The LIAUG Lighthouse

The newsletter of the Long Island Atari User Group

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Long Island Atari User Group

LIAUG

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Rates are per issue - camera ready copy only Consecutive ads placed at the same time receive a 10% discount per issue with a 30% maximum. Send ads to our regular mailing address

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 iibrary 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 Teny Road. Make a right turn onto Terry Road and take the left fork (approximately 3/4 mile) onto Smithtown Blvd. The iibrary 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.

Current LIAUG Officers

President	John I. Aalto, Jr
Secretary/Treasurer	Randy Constan
Librarian 8 bit	Jim Harris
Librarian 16 bit	Harvey Schoen
BBS Sysop	Patrick J. Mulvey
Librarian Video	Neil Trenk
Int'l correspondent	Horst DeWitz

Club Meetings

The Long Island Atari User Group Meets once a month at the Nesconset branch of the Smithtown Library. Membership dues are $15 per year plus $5 for the mailing of the newsletter.

The newsletter is currently being produced cn a 520ST with 1mbyte memory and a 20mbyte hard drive. Software is Timeworks Desktop Publisher.

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:

LIAUG

P.O. Box 92

Islip NY 11751

Our BBS number is:

(516) 221-8462

If no answer call:

(516) 221-2964 and leave a message.

Minutes of the 11/12/88 LIAUG Meeting

By John ! Aalto, Jr

President Pat Mulvey began the meeting by holding up a copy of the Nov. issue of the Computer Shopper. At the time Pat. was still 'just' an 8 bit owner (to he explained) and was highlighting the article on the new 8/16 bit processor upgrade for the Atari XE/XLs. A general discussion ensued concerning compatibility and capabilities...with the hopeful observation that it was a third party, not an Atari "Vapor" Corp. press release.

Pat then brought us through Reeves' DIAMOND 05. The product is a disk based graphic desktop environment for the 8-bit. This product loots like it's headed for the DOS curiosity bin. Its hobbled to a Atari DOS 2.0 single sided, single density format. Unless the other programs in this series are worth it... why? Next month we should be looking at Total Control's G.O.E., a car! based OS with broad compatibilities with existing formats.

Harvey Schoen, our 16 bit Librarian took over with ST demos. First he showed us a program from STart magazine. Audio Visual Sequencer and then Epyx's Art and Film Director. This part ot the demo was nicely complimented by animated 'short takes'

Harvey also showed the latest update of the DTP program that was called Publishing Partner and now called Page Stream. This is a total rewrite of the program and harvey took us on a tour of the new version.

The main business oi the meeting was electing new officers for LIAUG. The new line up includes mysell as President, Randy Constan as Treas/Sec., Harvey Schoen as 16 bit Librarian, Jim Harris as 3 bit Librarian, Neil Trenk as video Librarian. and now iormer president, Pat Mulvey. as LIAUG BBS sysop.

An interesting sidebar to the meeting was an ST system that Bill Salina was looking to sell. After the meeting Pat was able to pick up an Atari 520 ST FM for $100. Arrrgh! Too bad for those of us who rake too iong making a decision! And, as an example oi unusual equipment. Bill also showed an Atari PS-3000 Color Monitor/ Disk Drive he was selling. This combination of a SC1224 and SF354 gives a MAC set up.

Finally, Harvey Schoen ma ! ... debut as Editor of The LIAUG lighthouse. HOOKA

Bit Byter News

by Horst A. Dewitz

Magazine # 15 has arrived and here is the latest news from the Bit Byters in West Germany.

Evenings are getting longer and that means more time for our hobby. Why not write some programs for the upcoming magazines (How fitting, this applies to us here too! H.A.D.)

By the time you read this. the annual meeting will have passed.(Read my separate article about the annual meeting which I attended! H.A.D.).Those that missed the meeting can read all about it in the upcoming "Sonderma-gazin #4".
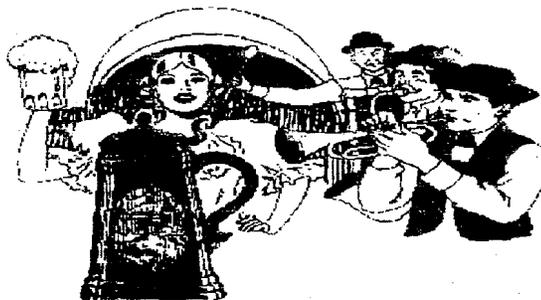
CLUB NEWS:

Membership stands at 587. Thru taiks with Atari representatives at the Duessldorf Atari Fair, we were able to establish a closer relationship with Atari Corp., we hope. That it paid off you will see later. Back to the lair. First our disappointment ior not being invited to set up a stand. So we were visitors this time. The 8 bit sector was totaly underrepresented. If the COMPY-SHOP and the ARMIN STUERMER PUBLISHING CO.had not made such a strong showing. tnings would have been worse. A club from Bremen showed Ataris. but mostly STs.

