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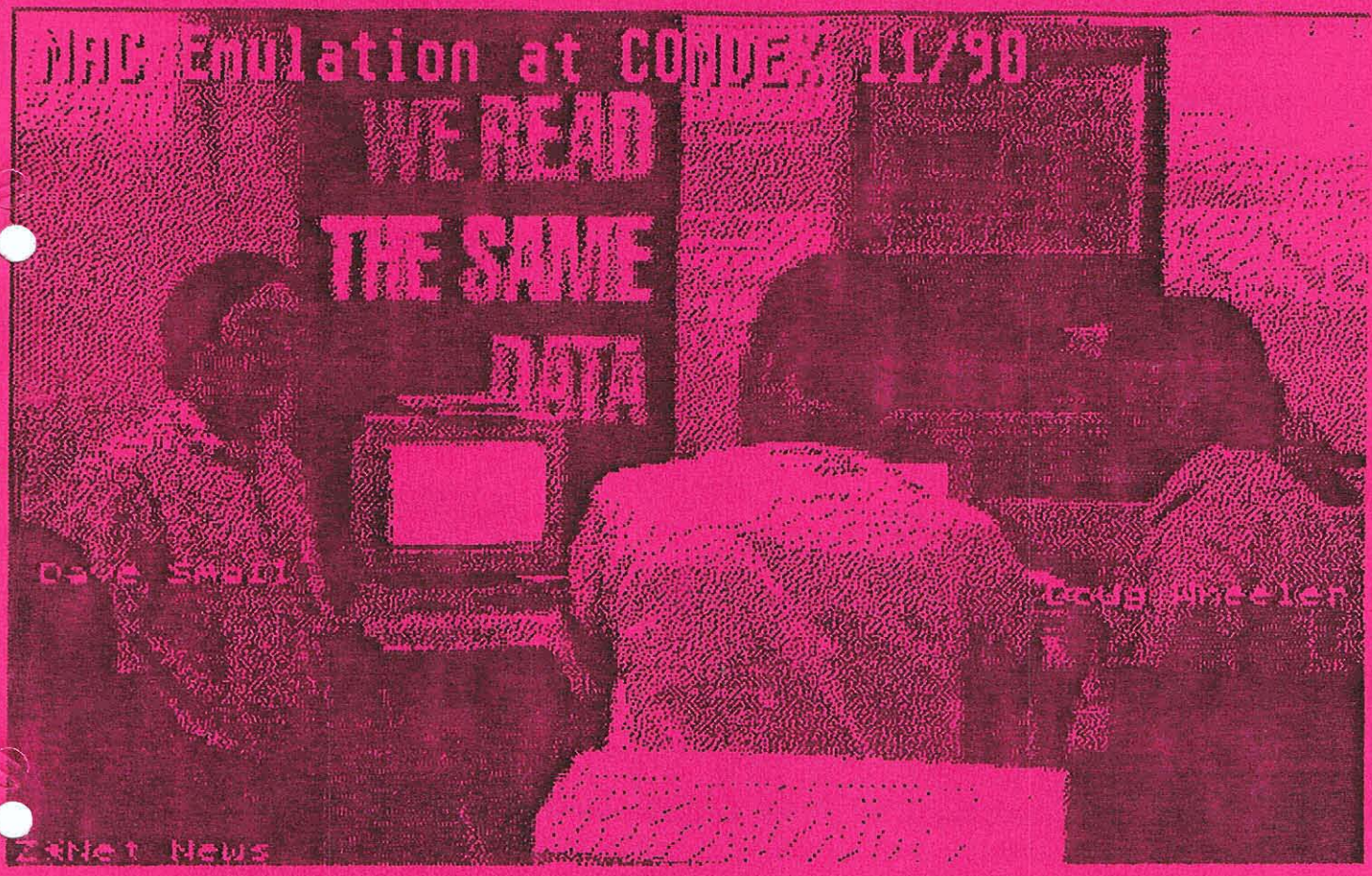

Long Island Atari User Group

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By: R. Gannaway © 1985

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In the past year, a great deal of encouragement and support has been generated for The REVOLUTION. To continue fueling this unique user-based campaign, Artisan Software has completed the NEW EDITION of The REVOLUTION HANDBOOK. This enhanced volume will be published in paperback form and feature the best aspects of the original disk-based book. In addition, seven new chapters have been amended to assist new computer buyers in their shopping decisions; regardless of the computer they may buy. A simple philosophy: **The more people who know about ATARI computers, the more who will buy them.**

Like the original book, the second portion of the NEW EDITION features an annual calendar of suggested activities and ideas each and every one of us can do with minimal investment. There is also a special message to readers from Bob Brodie, Manager of Users' Group Services at ATARI Corporation. This fully illustrated book will be one of the few featuring ATARI computers in years and it is anticipated to be a tremendous tool for thousands of ATARI computer users, dealers, distributors and users' groups. In addition, **$1 of every book sold at distributor pricing or more will go to purchase ATARI computers for schools.**

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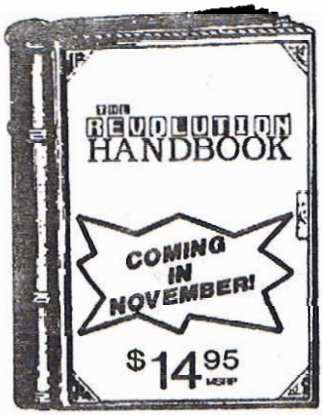

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Directions to the library: *From the Long Island Expressway:* Take exit 58 North (Old Nichols Road). continue north for approximately two miles and make a left (west) turn onto Smithtown Blvd. Continue west for 1 1/2 miles to the Nesconset Plaza on the right hand side of the road. The library is located in the west end of the plaza.

From The Northern State Parkway: Take the Northern to the end where it continues east as Veterans Memorial/Nesconset Highway (routes 347/454). Go east approximately two miles and take the left fork (347). Continue for another three miles to Terry Road. Make a right turn onto Terry Road and take the left fork (approximately 3/4 mile) onto Smithtown Blvd. The library will be in the Nesconset Plaza on the left hand side approximately one mile from the fork. Meetings are open to all those interested at no charge. The meetings begin at 12:00 p.m. in the library 's community room and end at 4:00 p.m.

