

SNACC

SOUTHERN
NEVADA
ATARI
COMPUTER
CLUB

SNACC MEETING

Sunday, OCTOBER 1, 1989
4:00 to 6:00 pm

Pizza Palace
Boulder Highway and Nellis
across from SAMS TOWN

SNACC OFFICERS

| | | |
|------------------|----------------|----------|
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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

EXPRESS! PRO * (702)451-9428 * 300/1200/2400 BAUD

FUNCTION KEY LABELER

By Sid Kinne
16 bit VP

FunctionZ, \$24.95 from Regent Software, is a new twist to an old idea. An innovative way of labeling the user defined function keys of your ST. The kit is a hardware/software package containing 6 plastic label stands, enough for 30 keys, and a program disk. No printed documentation is included although a short READ.ME file may be found on the program disk.

FunctionZ with lots of drop down menus and help screens is very user friendly, so simple an 8 year old could use it. Simply type the labels you need, 11 characters wide by 4 lines and print them out. When the printer stops you will have two rows of neatly printed label inserts. All that remains is to cut out the labels, preoutlined by the program and slide them into the sturdy, well designed, plastic stands. Installation of the stands is just as easy. Slip them between the indicated function keys and the computer case, no tools are necessary.

All in all FunctionZ is a great product, at a great price and well worth it. Additional stands are available for \$13.95 for 8. Anyone using redefined function keys should not be without these labels.

For a first hand look at the FunctionZ label system. Come to the club meeting and see how easy to use they are. I'll be bringing my ST and the labels I use.

!!!

ATARI UPGRADES THE 130XE

Atari Corp. has made the following changes to the production model 130XE computer.

Changes to the O.S. include:

- A) MEMORY TEST now tests the extra 64K (in 4 squares).
 - B) MEMORY TEST checks the first 48K over TWICE as fast as before!
 - C) KEYBOARD TEST the function keys, F1-F4 keys, are missing from the screen display, although the code that interprets them is probably there.
 - D) "COPYRIGHT 1985 ATARI" replaces "COPYRIGHT 1983 ATARI", when keyboard tests are completed.
 - E) The O.S. chip is now on a 27256 EPROM, with only half of it being used! The original, which was on a 16K x 8 ROM, 27128.
- 4 - 41464 (4464) RAM chips replace the 16 - 4164 chips originally used

A completely different PIA chip--a 68821! Compared to the 6520/6520A used in all other Atari 8-bits.

The new Owner's Manual (Rev. D), is now paper-bound, compared to spiral-bound on the original.

At least Atari went to the trouble of updating the machine. It will probably save them money, by being more reliable with less chip.

!!!

HUMOR RUMOR

by Scott Andersen

Abridged Reprint from IMag #67

At first it was just rumors. I'm sure you've heard some of them. Mergers and/or joint ventures. Atari and AT&T. Atari and Teledyne. Atari and whoever. But this one is confirmed. I saw the proof at last month's outdoors exposition.

Atari is involved in a joint venture with Coleman Western, the outdoor products giant. The offspring of this marriage is the Coleman Camp Computer, hereafter known as the CCC.

It was on display in one corner of the Coleman booth at the outdoor show, with an Atari rep in attendance to demo the machine. It is quite a machine. Its most impressive feature is its ability to function without a power supply. The CCC uses white gas (Coleman Fuel) like so many other Coleman appliances. After filling the tank with fuel and pressurizing the system by hand pumping, you start up by firing the pilot/burner. The gas flame heats a sealed fluid system which powers a micro turbine generator. This in conjunction with a regulator provides all the voltage you need to power the CCC and all of its peripherals. The CCC is a 128K machine that utilizes the 6502 processor.

It has a new O.S. that is completely compatible with all Atari and third party software. Two built-in languages are switched on or off via a three way rocker switch. They are BASIC (of course) and Action!. Atari apparently had a large quantity of 400 keyboards that they decided to use on the CCC.