To our surprise. Atari Corp. announced the marketing of the XE (game) System. Plenty of demo sets were displayed at the fair, as well as software and cartridges. ABBUC's ieadership feels that buyers of the XE System should be looked at as potential members. because they have a full 8 bit system on their hands, needing only a disk drive and a printer. Because oi this potential. ABBUC purchased an XE System thru Atari Corp. ABBUC also purchased the XF551 disk drive thru the same source. Atari Corp. also will release a large number of 800XL's. Quote Atari: "After a low in home computer sales, a

sudden demand for computers prompted the release of the 800XL, targeted mainly lor the beginner".

REDUCED SOFTWARE:

Thru negotiations at the Duesseldorf Atari Fair we were able to buy from Atari Corp. at a reasonable price

1) SynFile

2) SynCalc

These factory fresh programs are available to club members for DM 30.-- plus DM 3.-- Postage. We have oniy a small stock. but we can secure more. Send order reauests to the club headquarters.

LIGHTPEN w/SOFTWARE

Klaus Kilb was able to secure LightPens with Micro-illustrator Soitware, price DM 30.-- plus DM 3.-- postage.

Order direct irom:

Klaus Kilb

Fischenbeck 52

D-Muelheim Ruhr

West. Germany

NEW ACTIONS:

With :he help of Joseph Kennedy, we send a letter to all english language Atari magazines. requesting to publish ABBUC's appeal to all Atari Clubs worldwide to form a close relationship between all clubs. in order to put pressure on all manufacturers and software producers. not to let the 8 Sit system die. We hope our appeal will be published and we await results from clubs worldwide. Further development will be reported here.

NEW DOS

Atari Corp. sent us the new XE Vers.1.0 DOS; apparently the lone promised A-DOS. We received this DOS with the request. to test same. The review is on side a. Note:the COMPY-SHOP and the ATARI MAGAZINE were the only other recipients.

30 CHARACTER CARD

The club received two cards(XEP-80) on loan for testing. A complete test report will be on "Sonderdisk # 4".

Some previews - runs of a joystick port.,has a monitor output port. 80 character resolution is excellent, centronics printer output. Using the 80 character mode is ok. the 40 character mode has some flaws. primarily software related. We are convinced that this can be

solved.

MAILBOX(BBS)

So far 4125 calls were received.MINI OFFICE II supports ABBUC'S modem interface and the B-MODEM program.

PRINTER EXPERT FOUND

After one half year without printer expert we welcome

Ralf Heiermann

Im Teifeld 8

D-4352 Dattein

West Germany

Schematics catalog on disk now for DM 4.-, order from Joost Kuep.

CONTEST's

Among the correct answers received for the puzzle on disk # 14, Friedrich Brucker was selected in a drawing and received original software as prize.'Program of the magazine' winners received prizes for 'vidio tit-ler','schlagz.obj' and 'hunde.bas'.

Sorry to say, only two 5-line programs were received, what's the problem?

Prizes will be given for puzzle. title and magazine # 15 programs. Send puzzle solution and program choice to the club headquarters. For text submissions use the text editor from side b from now on please.

Happy Holidays and much pleasure with disk # 15

Germany

BASIC PROGRAMMING FOR BEGINNERS

By: Stan Schenfeld

Well, here we are again. This month we are going to play a guessing game. I will try to give some hints to help solve these monthly problems, but if you need more help, any good book on BASIC language and/or programming. should be helpful. I have worked out the program for the following in seven lines. but your solution may have more or less program lines

GUESS THE NUMBER

Write a program to pick a random number from 1 to 99(non-decimal). The player of the game must try to guess the number. The program should tell the player whether the guess is too high or too low, and il the guess is correct a message of praise should be written. HINT:-Use the KND function in BASIC to have the computer pick it's number......

  ****EXAMPLE*** *

  RUN: THE COMPUTER WILL PICK A RANDOM NUMBER FROM 1 TO 99

WHAT IS YOUR GUESS? 50

TOO LOW WHAT IS YOUR GUESS? 75

TOO LOW WHAT IS YOUR GUESS? 85

TOO HIGH WHAT IS YOUR GUESS? 80

GREAT GOING-THAT'S RIGHT

see page 10 for an example program.
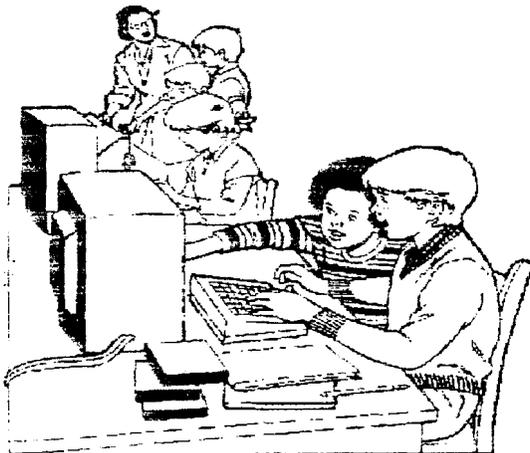
A Loo at ARC

by Marty Albert

October, 1988

Copyright 1988 by Marty Albert

continued from January 1989.