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Club Meetings

The Long Island Atari User Group Meets once a month at the Nesconset branch of the Smithtown Library. Membership dues are $20 per year and entitles you to receive the newsletter.

The newsletter is currently being produced on a Mega2 with 4mbytes memory and a 20mbyte hard drive. Software is Timeworks Desktop Publisher and printer is HP Deskjet Plus.

If you have any questions or comments about The Lighthouse or LIAUG, please write to our mailing address or post on our BBS.

Our address is:

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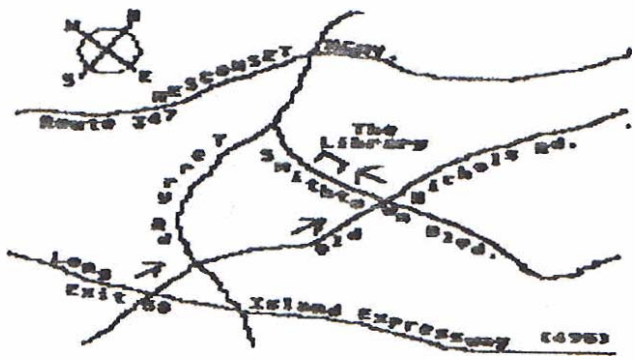


MINI MIDI LESSONS

Continued from November issue

By Morris G. Miller

Pitch (note) – The frequency of the note or its position in the musical scale. See also Note (musical).

Pitch bend – A control on some keyboards which will shift the pitch (frequency) of all notes played, up or down. As the pitch bend wheel is operated, MIDI codes are sent which may be recorded, edited and replayed with the performance. Not all keyboards support pitch bend.

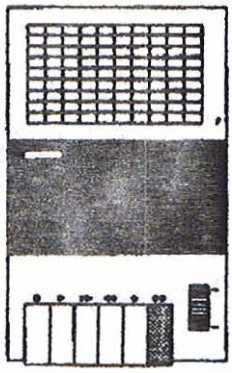
Portamento – A glide from note to note, as with a trombone or violin. Accomplished on the keyboard with the pitch bend wheel or foot pedal. The voice of the synthesizer must be created with operators which respond to the desired control.

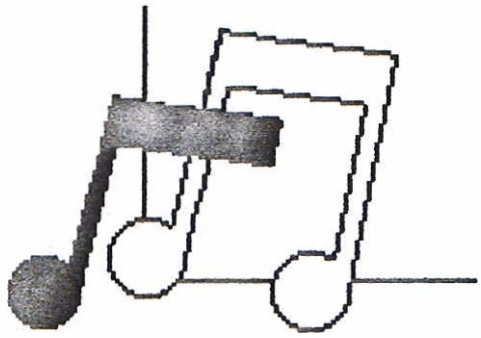
Punch-in – A song recorded in real time may contain mistakes in the performance. Punch-in allows the performer to listen to the music on play back, play with the music, and then, at the right time, the sequencer will replace predefined measures of the recording with what the performer is now playing. Not all sequencers allow punch-in.

Range (keyboard) – See Octave.

Real time – At the time of playing, at performance tempo. All sequencers allow recording in real time. Some allow entry by punch-in and some by step entry, or both. (See also punch-in and Step entry).

Recorder (MIDI) – The MIDI sequencer is, typically, organized like a tape recorder. It has tracks for recording segments of the song, tracks for editing, copying, etc. It will have a play button, rewind, position counter, and other "features" of a tape recorder. See also sequencer.





Recorder (sound) – A common audio recorder, useful for playing the MIDI performance while singing. With an audio mixer, and a little practice at dubbing, great things can be done. Not all recorders are equal. Most recorders are 2-channel, 4-track; which means only two channels of music can play at the same time (and must!). Some recorders have 4 to 8 channels, with or without SEMPTE control. With these recorders an entire orchestra may perform.

Register (musical scale) – Your keyboard can span a number of octaves. The note 'C' in the middle of your keyboard is the first note of the third register. It and all the notes up to the next 'C' (exclusive) are notes of register three. Middle-C is then called C3. The octave above is register 4 and the octave below register 2. Your keyboard might span from G-2 (minus 2) up to G8. Probably not.

Release velocity (key) – The rate, or how quickly, the key is released. Sometimes used to control portamento or glissando of the tone when played. Not many keyboards send release velocity; not all synthesizers respond to that information.

Rhubarb – a red, woody weed used to make pies only one semitone better than mud pies.

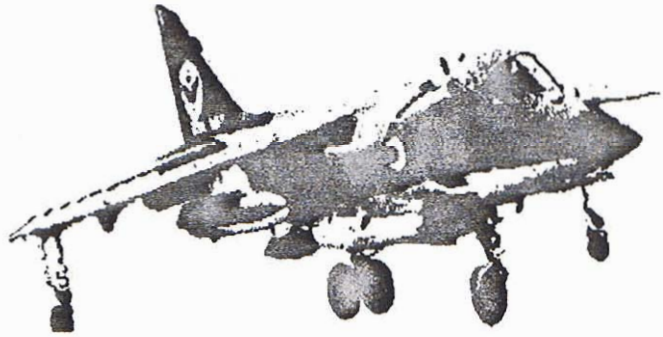
Rhythm machine – Like drum machines, a special sequencer which may be loaded with patterns to play drum sounds and rhythms, in the same manner as rhythm sounds built into many of the low-end keyboards, except that you define the patterns (unfortunately the drum and rhythm patterns of these keyboards are not generally available under MIDI control.)

MIDI Performance of patterns and rhythms may be changed during play. The pattern played may be chord sequences as well as other sounds. See also Drum machines.

To be continued

Turbo-Info #6

Continued from November issue



by Chuck Steinman (DataQue)

Determining the System Configuration

This article will present one way to set up a program to run under the Turbo-OS, yet still have it be compatible with the Atari XL/XE operating system. It is assumed that the reader has some knowledge of programming at the assembly language level.

This installment will concentrate on the allocation of RAM.

To make memory management a bit easier for the programmer, the Turbo-OS features several different routines to control memory allocation and de-allocation. There are no such routines in the Atari OS, other than memory is allocated by the operating system for its own use. There are memory locations to indicate the lowest and highest available RAM locations. These pointers are modified by the application program rather than the OS.

