration you wish. I can't say that this is the cheapest, until I see the prices, but definatly the most versatile. Again reliability depends on the hardware you use.

The two hardware methods need some explanation. The Z-TEC board that installs in the ATR, and the MIO are called Host Adapters. These are the interfaces that convert Atari Dos language into a form that can be interpreted by most Hard Drives. This standard is called either SASI or SCSI and means Small Computers Systems Interface. The SCSI standard being the most popular these days. Both types have a 50 pin connector on them which connects to a Controller board. There are many controller boards that you can buy that will work. Adaptec, Xetec, and Oati are just a few manufacturers. These boards direct all the functions of the HD units. Motor Speed, Read/Write functions and Servo arm directions. The controller board connects to the HD through 2 or 3 cables.

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Most controllers have 2 ports to connect 2 separate HD units. Then you have to buy the HD itself. The host adapter documentation usually tells which drives it can run.

Another variable is whether you want an MFM or a RLL drive. RLL drives usually format more storage, you could format a 20 meg HD to 30 megs. But the standard is MFM. Either way, a MFM drive will only run with a MFM controller and a RLL only with a RLL. Both hardware methods require a power supply, a fan and a case to house the components. Buy the Host Adapter from an Atari dealer, but the controller cards and HD units may be purchased from any source. This makes for some very good prices. For the same money as a Supra HD, you could build a 40 or even a 60 meg system and have the flexibility to add to it later for even greater storage.

Finely, when running a Hard Drive, you need a more powerful DOS, one that can handle all this new storage. First out was MyDos, then came SpartaDos, now Atari has released DOS-XE. All three support sub-directories and the addressing necessary to handle a HD. With the addition of a Hard Drive comes the speed and storage you always wanted. Programs that took minutes to load now take seconds. The Supra and MIO are fastest with the ATR close behind.

I hope I've helped you understand the makings of the HD system a bit. I'll answer specific questions on the BBS or voice line or at the club meeting see you there.

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### NEW GAME MACHINE ANNOUNCED

New from Atari and set for September 1989 release, is the new portable COLOR video game system. Measuring approx 11 X 4 X 2 and weighing about 1 pound the new game system has a built-in 3.5 inch color screen, an 8 direction joystick and a set of four buttons for game control/firing. Also included is 4 channel sound and Comlink, an RCA phono jack output which allows simultaneous play with up to 8 other systems. By pressing two buttons at the same time the screen is reversed for left-handed players.

#### ANNOUNCED FEATURES

- \* 16MHZ 65C02 microprocessor
- \* 16 simultaneous colors from a pallet of 4096
- \* Game cards as large as 2 Megabytes (current cards at 128K bytes) on the size of a credit card
- \* ComLink: communications port allowing up to 8 machines to be linked together for simultaneous play
- \* Headphone jack for private listening
- \* Powered by 6 AA batteries (about 6-8 hours) or AC adapter

Atari in conjunction with Epyx Computer Software also announced the following game cartridges, Impossible Mission, Blue Lightning and Time Treasure Chest, with more promised.

Retail price of the Portable Color Arcade System is set at \$149.95 with Software prices between \$20 and \$30.00.

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## THE MASTER MEMORY MAP

by Jerry Cross

Reprinted from June Great Lakes Atari Digest

While stumbling around the Disneyland World of Atari show, I came across an interesting book at the BEST Electronics booth. Big deal, another Atari book you say?

Have you taken a trip recently to your local book store in the area mall? Ever look at the computer book section? Atari books are extremely scarce. If you look really close, stuck someplace near the top of the shelf, in the middle of a bunch of Apple books, you just MIGHT find a manhandled copy of one of the COMPUTE! books still available, but I wouldn't bet on it.

If you do find an Atari book, it usually falls into one of three categories: "Strictly Beginner", where the author simply took common information from the Atari Basic handbook and added a few samples; "Topic Specific" such as machine language, graphics, or some other topic that is pretty worthless to a beginning programmer; and "Hard Core Handbooks" like Mapping the Atari, De Re Atari, or other technical handbooks. This category goes way over the heads of beginners.

There are very few good books for an intermediate programmer, one who is more than a beginner, but not ready yet to probe the "internals" of computer programming. That's why I was so impressed with this book.

"The Master Memory Map" is very similar to Mapping the Atari. Basically, it looks at how a beginning programmer can

use the POKE command to enhance their programs to include some of those special effects and "nifty-keen" tricks like turning off the break key or protecting your software. But unlike Mapping the Atari, this book was written in very easy to understand language, so that beginning programmers can understand it.

Ask a beginner what a "vector" is. How about a "buffer". No, it's not a naked swimmer. The problem with most of the reference books on the market is that they assume you already know what these terms are. But The Master Memory Map assumes you don't, so you will get a lesson each time you come across one of these strange terms. This is especially true in the beginning of the book, but as you work your way through the book they slack off the "lessons" and get into the real use of the particular memory location.

This book will take the beginning programmer through most of the important (and useful) memory locations, and explain in simple lessons how they can be used to enhance their programs. It will tell you if a location is for the more advanced user, but still explains it's use. By doing this, the beginner learns how that memory location is used by the operating system.