System Used lor Testing

The system that I used for testing is the same that I use daily. It consists of the following:

Atari 800XL with RAMboXL for 256K RAM

Atari 1050 drive with US Doubler chips

1Mb MIO by ICD. Inc.

Magnavox Color 40 monitor

Atari SX212 modem via MIO

Star NX1000 printer via MIO

SpartaDOS X cartridge, version 4.16 <beta>

The disk drives are set as follows:

D1: --> MIO 192K RAMDisk

D2: --> 1050 floppy

D3: --> MIO 832K RAMDisk

D4: --> Internal 128K RAMDisk

The SDX CONFIG.SYS file is:

USE WINDOWED

DEVICE SPARTA

DEVICE SIO

DEVICE JIFFY

DEVICE ATARIDOS

DEVICE RAMDISK 4

SET BASIC

SET CAR

SET PROMPT=$L>

The SDX AUTOEXEC.BAT file is:

LOAD CCMMAND.COM

TIME

DATE

The machine MEMLO is at $1BBA

There was a BASIC XE cartridge plugged into the SDX cart at all times.

The Test Conditions

Before each test was run, the SDX command COLD was given and

MEMLO was confirmed by PEEKing the appropriate memory locations.

Each test was run 4 times and the resulting times were

averaged to reduce the impact of any errors in reading the stopwatch.

All times were kept with a stop watch. Note that I estimate the error factor to be less than +/- 1 second.

All programs were run from the SDX command line except for ARC12 which was run from a batch file.

In all cases. the screen was off to increase processing speeds.

In creating the *.ARC/ALF files. the source files were on D4: and the *.ARC/ALF files were written to D3:.

For recovery testing, the *.ARC/ALF files were on D3: and the recovered files were written to D4:.

All byte counts are as shown by the SDX DIR command.

Note that while the SpartaDOS X cart is not widely available yet. I used it to test all the programs. The reason for this choice is that the SDX ARC works only with SpartaDOS X. To pit Atari DOS 2.5 against SpartaDOS for speed would he crazy. This way, all the programs are running under the came conditions and have equal chance to perform.

The Source Files

The source files were NOT picked at random. I tried to select a group of files that would include one each of as many Atari 8-bit file types as I could and end up with a total byte count between 70K and 80K bytes. The only factors considered when selecting the filer; to be used were type and size.

In the char: below. FILE TYPE is the type of file, SIZE is the byte count of the file, XMODEM is the number of Xmodem blocks needed to transfer the file, and COST is the approximate cost in dollars to download the file at 1200 bps non-primetime on GEnie using Xmodem CRC.

The files used were:

| FILE TYPE	SIZE	XMODEM	COST
▪ Daisy-Dot Font	2307	19	0.04
• Atari Font	1024	9	0.01
• Virtuoso Show	6528	52	0.11
• SAVEd BASIC	12078	95	0.21
AMS II Song	11984	94	0.20
• RLE Picture	6550	52	0.11
MicroIllustrator Picture	7684	61	0.13
• Koala Picture	1881	15	0.03
• Compiled Turbo BASIC	11877	93	0.20
• Binary	8634	68	0.15
• ASCII Text	8740	69	0.15
....			
• TOTALS	79287	627	1.34

The Test Procedure

The test procedure was a tedious one. As noted above. each test was run four times to minimize any errors in the timing values. Running the old ARC/ARCX 1.2 four times each ˅ as SLOW!

In addition to this. each of the ARC'd files was recovered by ALL the other programs in order to check for cross compatibility problems. <luckily, there were no such problems encountered> In other words. the file created by Super ARC was recovered by Super Un-ARC, ARCX12. and SDX ARC. <note that AlfCrunch can not recover ARC'd files nor can ARCX12 recover ALF'd files>