When I set forth to write the Turbo-OS, I determined that there were four types of memory that I would support. To maintain compatibility with current programs, there was a limit to what could be done with standard memory, since current applications would not be calling my routines. The same would apply to the extended RAM, which is banked in the $4000-$7fff range using the PORTB register of the PIA. The nature of the various types of RAM were discussed in an earlier AIM issue.

I have had a few people tell me that there is no need for any memory management on the Atari 8-bit computers. If an application needs RAM, it just uses it, and when the program terminates, another program can use it. Well, that presents problems when more than one program has to share memory. This happens quite often despite what you may think. If you boot a disk operating system into your computer, and then an application program, you would have two programs resident. There are many times when there are incompatibilities between application programs and particular DOS versions. DOS 2.x compatibles are usually the worst.

Having to load in DUP.SYS is a major trauma. If there is a program in memory you want to preserve, you have to have a MEM.SAV file on the disk. This allows you to save part of your program to disk, enough to load DUP.SYS into RAM. But then, if you happen to want to copy a file, you are just out of luck. You either have to corrupt your program or copy a sector at a time.

This all happens, even though there probably is at least 16K of RAM being wasted under the OS ROM. RAMDisks were a fudge to help this problem. Automatically protecting the resident program would have been a better solution.

Yeah, I know, all of you SpartaDOS users are grinning from ear-to-ear about now. Well, there are problems there also. Let's say my program wants to use the RAM under the OS, or one of the extended (XE type) banks. Can I jump in and use them? No, but not only that, I have no way to determine if that RAM is being used. There may be 4 to 16 banks of 16K just sitting there...or SpartaDOS may be using part of them as a RAMdisk. But how does the application program know? It cannot, since there is no means provided to indicate what banks are available and how many banks there were to start with.

Well, I hope you can see my point. Programs should be written to be more dynamic. If the RAM under the OS is used, then look for banked RAM. If that is already used, or not available, then ask the user what he wants to do. Not just "Hey bud, can I overwrite your valuable data?" but give the guy the option to save the data, move it or destroy it. I know, I know, why do you need this type of sophistication in a game machine?

This is where the Turbo-OS routines jump in. If you have an application that needs four banks of extended RAM, you make the Talloc call specifying you need 4 banks. Those four banks, if available, will be flagged as used, so that other programs will not use them. If there are not four banks available, then a bitmap of all free banks is returned. A similar procedure is followed by the extended and explicit RAM types.

Enough talk. I am sure you programmer types want to see some code fly by your tired eyes about this time. Well, I will present a code segment which will determine whether there is a Turbo-OS (and Turbo-816) installed, and what memory is available. Better buckle up, here we go!

```
; first some memory locations need to be defined.
basebyte dsb 1 ; memory base address
basepage dsb 1
basebank dsb 1
lastbyte dsb 1 ; memory ending address
lastpage dsb 1
lastbank dsb 1
tempvar1 dsb 1 ; temporaries
tempvar2 dsb 1
tempvar3 dsb 1
expanded dsb 1 ; flag for expanded RAM availability
; note: this segment is fully code relocatable.
appropriate lda #$a5
cmp #$c001 ; this is a flag to indicated there
bne not_816 ; is a Turbo-816 installed
cmp #$c000
beq was_816
not_816 lda #$00 ; set all flag/pointer defaults
sta expanded ; no expanded RAM available
sta basebank ; don't really need to do these two
sta lastbank ; but, let's be official!
lda #memlo ; construct a pointer to the lowest
sta basebyte ; available standard RAM address
lda #memlo+1 ; as determined by the OS & DOS.
sta basepage
lda memtop ; construct a pointer to the last
sta lastbyte ; available standard RAM address
lda memtop+1
sta lastpage
ldy #$00
rts ; no t816, so we are all done!
was_816 lda #$03 ; scan for expanded RAM
jsr tramck ; Turbo-OS RAM check routine
lda taraml
ora taraml+1 ; was any expanded found?
beq not_816
acc 16
do_expand lda taraml ; preset to max available
do_loop sta tempvar1
pha ; push amount onto stack
acc 08
lda #$03
jsr talloc ; go allocate it
acc 16
pla ; pop base address off stack
sta basepage
clc
adc tempvar1 ; add amount to get ending address
sta lastpage
acc 08
cpy #$00 ; was there an allocation error?
bpl no_error
error acc 16 ; RAM may not be contiguous
lda tempvar ; back off by a page, check again
dea ; to find largest contiguous block
bne do_loop ; of unused RAM.
acc 08 ; return with error status
ldy #$ff ; RAM was not found w/o error
rts
no_error stz basebyte ; always begins on a page boundary
lda #$ff
sta lastbyte ; always ends before a page boundary
sta expanded ; set flag for later testing
ldy #$00
rts
```

The 8-Bit Atari to IBM PC Interface

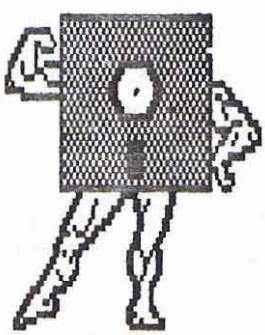
by Jim Cox (P3ACE)

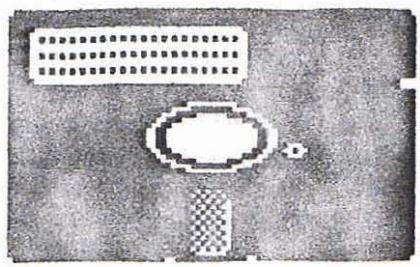
With the help of my Happy modified Atari 1050 disk drive, I've resolved the Atari 8-bit to IBM PC interface challenge! My setup allows me to carry word processor files produced on my favorite computer and edit them on those funny, far less user friendly MS-DOS machines industry insists on buying. Hard, you say? Not at all!

The latest Happy modification, which includes version 7.1 software, provides the essentials, assuming you also have access to an MS-DOS machine. If you have an older Happy modified 1050 drive, all you need is the software from Happy Computing and you're in business.

Unfortunately, there are a couple of potential pitfalls. For one, 810 Happy drives won't do the job for reasons Happy Computing will have to explain. Another problem is the Happy software will not allow IBM formatting on your Atari 1050 drive because it writes data under the index hole (it has no way of sensing the hole). Finally, you are restricted by the software to single-sided IBM disk formatting, halving your potential storage, though this is only on the transfer disk. You may recopy the files and store them on a double-sided disk or use any other storage medium. But let's get on to how the whole process can be done!

