SNACC

SOUTHERN
NEVADA
ATARI
COMPUTER
CLUB

SNACC MEETING

Sunday, 3 DECEMBER 1989
4:00 to 6:00 pm

Shakey's Pizza
On boulder Highway Just
South of LAMB/DESERT INN

IMPORTANT NOTICE

THE GENERAL MEMBERSHIP MEETING HAS MOVED TO SHAKEY'S PIZZA
SEE MEETING ANNOUNCEMENT FOR NEW LOCATION

SNACC OFFICERS

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

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:

<div align="center">
SNACC
P.O. Box 43628
Las Vegas, Nevada 89116
</div>

SOUTHERN NEVADA ATARI COMPUTER CLUB BBS

<div align="center">
———————— 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
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PaperClip and the XF551 Disk Drive

by Scott Woodford
SNACC

For people who use the PaperClip word processor with a XF551 disk drive here is some good news and sme bad news. The good news is that PaperClip will format and run in DOUBLE DENSITY! The bad news is that it's easy to get switched back to single density and hard to return to double density.

Thanks to the persistence of Karl Strahley, XF551 owners can format and use PaperClip in Double Density! It's been frustrating for some of us to use such a terrific word processor, only to run out of file storage space so quickly. Perhaps some 551 owners have had no trouble with this program, since the trick is simply one of reading and following directions. But at least two of us have been going around in circles to no avail.

We tried following the outline in the manual, but it seemed to have no effect. We tried preformatted disks, density smart DOSes, and double density versions of PaperClip that work with modified 1050's. I even sent a letter to Antic Ed of Antic magazine asking for help, but there has been no progress until now. Karl found that by following the manual step by step PaperClip will format in Double Density. The sequence is:

1. Boot PaperClip
2. Press [OPTION] to get the Option Menu on the Command Line.
3. Press (D)os for the DOS function Menu

- 4. Press (I)nit and follow the prompts.

    1) Format drive #?
    2) Press (D)ouble Density
    3) Press [START]
    4) Press [ESC] to exit

Now here's the secret to making this work.

5. Reselect (I)nit, from the Option Menu
6. Press [RETURN]
7. Press (D)ouble density
8. Press [START]

Evidently the first sequence just sets the program and/or drive to Double Density and it takes the second time thru to actually format a Double Density disk. PC.SYS can now be copied by going back to the Option Menu and pressing (S)ave. Other files may now be imported to your Double Density disk using any Double Density capable DOS or may be saved [CRTL/SHIFT W] from the PaperClip text editor. I used the RAMdisk of SuperDos to convert and import my Single Density text files to Double Density so the transfer was reasonably quick.

The problem we had was when we hit [ESC] of step 4 nothing seemed to happen but quit the process. So that's what we did, we quit. Apparently, though, this is where the Double Density mode is entered.

Achievement as it is, we still have some problems to work out. Karl and I have discovered that just reading the directory of a disk formatted in Single Density kicks us out of Double Density and then the working file can only be saved to a Single Density disk. This is also happens when the Spell Checker is used. So we are still somewhat frustrated.

Using TopDos v1.5, I transferred the dictionary files to Double Density, but it didn't help. I read in the READ.ME file that XL and XE's with a 256k or more RAM upgrade it's possible to put the SPELL CHECKER into RAMdisk, but since I don't have an upgraded machine I haven't been able try it out. This should make spell checking very fast as the directory would not have to be accesed during checking. This might be a good demonstration for a club meeting, if someone can bring a modified XE, I'll bring my drive.

If anyone has any suggestions of how to use Double Density and the XF551 drive with PaperClip we'd sure appreciate your help.
(Editor: The SNACC BBS has a file that makes it possible to use machines with extended RAM and Paperclip Version 2.0 which gives over 2000 lines in the text editor. Look for PPCUSTUM.ARC.
This program by Dr. Warren G. Lieuallen will allow you to customize your backup copy of PaperClip 2.0 with different combinations of RAM based dictionaries when using an XL or XE with a 256K RAM upgrade. 112K of text w/RAM-Dictionary, 128K of text w/RAM-Dictionary, 224K of text w/No RAM-Dictionary

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DISK DIRECTORY SALVAGE

by Bob Prince
Reprinted from the NACEC Newsletter

While cleaning up some files the other day, I had a dreaded experience. A directory call from DOS produced the feared message "ERROR 144". What was on that disk? I didn't know! All I knew was that it was a full double density disk of documentation files. So I booted up my trusty disk utility DISKWIZ 2 (vintage 1982 form Jerry Allen). Many other sector editors are available to let you look at the contents of a disk and change anything you like.

What I found confirmed my worst fears — two bad sectors, sector 361 and 362. Unless you know something about Atari file structure, the significance of this is not obvious. After all, what's the big deal about losing two sectors of text? Well what that means in this case is that the first two sectors of the DIRECTORY were lost. Short of programming to read the disk contents into a series of files and editing them into meaningful files, the whole disk was useless. (Not quite, since I did manage to copy five files, but you get my point).

Back to DISKWIZ 2. I mapped the disk and found 26 files on it — all consecutive. Then I went to the first sector of each file and read it to see the name of it. Between what I was able to salvage from my disk, what I had in backups and what I found posted on local BBs's I could replace about half of them. That still left 99K bytes of information lost. I decided

to try to salvage it. I checked the file links and was relieved to learn they were intact.