The Test Results

The following table gives the results of the tests. See the

legend below for an explanation of how to read this table.
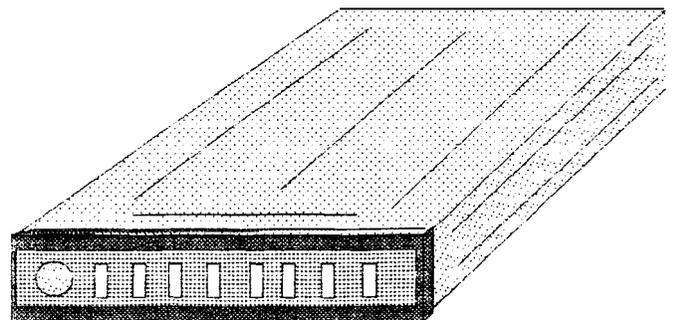
System	Under	Test	File Created With				
			ALF	ARC12	SUPARC1	SUPARC2	SDXARC
SIZE			46018	57681	46424	46424	46815
XMODEM			36	451	363	363	366
COST			0.8	1.01	0.81	0.81	0.81
% Reduced			41.96	27.25	41.45	41.45	40.96
ARC12-m			n/a	7:14.45	n/a	n/a	n/a
ARC12-r			n/a	6:46.94	5:06.72	5:06.30	5:05.24
ALF-m			1:02.11	n/a	n/a	n/a	n/a
ALF-r			0:37.47	n/a	n/a	n/a	n/a
SupARC-m			n/a	n/a	1:10.65	0:40.45	n/a
SupARC-r			0:29.29	0:51.43	0:29.48	0:29.46	0:29.30
SDXARC-m			n/a	n/a	n/a	n/a	0:46.07
SDXARC-r			0:29.71	0:26.95	0:26.75	0:26.77	0:26.53

In the above table. the program names are as follows:

ARC12 = ARC/ARCX 1.2

ALF = AlfCrunch 1.4

SupARC = super ARC/Un-ARC

SDXARC = SpartaDOS X ARC

Note that there were two files created with Super ARC.

SUPARC is the lile created with the default setting of checking

each for the type of rcmpression to use. SUPARC2 is the file created with the Crunch Only mode on.

To be continued........
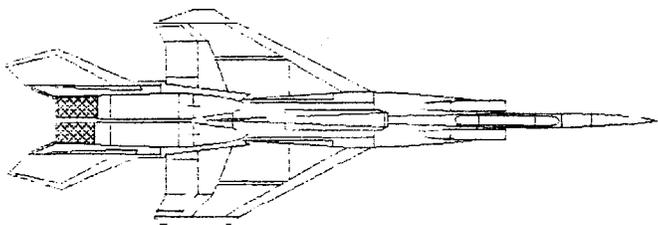
Copyright Law

Jordan J Breslow　　　　　me Road, Suite 200 Walnut Creek. CA 94596

+1 415 932 4828

Conrinued from January 1989

2. Copyright Sounds Neat -- How Do I Get One? Or, How Do I Know if this Program is Copyrighted?

2.1. How do you get a copyright?

If you've written an original program, what do you have to do to get a copyright? Nothing. You already have one.

2.2. How do you lose a copyright'?

If you've written an original program. what do you have to do to lose your copyright protection? Give copies away without the copyright notice.

2.3. How do you waste a stamp?

If you mail the program to yourself in a sealed envelope, what have you accomplished? You've wasted a stamp and an envelope and burdened the postal system unnecessaniv.

2.4. Do you nave to register?

Do you have to register your program with the U.S. Copyright Office? No, but it's a damn good idea.

2.5. How copyright comes into existence

Copyright protection (meaning the five exclusive rights) comes into existence the moment you iix your program in a tangible medium. That means write it down. or store it on a floppy disk, or do something similar. Registration is optional. The one thing you must do, however, is protect your copyright by including a copyright notice on every copy of every program you sell. give away, lend out, etc. If you don't, someone who happens across your program with no notice on it can safely assume that it is in the public domain (unless he actually knows that it is not.).

2.6. The copyright notice

The copyright notice has three parts. The first can be either a c with a circle around it ((C)), or the word Copyright or the abbreviation Copr. The c with a circle around it is preferable, because it is recognized around the world: ~ h others are not. That's incredibly

important. Countries around the world have agreed to recognize and uphold each others' copyrights. but this world-wide protection requires the use of the c in a circle. On disk. labels and program packaging. use the encircled c. Unfortunately. computers don't draw small circles well. *so* programmers have resorted to a c in parentheses: (c). Too bad. That has no legal meaning. When you put your notice in the code and on the screen. use Copyright or Copr. if you can't make a circle.

The second part of the notice is the "year of first publication of the work." Publication doesn't mean distribution by Osborne Publishing Co. It means distribution of copies of the program to the public "by sale or other transfer of ownership, or by rental. lease. or tending" So when you start handing out or selling copies st your precious code, you are publishing. Publi-cation also takes place when you merely OFFER to distribute copies to a group for further distribution. Your notice must in-clude the year that you first did so.