The most important step to avoid frustration is to start by formatting several 5-1/4 inch floppies on the MS-DOS machine using IBM DOS 2.0 or later and the "FORMAT/1" command. At the drive prompt ("A:" for example) type "FORMAT/1" and hit a Return. It is critical that you use the "/1" as it forces the system to format the disk as a single-sided disk with 40 tracks, 9 sectors per track, a step essential to the success of the file transfer operation. Verify that the formatted disk has 179,712 bytes available, no more!





Produce a data file on your Atari 8-bit machine using a word processor like AtariWriter. I recommend you use straight text, avoiding the Tab key by using the space bar and Return. Then save the file as ASCII by using "CTRL S" rather than "S" on the AtariWriter menu.

Boot your Happy drive using the flip side of the Happy disk. Choose the menu option "I" which loads the conversion program, producing a numerical menu. Put your AtariWriter data disk in the drive and press "4". Follow the prompts to identify the file by name (you can call the Atari directory with "3") and provide the file name you desire on the IBM disk. A Return gives you the Atari file name as the default. Another Return loads the file into CPU memory and you are prompted to replace the AtariWriter disk with your IBM single-sided data disk.

After the disk swap, all that is required is another Return and the cursor jumps laterally and the file loads as IBM. To check your success in conversion, hit Return again to return to the menu and then "1" for the IBM directory.

Now comes the hard part! You must wait until you return to work (or wherever the MS-DOS machine is located) before you can assure that you were successful. If your file conversion to IBM carried some formatting problems, you might try again using the "translation" option also available from the Happy drive software number menu.

I found that on my particular (and somewhat older) IBM version of WordStar, I had to copy two files to the data disk to permit full hard drive operation and prevent errors which prevented file loading. I copied "WSOVL1.OVR" and "WSMSGS.OVR" much as one copies DOS and DUP to an Atari disk to assure it will boot independently.

☞

Remember to renew your membership in LIAUG

To reverse the process, again use the single-side formatted IBM disk and save the file produced on the MS-DOS PC in ASCII format. Check the word processor documentation for instructions on an ASCII save. Once again, avoiding control characters and special keys in your word processing will shorten the editing you may have to do following the file transfer. Focus on raw typing with returns only if you can, then add the control characters after the transfer.

The process for reversing the transfer on the Happy drive is identical to that outlined above except for the menu numbers selected.

I bought my Happy board for about $100.00 from B&C ComputerVision. Installation was not at all difficult and instructions were straightforward. Having the MS-DOS compatibility extends the useful value of my Atari 8-bit machines and seems well worth the cost. Adding the advantage of being able to back-up much of my copy-protected 8-bit software adds a significant fringe benefit.

Sources:

Happy Computers Inc. P.O. Box 1268 Morgan Hill, CA 95037

B&C ComputerVisions 3257 Kifer Road Santa Clara, CA 95051

Catalog Disk File

by Frank Kuzloski (LIAUG)

I was at a meeting a while back where some people were talking about a program to catalog disks. I was interested! I asked the 8-bit librarian if he had a copy of the program. He said that there was one around but he didn't know where. I decided to to a little checking around.

I was looking at my DOC files from Textpro (which I use exclusively. I saw a command "/D" and I read up on it. The first thing I found was that the slash command will work only with the **2.5 version**. The next thing I found out was that the slash command worked in conjunction with other letters. This is what the slash commands do, as listed in the Textpro docs:

o 1) /D - Used in a LOAD: adding this will load the directory of the chosen drive into the editor.

o 2) /C - Used in a SAVE: saves the current editor text **Only** from the top of the document to (but not including) the current cursor position.

o 3) /A - Used in a SAVE: **Appends** current editor text to the end of the named file. The filename to be SAVEd to must already exist.

o 4) /Z - Used in a SAVE: Combines the function of /C and /A. In other words, SAVEs to cursor with Append to named file.

Ah Ha! Knowing that I am limited by my imagination, I set out to figure a way to make my own CATALOG FILE. Being a lazy kind of guy, I knew that there must be a way to use these Slash Commands. I read a little further and saw "MACRO FILES".....Bingo!!! There is the answer; build your own personal macro file.

A "macro", once you set it up, does a lot of the typing on the command line for you. In Textpro, when you want to save a file, you press <control> S. You get a prompt on the command line: SAVE D1: . Then you type in the file name you want the editor saved to. If you have to type a filename every time you put in a new disk, you will be doing lot of typing.

Let's set up a macro file to do our job. The first thing I did was to make up a list of the kind of disks files that I wanted to catalog and a letter to represent each. This is a sample of the way I did it.

B = Games. bas..... Basic games

M = Games.ml..... Machine language games

D = Utility.dsk ..... Utilities used for disks

T = Utility.tel .. Utilities used for telecommunications

A = Utility.bas ..... Utilities used with Basic

Et Cetera

You can make any letter equal whatever you want. I also wanted to put space at the top of the directory to put the disk name and/or any notations. (I used "Q" as my space letter.) Next, I wanted to jump to the end of the directory to add more directories. (I used "E" for the jump to the End.)

Okay, let's talk key presses for setting this whole thing up:

Key Presses for "CATalog.MAC"

The first thing to do is to get into TEXTPRO 2.5. I used lower case macro letter keys because when you boot up the configure file puts you into lower case.