While being a pain to type on, the use of the membrane keyboard is understandable on a product that can be left out in the rain. Yes, the CCC is completely weatherproof. Rubber doors cover the 4 joystick ports, the I/O port, the serial/expansion bus, and the built-in disk drive and modem. The disk drive is a half height 5-1/4" that uses single or enhanced density. The modem is something completely different. It is said to be almost Hayes compatible, the exception being that it can't answer. This is understandable, you have no phone number. At the end of the 25 foot modem cable is a special induction device that you merely clamp over any phone cable. No pins, no plugs, no muss, no fuss. The device can only originate calls, but it can do it anywhere there is a telephone line, be it the backwoods or your backyard.

All this and 1200 baud too. When you lift the cover on the CCC you'll see the best feature of all. The 9" Hi-Res LCD color monitor has a true 80 column screen that is compatible with most available software. If not, a rubber toggle switch will get you back to 40 column at any time. In either mode the characters are sharp and crisp and easy to read. All this and only 14.4 pounds. But if that seems too heavy for you backpackers, the fuel tank/pump/burner/stand assembly can be detached. The remaining unit, at 8.3 pounds, can be used at any campsite simply by setting it on the campfire.

THE FAN ATARI FORGOT

by Anthony M. Borbely

Owners of 520STFM and 1040STF's know how much heat the built-in power supply gives off. With long hours of use this can be a real problem. Additional memory also put more load on the power supply producing even more heat.

Solve the heat problem by adding a cooling fan. The installation is not a difficult but some handiness is required, as it is not a simple plug in. After the installation, I let my machine run for 12 hours and my ST never even warmed up, and I've had no problems in 3 months of daily use. BBS Sysops may especially benefit from this modification.

Start by obtaining a suitable fan. Preferably a 'computer cooling fan' 2" or 3" in diameter. 3" fan is snug but will fit. A 2 1/2" would be better. I used a 3" brushless 12VDC, low noise, cooling fan from Radio Shack (#273-243).

Installation requires complete disassembly of your computer as the fan mounts to the motherboard's RF shield.

1) Disconnect all power and peripheral cables. Place the computer face down on a towel and remove the Phillips screws from the bottom of the case. Note which holes have the long screws, now turn the computer right side up.

2) Carefully remove the top of the case. Be careful around the disk drive eject button.

3) Disconnect the keyboard from the motherboard, use needle nose pliers to carefully pull the connector up. Set the keyboard aside.

4) The fan will mount between the power supply and disk drive covers, so using a pen or marker outline their respective locations on the main RF shield.

5) Remove the power supply mounting screws and lift out the power supply. Carefully disconnect the power supply connector from the motherboard. This has 5V, 12V and ground lines (red, blue, & black wires).

6) Remove the disk drive shield, and set the drive aside. Carefully disconnect the cables noting how they are connected.

7) Remove the screws holding main RF shield assembly, there are several twist tabs that require straightening, use needle nose pliers.

8) Remove the RF shield. If it doesn't want to come, check that you've loosened all the twist tabs. Be careful around the ports in the back as things tend to get stuck there and the edges are sharp.

9) Position the fan on the RF shield between the outlines, of the power supply and disk drive, you marked earlier. Now mark and drill holes for the fan mounting screws.

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ST DRIVE POWER INDICATORS

By Wesley Ferrell
Down loaded from Genie

Warning: THIS WILL VOID YOUR WARRANTY because you must open your drive(s)!

For approximately \$1.30 and about 5 mins. of time, you can put in a POWER ON indicator on your SF314 & SF354.

Parts Needed

1 pack of 2 LED's Radio Shack Part #276-037

1 package of 470 ohm resistors RS #271-1317

3.) Next open up your disk drive. Unscrew the 4 outer screws of the drive. Twist up and off to remove the top cover.

4.) Next examine the top cover to determine where you want to place the LED. This is a matter of taste so I won't get into location. Just remember you want to put the thing in the front!

5.) Now mark the center of the area that you going to place the LED and drill a 9/64th hole at the marked location. This will put the LED slightly recessed in the hole. You can drill a 5/32th hole and allow the LED to stick out. Again, this is a matter of taste.

6.) Now carefully examine the drive mechanism. The drive is split into 2 pieces. Look at 2nd section. The 4-wire cable is the one you want to look at. Look at where the wires end. They will enter the board and be labeled 1

through 4. Pins 1 and 2 are the pins you want.