The third oar? of the notice is the name of the owner of the copyright. Hopefully, that s you. in which case your last name will do. If your company owns the program -- a legal issue which I will address later in this article -- the company name is appropriate.

Where do you put the notice? The general idea is to put it where people are likely to *see* it. Specifically, ii you're distributing a human-readable code listing. put it on the first page in the first few lines of code. and hard code it so that it appears on the title screen, or at sign-off, or continuously. If you're distributing machine-readable versions only, hard code it. As an extra precaution, you should also place the notice on the gummed disk label or in some other fashion permanently attached to the storage medium.

2.7. Advantages of registration

Now. why register the program? If no one ever rips off your program, you won't care much about registration. If someone does rip it off, you'll kick yourself for not having registered it. The reason is that if the program is registered before the infringement takes place, you can recover some big bucks from the infringer, called statutory damages. **and** the court can order the infringer to pay your attorneys fees. Registration only costs $10.00.

and it's easy to do yourseif. The only potential disadvan-tage is the requirement that you deposit the first and last 25 pages of your source code, which can be inspected (but not copied) by members of the public.

2.8. **A** test to see if you understand this article

Now. someone tell me this: is this article copyrighted? Can you print it?

To **be** continued,........

REVOLVER

Intersect Software Coro.

2828 Clark Rd. Suite 10

Sarasota, FL 34231

ST Review by Tom Tolman

When I came home with the brightly colored software box

with "REVOLVER" on it. my 13 year old son was thrilled that I had finally bought a another game for the ST. He soon came back down to earth when he realized that "REVOLVER" is not a shoot-em-up game. but a utility.

"REVOLVER" is actually two utilities with some extras. First it is a switcher much like "K-switch" and "Juggler ii". The second part of "REVOLVER" and the part that makes it unique is a memory roll-out and roll-in feature. The extras include a reset proof RAM disk, printer buffer. vt52 emulator, screen snapshot, and disk utilities such as format, copy, move, hide/unhide.

"REVOLVER" is installed via an installation program that makes sure REVOLVER is the first file in the AUTO folder (it seems like every useful utility insists on being first in the AUTO folder; sort of reminds me of grade school children lining up for the bus). It is not copy protected and can be installed on a hard drive or any number oi floppies.

On my unmodified 10 10ST, two equal partitions are the default setup. I quickly learned that desk accessories and RAM disks must be eliminated to have enough memory to run most useful programs with this set up because the overhead used by "REVOLVER" is too much.

With only "REVOLVER" end "TurboST" installed I had two partitions of 432K each available for use. With this. I could not run either "Word Perfect" or "VIP Professional", my two most frequently used programs My wife couldn't use her favorite program either, "First Word", with "Thunder!" spelling checker accessory. "First Word" without the spelling checker would run.

Once both partitions were booted (with small programs), the switch was quick and easy using the Control-left Shift-Alternate key combination. This works with son-GEM programs and many games also. The switch can also be made from the "REVOLVER" menu, which is called up by the left Shift-Alternate key combination.

It is possible to change the default partition sizes and to have up to eight partitions, if memory allows. The minimum partition size is 256K minus overhead. If the overhead (RAM disks. printer buffers. desk accessories, and "REVOLVER" itself) bring the partition's usable RAM below 160K, it will not boot. I tried two partitions (there must be at least two partitions) one with 768K and the other with 256K. This was enough to run 'VIP in the larger partition, but the smaller partition was virtually useless. "Worn' Perfect" would load in this partition but locked up the keyboard.

I read in a note posted on a BBS that "Word Perfect" would work with "REVOLVER" if the mouse accelerator another feature) is disabled. I tried this and still got keyboard paralysis.

The roll-out/roll-in feature 'REVOLVER" is somewhat useful. With it a partition may be saved to disk (in a compressed format similar to ARC) and loaded later. This process saves the entire memory including accessories. There are several advantages to this. The main one being that you don't have to reboot your computer each time you want to change desk accessories or install/deinstall GDOS (If you have C+PLUS and MULTIDESK you don't have to worry about that).

After establishing default partitions and RAM disks. etc. that you want. it is necessary to reboot the computer with each of the various configurations desired and then roll them out to disk.

For example you may save one file with GDOS and "Microsoft Write". another with "First Word" and

'Thunder". and a third with "VIP and a calculator accessory. Once this is done. your choice of program and configuration can be rolled-in as desired without a reboot. Yes, this means you can have different desk accessories or different GDOS setups with each of your programs and they can be changed quickly and easily without renaming a lot of files and rebooting the computer. This also means you can switch between low resolution and medium resolution the same way.

This is not multitasking. Whether in partitions or rolled-nut, the non-active program is dormant. However, when it is called back it acts exactly as it was before the partition was switched or the program rolled-out. The program will not work with software that autoboots (mostly games) and some games that do strange things to the keyboard when using a joystick.