1) Press <b> <select+=> <esc-control-s> then the filename.ext <GAMES.BAS> </Z> <return>

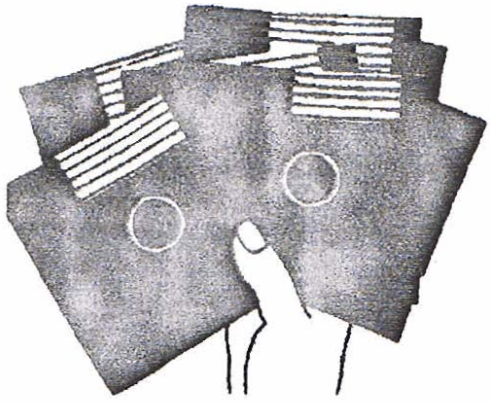
2) Press <m> <select+=> <esc-control-s>then the filename.ext <GAMES.ML> </Z> <return>

3) Press <t> <select+=> <esc—control-s>then the filename.ext <UTILITY.TEL> </Z> <return>

4) Press <d> <select+=> <esc-control-s> then the filename.ext <UTILITY.DSK> </Z> <return>

5) Press <a> <select+=> <esc-control-s>then the filename.ext <UTILITY.BAS> </Z> <return>

That is the format for *saving to an already saved file.* You must have already save a file using Control S. Pressing <Control-S> will get you a prompt on the command line that says "SAVE D1:" and you must put in your ownfilename.ext (i.e. GAMES.BAS)



Okay! Let's make some space on the top for editing in a disk name:

Press <q> <select+=> <esc-control-return> <esc-control-up arrow> <esc-control-return> <esc-control-return> <esc-control-up arrow> <return>

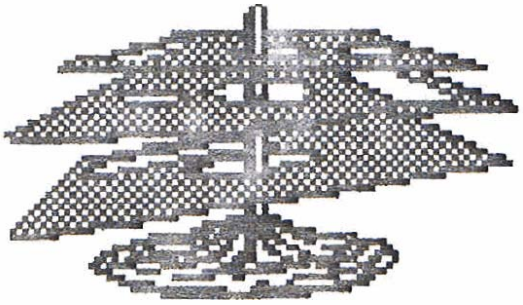
Now to jump to the bottom of the directory:

Press <e> <select+=> <esc-control-E. <return>

When you are all finished, you must save your work. Press <Control-S> and at the prompt, write CAT.MAC for your CATalog MACro file. You must have the extension of MAC for this to work. When you want to use this, you must get into Textpro 2.5 and press <Control-V>. The prompt will read "LOAD MACRO>D" and you will type "CAT.MAC <return>. The Command line should say "no errors". You are ready to go.

If you want to load a disk directory to the editor, press <option-1>. Any time you want to use the one letter to do the job you *must* press the option button and the letter.

This works for me and I hope it works for you. If it doesn't, get me in a corner at the next LIAUG meeting and maybe we can figure out the problem.



HAPPY HOLIDAYS

TRACKER/ST

Tracker/ST is an exciting new productivity package for the Atari ST, which combines mailing list, mail merge, and person-tracking features in a single integrated software solution. Fully GEM based for ease of use, Tracker is the ideal program for anyone who does mailings on a regular basis, or who needs to keep track of people for any reason. Some of Tracker's powerful features include:

>> Powerful and easy to use mail merge. Merge letters to everyone or set up exact criteria for a merge. Powerful GEM text editor _built in_ with automatic reformatting (no need to press the F10 key), bold, italic and underline attributes, etc.

>> Computer aided entry saves you thousands of keystrokes when entering names -- up to 10,000+ keystrokes saved for every 250 names you enter into Tracker/ST.

>> Sixteen preset label formats for single, 2 or 3 across labels, and laser printed labels (with _no_ label creeping). Edit these and add your own for custom label formats.

>> One-step "subscription aging" command automatically tracks remaining time in a membership or subscription. Great for groups with memberships that need to be adjusted on a weekly, monthly, or annual basis.

>> Full GEM interface with drop down menus, click on buttons and keyboard commands for ultimate ease of use.

>> Unique "Quick Letter" option for those occasions when you need to send a single "almost form letter." Great for business reply mail and follow-up letters.

>> Unlimited notes for each person in your Tracker/ST files. Notes are not limited to a few characters or words.

>> Category, rank, source and I.D. fields to help you identify each entry in your list.

>> Full reports to screen and printer, including easy to use sorting, filtering, grouping, counting, and summarizing. No need to use complicated "dot prompts" or learn a confusing database language.

>> Import and export names in ASCII and Tracker/ST formats.

>> Easy transfer of names from all popular ST data management packages into Tracker/ST.

>> Number of names limited only by disk space.

>> Comprehensive manual with full tutorial and complete index. Manual is spiral bound.

>> Installs easily on your hard drive—not copy protected.

Tracker/ST is perfect for businesses of all types, religious and school organizations, theater and music groups, photographers, freelance writers and artists, clubs, newsletter publishers, salesmen and saleswomen, etc.

Tracker/ST will run on any Atari ST with one megabyte of RAM and a double sided disk drive. The program runs in medium resolution color and high resolution monochrome, and also completely supports the Moniterm large screen monitor. A hard drive is recommended.

Tracker/ST is available NOW.

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For more information;

Please call:

Step Ahead Software

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212-627-5830

during normal East Coast business hours.

CPU/STR?"Your Independent NewsSource" March30, 1990 16/32bit Magazine copyright ? 1990 No.4.13

CODEHEAD at LARGE

by Jim White

Well, have you heard the story of the software race where the two Codeheads were settin' the pace? That story is true, I'm here to say. I was talkin' to a Codehead yesterday.

Charles F. Johnson and John Eidsvoog, together known as Codehead Software, have won a place in the hearts of almost all Atari computer owners. These two gentlemen are more like members of the family than owners of a "company" that sells software.

Over the years they have endeared themselves to us with timely and useful programs, both commercial and public domain (shareware). They have always been extremely responsive to bugs (rare) and public opinion, running their company with integrity and enthusiasm.

They are responsible for titles such as *G+Plus*, *Hotwire*, *Maxifile*, *MIDIMax*, the *Codehead Utilities* and PD titles like *ARCSHELL* and *Pinhead*.

Well, as the song at the beginning mentioned, I have been talking to 1/2 of the Codehead clan - namely Charles F. Johnson.

The interview took around 2 months over the GEnie lines, and I must say that the man is a pleasure to work with. So you have the introduction, now... here's the man.

Hi Charles, I wonder how you and John got into programming. I know that you were musicians for a long time. Did you need to write a Midi program and that is where *MIDI MAX* got its' start? And did you have some programming background at that time or did you go out and take some classes? -Jim

Jim, Believe it or not, neither John nor I have any kind of formal schooling at programming. We're both self-taught as programmers, although John has some distinguished formal credentials as a musician.

I myself have no academic music credentials, but I have played with some of the most respected jazz-fusion artists of our time (people like Stanley Clarke, George Duke, and Al Jarreau).