This was not done with Mapping the Atari, which simply gave you a brief description of that memory location.

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This can be an extremely useful lesson for those folks who plan to move on to machine language in the future.

Here's an example. Here is how both books describe memory location 124 (HOLDCH):

### Mapping the Atari

A character value is moved here before the control and shift logic are processed for it.

### Master Memory Map

A character that has been typed in from the keyboard goes here so the OS (operating system) can check out just what kind of character it really is (CTRL, SHIFT, etc.)

Now, if you were a beginning programmer, which version would be easier to understand? It's like this throughout the entire book! Sources for much of the information comes from such famous books as DE RE Atari, DOS Listing, Inside Atari DOS, Hardware Manual (from Atari, Inc.), Mapping the Atari, and OS Listing (also from Atari). The authors have taken the best examples from all of these books, and compiled them into an excellent textbook for the beginning programmer.

And just like Mapping the Atari, this book covers nearly all of the operating systems, CIO routines, and much, much more. However, this book seems to be a little out of date, and does not

include some of the memory locations used with the XE series of computers. It does cover some of the special

memory locations of the 1200XL if you are one of the unfortunate people still using this "white elephant".

I do not know if your local book store can order this book. I made a call to the local B. Dalton book store and was informed that none of their suppliers had it. I suggest you contact Best Electronics or the book's publisher. The cover price is \$15.95 but might be cheaper from Best.

The Master Memory Map  
Craig Patchett and Robin Sherer  
Reston Publishing Co, Reston, Virginia

Best Electronics  
2021 The Alameda, Suite 290  
San Jose, CA 95126  
408-243-6950

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### ATARIWRITER 80

Word from from Atari Technical Support is the long awaited AtariWriter 80 is now available.

An 80 column word processor, for use with the XEP-80 (Atari 80 column adapter and printer port).

Cost \$49.95 through Atari and its dealers.

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### FDR SALE

Have something to sell? Get a list to the editor and have your items listed in the SNACC news letter.

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THANKS FOR YOUR SUPPORT!

By Chuck Ferraris  
SNACC Past President

This may be a strange title for an article about computer software, but if you think about it, it's the PERFECT title. Because that's the way that software is ultimately developed, through customer support. One look at any major software company tells you this. Every software company could make all their titles available for all machines. Why don't they? The number one reason is SUPPORT. I hope to show you a type of "try before you buy" software that almost ANYONE can afford.

Back when home computers first became popular, software was VERY expensive (remember those \$400 home financial programs?) and pirating was becoming the rule more than the exception. In the last few years, software companies, realizing increased dissatisfaction by the end user, started to releasing packages that contained better documentation and were much better debugged. To fill the void between FREEMARE (Public Domain) and packaged COMMERCIAL software, SHAREWARE has hit the market.

What makes shareware different than freeware? First, freeware can be distributed by virtually any means, and it's a FREE program. Shareware, on the other hand, is NOT free. HOWEVER, you can distribute it to as many people as you would a freeware program. With a shareware "package" there is usually documentation asking you to send in a contribution for registration, OR there may be a "teaser" version released in the public domain. A teaser version looks like the registered version, but

has parts disabled as an incentive to purchase the registered version.

One strong point of shareware has to be the greater access to the program author. When you purchase a piece of commercial software and notice a problem, you send in a comment card and it goes through the company "distribution" system before FINALLY getting to the programmer (IF enough people complain with the same problem). Every shareware author I have dealt with (IBM and ST programs) would either write a letter or call voice and talk me through the program. If they couldn't duplicate the bug they have sent me another copy (to eliminate the possibility of a bad disk) and still work to see if it will require a "patch" program to make it run.

Another advantage to shareware is the built in barometer. If a product is good, the author gets feedback quicker and updates get out sooner. Also, if the program needs improvement, they can be taken care of faster.

Commercial software Freeware will be around for a long time to come, but shareware also has its niche in the software market place. The versatility it offers, the needs it meets and the service it provides will probably make shareware the best value per dollar in the software arena. Support your shareware programmer, because with every contribution you make, there is a programmer somewhere saying, "Thanks for your support."

## 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.:

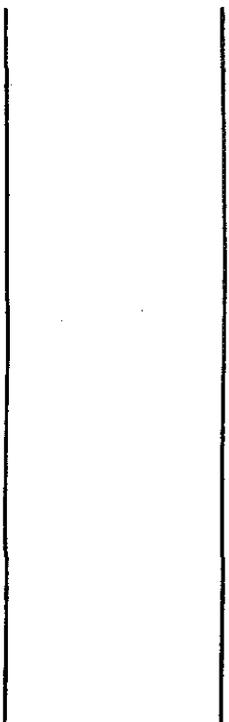
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SOUTHERN NEVADA ATARI COMPUTER CLUB  
P.O. BOX 43628  
LAS VEGAS, NV 89116



ADDRESS  
CHANGE  
REQUESTED



ENJOY A SAFE 4th OF JULY