Memory is the biggest limitation to 'REVOLVER" ! only have access to a 1 meg machine. With 2 megs or more. it may be very useful. With a 512K computer, it is worthless.

NOTE: This is a review of "REVOLVER" ver. 1.0. As I write this, I have received notice of a revision that, supposedly. fixes some problems such as "Word Perfect" incompatibility. and makes some chatiges in minimum partition size.

WORD QUEST   (c)1988   ARTISAN SOFTWARE

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E N R Q J I N E P O T S T J P A G R T S
E V E E I M I A R G U L Y R I A Y E K
R E H L D B I Z W U I Y N E C I E E O L
E N A A C T I O N E N N T F R O G S N H
G U Y C E M C R K A R A T E K A O D T O
D N G E E E L K M I Q U O M B I Y N L O
Z R P Y C C M P X M C S O D A T R A P S
U B R H E A L R A A U K L E W S V L Y G
E Q I I A T N E V H J I S A B D T B H E
E L N G U N S L I N G E R T R Z V E A H
P R T Y A E T T U O O S B A A B D I R P
T O S A U I O A F T H I O A T R N I D G
E T H O M N H C S I A B L T A E T U R O
E S O Z E Y I U P T R A D F L G N A A A
O I P A Y I T S O E E O A U F N I A L X
E S N E B O C L D A P S M A E E X N L A
B O I E D A O A O B T L C J N A M C A P
E T Y P E S E T T E R L E A X I Z Z T A
L X E I D L O A I I E O R I U N E E A G
P B I U X J T C T O S L T I N T T R L O
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ACTION	MULE	PRINTSHOP
CORE	PACMAN	SPARTADOS
GUNSLINGER	PAWN	TYCOON
HARDBALL	PHANTASIE	TYPESETTER
KARATEKA	PITSTOP	WARSHIP
KICKSTART	PLANETARIUM	ZORK
LEADERBOARD	PRINTMASTER	

COMPUTER SHOWS

Feb 11 - Westchester County Center

Feb 26 - Royce Carlin Hotel
            Melville, NY

Apr 9 - Aspen Manor
            Parsippany, NJ

MAGIC SAC TIPS

by: Douglas Hodson

Columns extracted from the MVACE NEWS Official newsletter of the Miami Valley Atari Computer Enthusiasts

P.O. Pox 24221 Huber Heights. OH 45424

Edited by Bruce B. Hansford MVACE NEWS Editor

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MAGIC SAC TIPS #4 -Installing Desk Accessories-

By this time you should have your Magic Sac up and running smoothly. If you don't, read early TIPS columns, or give me a call ar 252-3267.1 will have you Saccing along within minutes, money back guaranteed. So now it's time to cover some of the basic Mac operations.

This time I will cover the what a desk accessory is, and installation of a desk accessory. The use of desk accessories is the easy part, so I will cover it first.

Its simple; a desk accessory is a program that can be accessed at any time, even when another program is running such as a word processor, spreadsheet or data base. Most desk accessories are utility programs, written to add features to or extend the power of your computer. This is true of the Mac and the ST. Why would you want to run another program when you are already running some application program? Well as I say, the desk accessory is a utility program such as a calculator, calendar, color aujusrments (ST only), or keyboard "feel". These are things you might like to change when "inside" another program.

Where are the desk accessories located? Do you see that little apple up in the top left corner? They are located in that "apple" menu. If you point at the apple and click your left mouse button a drop down menu will appear with a listing of all the utility programs that are available. or as some people call them a listing of all the desk accessories available. These programs can be "accessed" or run at any time. Remember, when you are running a word processor such as MacWrite or Microsoft Word you will still have that apple up in the corner. which means you can still get to the utility program you need.

The natural question to ask is "Can I put any program up in that desk accessory menu?". Well rhe answer is no. When a programmer writes his program he must make special provisions for"being" a desk accessory. He (or she) must make sure not to interfere with the operation of the application program currently being run. This sounds

bad, but in practice, the operating system takes care of most of the work. Well, I'm getting a little side-tracked but in summary a desk accessory program is a program that is written to be a desk accessory. not an application program.

Now how do I install a desk accessory? Installation of a desk accesscry requires the use of a program called "FontlDA Mover". The DA part stands for Desk Accessory. The program is located on my BASIC UTILITIES DISK #4 in the Mac library. The FontlDA Mover does more than just install or remove desk accessories it can aiso install or remove fonts. I'll cover this in the next TIPS column. Why isn't the Font/DA Mover called a Font/DA Installer? The reason is simple, the program literally moves desk accessory programs. Where? Remember. in the last severai coiumns I have mentioned the Finder/System combination as being part of the Macintosh operating system? I never really explained what each of these files really contains, did I?