MidiMax was written by a long-time friend of mine (another musician/programmer) named Larry Herzberg. Larry pestered me with endless questions while he worked on *MidiMax*, so we figured the only way to recoup our losses was to publish the darned thing. <grin>

Actually, we're really proud of MidiMax; it's gotten great reviews in both KEYBOARD magazine and Electronic Musician, and was recently on Electronic Musician's list of the 50 best MIDI programs under $50. - Charles

Hi Charles, So I envision these two musicians working on their careers and all of a sudden they are writing programs for the Atari ST. At what point did you and John decide to make writing code your profession? And IS it your profession?

Also I wonder how it is that these two computer enthusiasts with no training started writing in machine code rather than a higher and simpler computer language. -Jim

Jim, I'm still working as a musician here in LA. The latest thing I've done is an album for a Japanese singing star named Mari Iijima. I also do commercials and other free lance studio work from time to time.

About 8 years ago I bought an Atari 400 (membrane keyboard <ugh!>) just to play games on while I was off tour. (I was working with Stanley Clarke at the time.) I played a lot of games on it. <grin> Then one day I bought the Atari Basic cartridge on a whim, and started working through the little book that came with it (remember when Atari actually used to supply good manuals and tutorials with their machines?).

To make a not-too-long story even shorter, I found out that I really enjoyed programming. I took a course in 6502 assembly language that was given at a local user group for about 6 months, and since then I've always preferred assembly language over other systems...for all the obvious reasons: small code size, speed, and access to low level hardware goodies. -Charles

Hi Charles, You and John write such good programs. They always seem to be tight, useful, easy to use. I wonder what you think when you start to write ☞

Liaug 1991 Meeting Dates

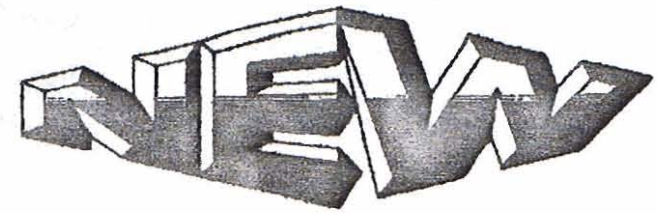
Jan 5	July 6
Feb 2	Aug 3
Mar 2	Sept 7
Apr 6	Oct 5
May 4	Nov 2
June 1	Dec 7

ANNOUNCING

☆ 8bit Public Domain Disks ☆

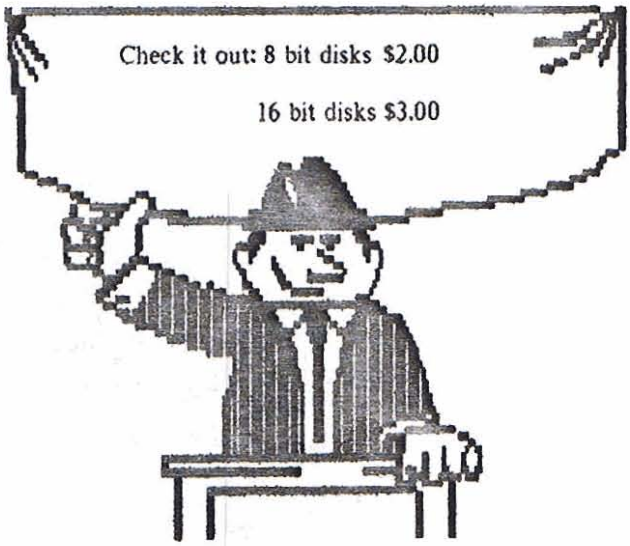
Please see our 8-bit librarian, George Leek, for the latest listing of PD disks. We are constantly adding new items to the library.

Check with our 8-bit librarian for new PD disks in the club library.



☆ 16 bit Public Domain and Shareware software ☆

Check with the ST Librarian for new PD and Shareware programs in the club library.



a program. What are your goals when you are creating a program? -Jim

Jim, The most important thing about beginning a new programming project (in my opinion) is to start with a very clear idea of the purpose of the program. This doesn't mean that you have to have every detail of every feature worked out ahead of time; but a good program needs to have a strong "theme", just as good prose or good music does.

I used to write code that was more tangled than Leona Helmsley's finances (hey, I started programming in Basic, and Basic makes it **easy** to do that), but as I've gained more experience I've found that good structure really pays off in the long run. This usually means breaking each action you need to perform down to its most basic components, and making "atomic" subroutines out of these components. Although I can't claim that many of my programs fit this description, the best programs are those that are almost entirely composed of subroutine calls.

As far as my actual "goals" when I'm creating a program...in almost every case, the programs I've done were written because there was something I wanted to do with the ST and there was no other way to do it. That's right, my motives were purely selfish! <grin> I'm glad that other people's needs often coincide with mine, but the truth is that I would have written these programs whether I stood to gain anything from them or not. - Charles

Hi Charles, We're winding down here, maybe two more question sessions. Sometimes I go into my "If I were Atari" mode and I think that I would commission some of the outside people who write with such wonderful understanding of the ST to write a new Operating System and GEM interface.

Obviously you guys are qualified as you are already writing your own versions with *Hot Wire*, *Maxi file*, and *G+Plus*. If they were to ask to hire you to do such a thing— Would you consider it? -Jim

Jim, Once again, sorry for taking so long to answer...things have been insanely busy the past few weeks.

If Atari were to ask us (CodeHead Software) to help with a rewrite of TOS we'd probably be overjoyed, but frankly...I doubt very much that anything like that will ever happen.

What I wouldn't give for a copy of the source code to TOS! That's one thing I really appreciated with the old 8-bit Atari systems...you could get a listing of the OS source code. I found this invaluable on many occasions; it's too bad that with the ST, Atari has decided to keep this kind of low-level information so close to their chests. - Charles

Hi Charles, This will be the last question of our interview. I've enjoyed it very much, I hope you have too! Charles, you seem to put stuff out so fast when you want to, for some reason you have not been able to get FATBACK finished. Are you having any special difficulties with that program? Also, what else is in the works? You have some surprises coming?