NOTE: The drives I have are 2 different styles (small eject button on the right and large flat eject button in front) The wires from pins 1 and 2 were different colors on each drive (blue and white on one drive, red and white on the other) Just remember that you want pins 1 and 2!

7.) Take a piece of wire approximately 6" long strip both ends about a .25" solder one end to pin 1. Now cut the ends of the resistor again about a .25" and solder the other end of the wire to one end of the resistor.

IMPORTANT: Now take the unsoldered leg of the resistor and solder it to the + or ANODE side of the LED. Again make sure that pin 1 is soldered to the + or ANODE side of the LED!

8.) Now take another piece of wire, strip the ends and solder one end to pin 2. Now solder the other end to the other leg of the LED. THAT'S IT!

9.) Plug in the power supply and turn on the drive. You should get a soft green or red glow, if not TURN OFF THE DRIVE. Check for bad solder connections or a short across the pins 1 and 2 Correct as necessary.

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10) Determine the opening size the fan will draw through. Use a hole cutter to cut the hole or drill a pattern of holes over this area.

11) Mount the fan to the RF shield. Be sure the fan blows upward. (It won't be forcing dust into your machine this way.)

11) Reinstall the RF shield, replace the screws, and give those twist tabs a turn.

12) Reinstall the power supply (don't forget the mounting screws) but don't reconnect to the motherboard. As this is where you will connect the fan. The connector has 5V, 12V and a (black) ground wire.

13) Plug in the power cable, turn on the power supply. BE CAREFUL! YOU ARE NOW LIVE! Use a volt-meter (if available) to determine which lines are which 5V or 12V. You could just connect the fan's wires to determine the proper connection, as a DC fan is polarity sensitive. If nothing happens, reverse the wires and try again. Make a note of which wires to connect and shut off the power.

14) Remove the 12V and ground wires from the connector by pressing on the small metal tabs with a screwdriver then pull them out. Cut the fan wires to length, strip back about 1/2" of the insulation, and soldered to the appropriate connector and snap back into the connector.

15) After connecting the fan, turn on the power supply and check that the fan

is working properly. Listen for any vibrations and adjust as necessary.

16) If everything is OK, reassemble your computer in the reverse order of disassembly: Reconnect the power supply to the motherboard, Reinstall disk drive and cables, replace power supply and disk drive shields, replace keyboard and reconnect to motherboard.

17) Now connect your monitor and boot a disk to check you haven't forgotten anything. If everything is still OK, replace the top cover, and case screws, watch out for different screw lengths.

18) The Fan installation is now completed! and You have an ATARI ST that will run cooler and should last longer. Especially if you're running a BBS. Hope all who try this modification have no problems. If you take your time, follow the instructions, and use standard precautions regarding static etc, you should have no problems.

(Continued from page 4)

10.) Place the LED in the hole you drilled and secure with epoxy, super glue or silicone gel. I used the gel myself.

11.) Close cover on the drive and put the screws back in. Tighten them and enjoy!

FANTASY FOOTBALL

Its that time again, time to draft your team for the SNACC Fantasy Football League.

Kelly, SNACC Sysop, has done an outstanding job setting up the league message base.

To join the league call the BBs, and hit the "+" sign at the Main Menu Prompt. This gives you direct access to the league message base menu and a season of Football fun.

Draft YOUR team from the real NFL player rosters, you need:

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

8 players from your roster will be played each week. Players may be added or dropped after the original draft, as often as you want, for a nominal score penalty. After all, you are owner, coach and team manager.

- 1 Quarterback
- 3 Runningbacks
- 3 Wide Receivers
- 1 Field Goal Kickers

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

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

Points will be awarded anytime a player from your team meets league scoring 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 100+ yds = 8 pts
 Runningbacks with 100+ yds = 10 pts

It's possible for a back to get 100 yds rushing and receiving.

Late entries may post a team any time prior to the current weeks game(s) and will be given a starting score equal to the current last place team, from then on your on your own.

For additional information and rules give the SNACC BBs a call. EVERYONE is welcome to participate as this is NOT for Atari users only.

WINTER CHALLENGE

by Rich Link
Atari Exchange of Louisville

Just when you thought that there were no more new titles to be found for the 8-bit Atari market, along comes Thunder Mountain with a game which many have been asking for...