Now it's time, or at least time to explain what System contains. I like to think of the System file as a collection of ionts and desk accessories all "tacked" together. When the Mac boots the System file is checked to "see" what programs (desk accessories) and fonts are available to the operating system for use (which translates into what desk accessories and fonts are available to you). If you want another desk accessory available for your use. just

Guess Number continued.

```
****ANSWER-(PROGRAM)****
10 R=INT(100*RND(1)+1)
20 PRINT "THE COMPUTER WILL PICK A
RANDOM NUMEER FROM 1 TO 99"
30 PRINT "WHAT IS YOUR
GUESS":INPUT X
40 IF X<R THEN PRINT "TOO LOW"
50 IF X>R THEN PRINT "TOO HIGH
60 IF X=R THEN PRINT "GREAT
GOING-TI-IATS RIGHT":END
70 GOTO 30
```

"tack" it onto the System file. If you want to remove a desk accessory just erase it from the System file. This is the sole purpose of FontlDA Mover. That's it; FontlDA Mover just moves files (programs or fonts) in or out of the System file!

After starting up FontlDA Mover you will see two windows. These windows indicate the source and destination of the desk accessory or font to be moved. You must select the Desk Accessory option at the top of the screen to work with desk accessories. To install a desk accessory just "open" the System file in one window and "open" the disk (or file) that contains the desk accessory you want to install. Our Magic Sac library contains an entire section of disks containing nothing but desk accessories. Simply highlight (point arrow with mouse and click) the desk accessory you want moved an click on the arrow button that is enabled. Notice that the desk accessory is moved (or tacked) to the System file. After exiting the FontlDA Mover use the "GET INFO option in the desktop to display the size of the System file.If you were keeping track, you will notice that the size of the file is larger. If you removed accessories then the System file will be smaller. That's about all the there is to desk accessory installation.

Draw Art Professional

Object Based Clip Art

Migraph inc. 720S. 333rd St. Suite 201

Federal Way. WA 98003

Reviewed by Warren Kearney - MVACE

if a picture is worth a thousand words how much would a collection of over 60 pictures cost in terms of words. Well rest assured. I won't use that many. The problem with reviewing clip art is so much of it is subjective. I found this package so exciting that I just don't know where to start.

The first thing I noticed was this incredible drawing of a g(lassof soda. The illusion of glass filled with a liquid was complete. Shadow and highlights were finely drawn.

At this point I think I'll back up and explain a few things that are addressed in the documentation that comes with Draw Art Professional. The first is the title Draw Art Professional. These are pictures drawn by a professionai

artist. This is apparent in each of the pictures included in the package. The clipart in this case is a collection of .GEM metafiles done using Migraph's Easy Draw. For those of you that may not know. this is based on Digital Research's GEM standard format for object art.

The great advantage to object art is that the resolution of the final output is equal to the highest resolution of your output device. In my case that's an Atari SLM804 laser printer, with resolution of 300x300 dots per inch. As you can imagine, this has the potential to produce really fine graphics. This all happens because each object is nothing more than a collection of points. What is described on a 90x90 DPI screen is printed relative to the output device. Once again, in my case. a laser printer. What looks a little jagged on the screen smooths out in the final printing. Also what looks good on the screen (looks even better printed out.

Most of the clipart packages are bit mapped images. And some of these are great. Take. for example, the scanned images in the Printer's Devil clip art. These look really great at their scanned density. That means if you scanned a two inch by three inch picture, it looks great sized for print at two by three inches. However the image is fixed at this density. If you 'blow up' this image to. say. six by nine inches the image stoys the same. but the pixel size increases. That is the dots are all the same but now they are bigger to fill the new frame size. The results are that the picture now looks blocky. By the same token if you 'reduce' the image you will lose information. Generally this means that white areas will fill in making the whole picture look darker.