Again, thank you very much. I look forward to seeing anything fromyou and John in the future. -Jim

Jim, CodeHead's FatBack hard disk backup program is a project of my partner John Eidsvoog's; it's a program that was very nearly complete at one time...but it was written in GFA Basic. (I used it for several months to back up my hard disk, before buying an ICD FAST Tape system.)

To make a long story short, we discovered that GFA itself was introducing some rather nasty bugs, and John decided to rewrite the program from scratch in assembly language. At this point, some mundane realities like the day-to-day running of the business interfered: John is mainly responsible at this point for managing the CodeHead tech support line and most of our other business affairs, while I've been doing my best to match his business efforts by taking care of the programming end of things. (With some overlap, of course.) At this point, John has a really good start on the assembly language version of FatBack, but has been finding it difficult to get time to just sit downand **code** for a while. We're still planning to eventually release it, but we may have to turn off the phones for a month to do it!

We do have some surprises coming very soon, though. No new products...but a MAJOR upgrade for *Hot Wire* is in beta testing right now, with lots and lots of new features (many suggested by *Hot Wire* users). *Hot Wire 2.0* and *MaxiFile* are going to make some big waves in the "alternate desktop system" swimming pool. <grin>

Along with *Hot Wire 2.0*, we'll soon be releasing *Multidesk 2.0*, which also has lots of nice new features like being able to free single accessories, automatically expand *MultiDesk*'s RAM to accommodate loading an accessory (when you run out of room), an interface with *Hot Wire* that allows the loading of groups of accessories by placing them in the *Hot Wire* Menu, and much more. We're planning to release both of these new versions for the first time at the Anaheim World of Atari show this April. Thanks for the interview, Jim! I enjoyed it. And thanks to everyone out there who supports CodeHead Software by purchasing our products! We do it all for you. (Hmmm, that's kinda catchy...) - Charles

This story is presented for public use by STING (ST INterest Group) of West Michigan inGrand Rapids. Interview by Jim White(GEnie J.WHITE31)

Battle Chess

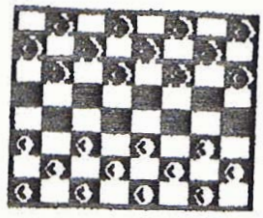
by Tom Hayslett, President, STat Users' Group

Several months ago I was at a meeting and we had an Amiga there that was running a new program called Battle Chess. I tried the program for a few minutes and loved it. First thing I did was get the name and address of the company that put out the game and promptly wrote them a letter requesting an ST version of the game.

I don't know if my letter helped or not but I just received Battle Chess for the ST by Interplay .

What is it? Well, it's basically a chess game but with a twist. The board and pieces are in 3D graphics and each piece is animated in its own special way. When you move the piece it walks (or waddles, scoots, etc) to the square you designated. If the square is occupied, an animated 'battle' sequence follows. The outcome is always as it would be in a chess game but watching the animated battles (and listening to the digitized sound effects) is very captivating. Each piece fights and moves differently making it interesting to watch the different battles.

Now that you know what it is, let me explain the other important things. The game comes on 2 single sided unprotected disks. There is a backup program included but not just for backup purposes. It helps you set your backup disks up for either a 520 (512K) or 1040 (or MEGA). With a 1040 or MEGA you can put the game on 1 double sided disk or as I did, on a hard drive. I put it two folders deep on a hard drive and it works great. You can run the program from either low or medium resolution and it runs perfectly. I even left all my hard drive 'AUTO' folder programs active (and accessories) and nothing conflicted with Battle Chess.



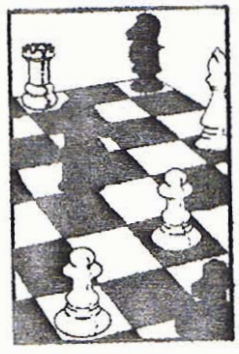
After the title screen, it asks for a move to be entered from a table in an appendix in the manual. I prefer this type of copy protection and commend Interplay for it. It's great having it on the hard drive and available at all times.

Moving a piece is simple, point at the piece you want to move and the square becomes highlighted; click the left mouse button and then any square you point the mouse at that is a legal move will also become highlighted.

Pressing and holding the right mouse button brings up the animated scrolls (drop down menus) from which you may select many options including load/save a game, turn sound on or off, change from 3D to 2D, set the level of play anywhere between the 10 available levels, and (ready for this?), set up and play via modem or null modem cable! I haven't tried the modem option but it looks similar to Falcon or Jet as far as setting it up andplaying. All the menu options have keyboard equivalents that are shown in the menus themselves.

I'd really like to tell you how good a game of chess it plays but I can't. It seems every time I play a game I can't resist seeing a new 'Battle Scene' and I force a move that I ordinarily wouldn't make just to watch and hear the fight. Some of these sequences are absolutely hilarious and Interplay has done VERY well with the graphics and sound (by the way, I think the ST version looks better than the Amiga version!).

If you're a chess player and would enjoy a new 'twist' to the game or even if you're one of those graphic animation collecting folks, you will love this program. Thanks, Interplay, for the great program and for allowing us to back it up and install it on hard drives. It's great!



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Fred Danaway 315 451-2403

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ACEs NEAR-US Contact P.O.Box 2830 Lehigh Valley PA 18001

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Snake Pit 215 779-7859 Jerry Heere 215 678-4606

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Wolfgang Burger

Brooklyn Atari Society for Info & Comm. B.A.S.I.C.
% Al Petersen 97 70th St. Brooklyn NY 11209-1113

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201 347-5227 David Noyes, 3 Ann Rd., Long Valley, NJ 07853-9614 201 852-3165

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Atten: NEAR-US CONTACT P.O. Box 796 Whitehall PA 18052-0796

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Atten: NEAR-US Contact 3376 Ocean Harbor Dr. Oceanside NY 11572

Nest 516 221-8462 Alex Pignato

Riverhead Atari Computer Enthusiasts R.A.C.E.
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Nest 516 221-8462

ST Atari Road Runners ST.A.R.R.
% Glenn Werner 950 Yale Ave Suite 123 Wallingford CT 06492

203 421-4861 Robert A. Hueffman 203 421-3864

Southcentral Pa. Atari Computer Enthusiasts S.P.A.C.E.
ATTN: NEAR-US CONTACT P.O. Box 11446 Harrisburg PA 17108-1446