Winter Challenge World Class Competition

This is a collection of events from the Winter Olympics, along the same lines as Epyx Summer and Winter Games series.

This package contains five Olympic events: Downhill, Ski Jumping, Biathlon (cross country skiing and shooting), Giant Slalom, and 2-man Bobsled. Each event pits you against the clock, and up to six players can compete at one time. Games may be played one at a time, in different combinations, or all in succession. Gold medals are tallied after each event to determine an overall winner.

The game comes on two disks and occupies four full sides. A minor quibble here the game has copy protection on the first side, making backups difficult. And the protection will not allow the use of high speed operation on modified drives. I've not tested it on an XF551 drive which runs at a slightly faster speed than the standard 1050 Atari drive.

Playing Winter Challenge is an enjoyable experience. The games are well designed with excellent graphics. Scrolling backgrounds and interesting

details about throughout the game. Game play is generally consistent, although the difficulty varies with each event.

Starting with the downhill racing, you are pitted against an ever narrowing obstacle course of trees and occasional logs. Joystick movements control the speed and direction of the skier as you drift from side to side and jump the obstacles. One interesting touch is the "goggle view" in the lower right hand corner. This is a needed addition as there are times when the skier's body blocks your view of impending doom! This event was my weakest, as I struggled to reach the bottom. It took a second look to realize that each event can be replayed, something I missed in the instructions.

The Ski Jump is an excellent looking event. As the jumper makes his way from to the starting line, you see a beautiful view of the slide with TV cameras and a full perspective. A tap of the joystick and you're off! Again, the stick is moved up/down and left/right to align the skis. Total points are awarded for both distance and style. A botched landing results in a frustrated skier pounding the snow! A total of 3 jumps completes the event.

The Biathlon is a combination of events. The key here is developing a rhythm during the skiing portion,

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and smoothness in shooting. Points are given for speed and accuracy, with a heavy penalty for each missed target. Again, the graphics are outstanding, with bridges, streams and mountains.

The Slalom is a 3 heat event racing downhill through a series of flags. Movement left and right is VERY quick, and more often than not, you will find yourself plastered against the fence! This one takes some work to master, but it is possible to complete the run. A slightly slower joystick response might improve the "feel" of the event, but it would probably make for a slightly harder game as well.

The final event is my favorite. The bobsled run is a 3 to 4 minute run down a winding tunnel of snow. Here, the scrolling mountains and sky in the background, along with the trees streaking by make for an excellent looking game. A slight tap on the button applies the brakes, keeping you from being thrown up to the top of the wall with a resulting crash. The key here is concentration and quick reflexes. With a total of 3 runs, all of the players have adequate time to get the feel of the course. Winning can often be a matter of a second or less.

So there you have it. Thunder Mountain has produced a winner with Winter Challenge, combining a good balance of playability and stunning 8-bit graphics. In comparison to Epyx's Summer and Winter Games, it more than holds its own in both looks and feel.

COLEMAN CAMPING COMPUTER UPDATE

Since announced in the June issue of Mile High Magazine, Coleman products, has barely been able to keep up with the orders for the Coleman Camping Computer, let alone develop any new enhancements for the popular system. Due to some heat dissipation problems, the Camp Fire power system, has been dropped, in favor of a new system using 3-6 foot solar panels, generating enough heat to move a small turbine, which in turn is hooked to a generator.

This seems to be a much safer system, than the camp fire unit, and is ready to ship as of this writing. Estimated cost is a reasonable \$1250 plus shipping, which must be arranged by the purchaser, with local contacts for hauling, setup and crane services. Estimated weight is 2200 pounds.

With a great product like the CCC, there is undoubtedly going to be some innovative third party support. DuckPuck Direct, Wholesalers for Idaho has jumped on the CCC bandwagon with a couple of new products. Their feature product is a small nuclear power supply, much smaller in size and weight than Coleman's Solar system. This amazing power source will be very popular with the "way back in" campers. True, a waste water source of 200 cubic feet per minute is necessary to prevent core meltdown. And true, plutonium is somewhat of a rare item, (though DuckPuck has plutonium available in their new catalog, they are rumored to be working on a reactor that will be fueled by, what else "DuckPuck").

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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