I reasoned that all I had to do was reconstruct an acceptable directory so DOS could find the start of each file and then copy file by file to another disk.

I guess it's time to have a brief discussion on how DOS manages files. The directory is contained on sectors 361 - 368. That's 8 sectors. Each directory sector has 128 bytes and each file takes 16 bytes to record all necessary information:

INFORMATION	BYTE(S)
FILE STATUS	1
FILE LENGTH (sectors)	2,3
FILE START SECTOR	4,5
FILENAME	6-13
EXTENSION	14-16

That allows 8 files per directory sector times 8 directory sectors for a maximum of 64 files per disk. For your information, all data is shown in hexidecimal (ugh!) and byte pairs are always in low byte - high byte order (for example decimal 525 equals hex 020D, but would be entered 0D 02). File status could be never used (00), normal (42), locked (62), deleted (80), or open (43 or 63).

ATARI 1020 PLOTTER/PRINTER

by DOUG THOMPSON
SNACC 8-BIT V.P.

Something I've wanted ever since I first saw it was an Atari 1020 PLOTTER/PRINTER. I had wild ideas about this printer, like labels for my audio cassettes, drawing pictures with my Touch tablet and printing them in color, and much more. The main drawback was the price tag, around $300.00 for something no bigger than my 1010 program recorder, and there wasn't much in the way of software available. So the 1020 went to the bottom of my want list and I forgot about it.

Now in 1989 Atari has sold (dumped) thousands of 1020's to mail-order wharehouses all over and they sell for around $20.00 + S/H or you can buy one thru the club for only $20.00.

There is now quite a lot of Public Domain software available, such as a VCR lable maker which does a great job, Color Writer which prints text files in diffrent colors, a Biorythm plotter which plots a graph of your moods for the month. These programs are all in BASIC and can be easly modified to fill your own needs.

Comercial programs such as Screen plot by Antic software prints/plots Atari Touch Tablet, Koala pad and Atari Paint .PIC files as well as several others. Super 3-D plotter, by Elfin Magic, is a C.A.D. program with its own plotter driver. Print 'n Draw by Terrific software has a 40 coluan text editor, banner creator, picture plotter, and pie chart generator.

By inserting the easy to learn control codes you can printout your disk directories on the 1020, in any of the four available colors (black, blue, green, and red) and not waste a lot of paper. The paper is only four and a half inches wide and you can print in 20, 40, or even 80 coluans.

At $20.00 the 1020's are selling fast and there probably won't be any more when these are gone (at least not for 8-bit Ataris). Repair parts are currently available from several sources, as are extra pens and paper, so this isn't a one time shot.

It's a printer it's a plotter and it work very well.
I give it five stars ✦ ✦ ✦ ✦ ✦.
✦ ✦ ✦

(Continued from page 3)

Next I decided to enter the information from my map and manual file scan in the order and format described above. One reason I chose DISKWIZ 2 for this job is that it has some handy features such as a dec-hex conversion, a directory screen print and a graphic screen dump compatible with my printer (Gemini 10X). The formatted directory proved very useful in checking my editing, and before long I had sucessfullly completed my disk surgery... and learned quite a bit about file structure in the process.
✦ ✦ ✦

GOOD NEWS FROM COMDEX 89

by David Scheller
SNACC

Atari's participation in 1989's Fall COMDEX was a resounding success. It wasn't so much the presents of the MS-DOS Portfolio, or the souped up STE or even the four times faster TT, but the new attitude toward third party software developers.

It seems Atari has finally come to realize that third party developers will continue to produce the superior hardware and software we now rely on and more fully support these developers.

ATARI has announced a three part plan which should enchance developers eagerness to support the Atari user.

#1. Atari will sell it's hardware to registered developers for half price.

#2. Availability of a database to include registered Atari owners and dealers, to be updated quarterly.

#3. New registered Atari owner will receive a free 3 months subscription to one of the major Atari magazines, (STart, Atari Explorer, ST Informer, or ST World). Thus, the new owner will see many advertised "add-ons" and software not currently available locally. What Atari would also like to do with their new developement partners is to be able to provide the Atari software shopper a "look-see demo" of any program currently available. You could take it home and drive it around the block.

I believe this is the first positive move on Atari's part to get back in the picture as far as the US Market. ATARI is already being solidly entrenched in Europe. One hopes the release of 100,000 Portfolios, in the United States, will draw in the crowds. However, I believe by courting the software developers, we will soon get what it is we really need and want, which is: "new", "updated", and "current" software.

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QUITE 800 KEY CLICKS

This mod works great on my 800 and I did it in about 30 min.

You'll need a DPST switch and some fine wire.

Open the computer case and find the speaker and little plug that connects the speaker to the mother board. Remove the speaker from the computer and cut both wires. then strip them back about 1/4 inch each.

Solder the speaker wires to the switch or the extension wires if you choose to mount the switch outside the computer. Plug the speaker back in, mount the switch and put the computer case back together. Now you can turn off the key clicks whenever you want, but still have the option to leave them on when needed.

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S.N.A.C.C
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HAVE A MERRY CHRISTMAS AND A HAPPY AND SAFE NEW YEAR

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