Richard Deen RDEEN (GEnie) 717 238-3528 eve. 783-6401 work

Current BBS numbers

LIAUG..... 516-221-8462
JACG..... 908-298-0161
A-BUG..... 215-779-7859
LVAUG..... 215-261-0620
OL' HACKERS..... 516-221-8462
NEAT..... 215-335-4805
RACE..... 516-221-8462
SPACE..... TBA
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STARR..... 203-421-4861
SJACE..... 609-931-3014
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ACOR..... TBA
AUGHA..... TBA
CCCC..... TBA
MACAM..... 514-684-0282
MMNJ..... TBA
NAPCO..... TBA
PACE..... TBA
WMASTUG..... TBA
WACO..... TBA
BASIC..... 718-833-0828

LIAUG Minutes of 10/06/90

At 1:05 p.m., John Aalto opened the meeting by reporting on the trip to the NEAR-US meeting by the somewhat circuitous route through the San Gennaro festival. The following items were clarified: There will be a NEAR-US meeting every six months; John has a database of NEAR-US groups and will be sending an info letter out to all - there are currently 18 groups receiving it; he had received responses from a number of groups; the BBS is now set up so that the node system is working.

He reported that Steve Stubbs and Mark Glicksman are at the WAACE festival and will be proselytizing there. They and other members of NEAR-US who will be there will be handing out flyers. Gus suggested that in all uses of the acronym NEAR-US, the full name should be added for a year, so as to accustom those who do not belong to it to the actual meaning.

John informed us that Atari Canada has equipment early and that we get a lot of information from Canada earlier than from Atari USA.

Harvey Schoen reported on various database services and suggested that there might be a possiblilty of getting a conference room on one. He reported on the new abbreviated costs of GEnie.

Randy Constan, to prove Atari is not totally dead here, cited an advertisement in Radio & Electronics for both equipment and software.

John, in reply to a question, reported that he had stamps ready for mailing out newsletters and asked everyone, on picking up a newsletter at the meeting, to remove the label with his or her name on it, so that the newsletter is not **mailed out** as well.

Pat Mulvey reported the sad news that Antic is now dead and will be only an insert in STart magazine. (I tried to buy a STart without the disk to have those pages and could not get one. The disk is of course useless to 8-bitters and expensive). Pat recommended 8-bitters subscribe to Current Notes.

(See special subscription offer in this newsletter).

Frank reported that he had made up advertisements for RACE and had mailed them out. Terry produced an ad from Quebec.

The various librarians reported on the new disks.

John reported that John Wadowski's Lehigh Valley BBS has a massive 8-bit area. He will be getting a catalog of downloads and put it into our 8-bit library.

The meeting broke for lunch at 1:55 p.m. At 2:55 we returned for demos and Pat showed CHIPMUNK - a sector copier: first you copy, then reboot after using the back of the CHIPMUNK disk, which has the appropriate firm's protection on the reverse side, to write to the disk.

Harvey demoed MUG SHOT, a program much like a police artist's collection of facial characteristics, which could be used to design a face. He also showed a voice simulation disk which will read ascii text aloud. The meeting degenerated into general questions before breaking up.

Current Notes Special Subscription Information

Please note that the subscription price has been increased. The newsstand price is now $27. Members save $4.00

Use this coupon to subscribe to Current Notes at the special rate of $23 per year. Send your check with your name and address and this coupon to:

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Sterling, VA 22170

Long Island AUG

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CURRENT NOTES

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Public Domain/Shareware Cartridges

SyQuest 44 Megabyte Removable Disk Cartridges for the Atari ST/Mega

Cart 1: July '89 to June '90 -- CN ST Disks #347-#459

Adventures
#362: A Dudley Dilemma
#363: Tark
#364: Rapture/Susan (R)
#365: Ring and Pork
#366: Adv Game Toolkit
#367: AGT Source Code

Applications
#370: NORAD Satellites
#380: Revolution Hndbk
#382: Sub_Cal, V1.14
#402: Const. Est. V1.8
#424: Micro RTX Demo
#440: Star 2000
#441: TCOS V1.2
#452: Mono Paint Prgs
#455: Inventory Pro, 3.0

Demos
#384: Geography Tutor
#386: JIL2D™ Drafting
#407: Sheet Demo
#411: Spiritware V2.0
#420: .ACCess! Demo
#445: Body Shop/ Geography Tutor V2
#450: Master Tracks
#456: Pagestream
#459: Cash Register

Desktop Publishing
#351: Pub. Part. Util. 3
#353: Pr Master Icons 3
#354: Pr Master Icons 4
#355: IMG Mortised Cuts
#357: Pagestream Fonts 1
#358: Calamus Fonts 1
#395: TeX Program
#396: TeX Printer Drivers
#397: Metafont
#398: IniTeX
#399: PicTeX
#416: Clip Art/TW Borders
#431: KidPublisher Demo
#432: Calamus Fonts 2
#442: Clip Art: Animals
#453: Clip Art: Trans. 1
#454: Clip Art: Trans. 2
#457: Pub ST Borderpack

Games
#348: Comp. 1/Trivia Quiz
#356: Bolo
#359: Pentimo
#360: Bermuda Race II
#361: Rocket Patrol/Trifide
#373: Strip Breakout (R)
#383: Baseball Simulator
#387: Empire Maps
#388: Breach Scenarios
#389: Star Trek (STOS)
#390: PileUp (STOS)
#391: Super Breakout
#419: Blaster/Invaders
#421: Poker/Dragon(M)
#426: 11 Mean 18 Courses
#428: Eco/Orbit
#429: Alien Bl/A. Smasher
#436: Fighter, Lunacy II
#438: MiniGolf, PBM Chess, Gilgalad (M)
#446: PileUp V2.1
#447: Blobbrun, Virtue

Graphics
#368: VIDI-ST No.1
#369: VIDI-ST No.2
#371: Berthold's Pics No.2
#392: Spec No.6-People
#393: Spec No.7-Space
#394: Spec No.8-Cars
#408: Aegis Animator
#409: Visitor & Froggie
#410: Spec Color Clip Art
#417: Saturn Animation
#418: Skull, Dalek, Znetart

Languages
#349: Xformer Prgs No.1
#350: Xformer Prgs No.2
#378: Elan 1.5
#400: GFA Tutorial

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