Well now from that thumbnail sketch do you know anything more that before about .GEM files? The one thing to understand is because .GEM files are only a mathematical interpretations of the art they can be enlarged or reduce any amount without loss of integrity. OK, you say, how's that going to help me? I just use a
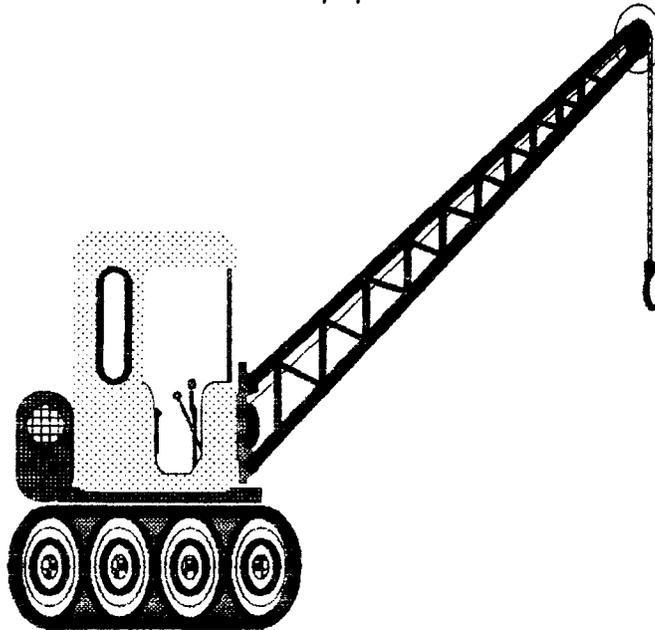
desktop publishing package and need some knockout graphics for a presentation Then you must add Draw Art Professional to your collection of clip art.

Categories include animals. arrows art tools, autos, borders, clipart, computer. food, lights, maps, music. office. photo. sports. stars. tools and transportation. As you can see from this list there is quite a variety in subject mauer. Each of the images is professionally done and very clean. The documentation that comes with Draw Art Professional is a mini course in .GEM art and .GEM files in general.

Now for the frosting on the cake. If you have ever wanted to learn more about working with Easy Draw but couldn't find anything to help, then you really must buy this package. You can load any of the images into Easy Draw and then take them apart.

What you will discover is that each image is made up of very simple shapes. Each object is composed of many objects. all grouped together to form the final object

As an example. take the glass of soda. the rim of the glass is one oval copied with the second one reduced in size nested into the first one. The sides of the glass are really one half side mirrored and grouped together. Shadows and highlights are small plain objects built up together to make complex looking objects.

If none of these points can convince you to buy Draw Art Professional. take a look in recent copies of the MMACE NEWS most of those fine line art pictures are from Draw Art Professional. If you're into desktop publishing of any type and the software

you use will import .GEM files then this is a must buy.
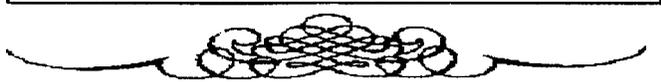
NEW

In The ST Library

Disk #35 Feb 1989

810DRIVE.ARC - Turn your ST into an 810. Saves an 8-bit disk to the ST disk. Includes schematic for 8 bit to ST cable

88TAX20.ARC - 1988 tax worksheet for LDW Power, Swiftcalc, and VIP Professional. Contains form 1040, schedule A and B.

DCSTUFFR.ARC - Shareware program allows you to load in more than 6 desk accessories.

AST CHEF.ARC - Mouse activated program to add and edit recipe files. Sort by fond group, ingredient. hot or cold and other criteria.

DSMARQEE.ARC - Scroll test on upper half of screen while displaying 80 column text on lower half.

OMVSLIDE.ARC - Slideshow program with various special effect fades between pictures. Supports Degas, Degas Elite and Neochrome

REPUBLICAN

PROSPERITY
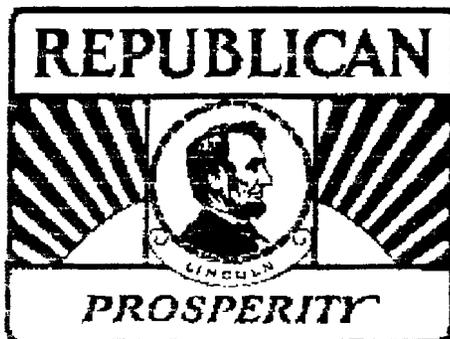
Minutes of 1/7/89 UAUG Meeting

By Randy Constan

President John Aalto opened this first meeting in 1989 to a good showing of members. Several items of agenda for the new year were discussed, including the renewing of our relations with ATARI. the need for regular officers meetings. and a renewed commitment to increasing the membership. On that last point, it was noted that there was a favorable response to the availability of our newsletters at Island Computers & Software. Island continues to be one the most supportive retail outlets for ATARI products in the entire state of NY.

On the business side of life. LIAUG will probably be changing banks soon due to some unreasonable charges being imposed on our current account. Also, our new post office box in Islip is now in effect. Incidently, while our mailings have been slipping a bit, our records are up to date. So. anyone whose annual membership fee is past due should contact the president or treasurer (me!) to renew their membership status.

There were several good demos at todays meeting. including 'Voicemaster' for the 8-bit machines. For under $50, anyone can begin experimentation with sound sampling, voice recognition, and automated music transcription! Thanks to Neil Trenk for a very impressive presentation! Also, Harvey Schoen gave a thorough tutorial on desktop publishing, with 'Publisher ST'. This is a very complex program requiring a sizable investment in time to master. let alone demonstrate! Thanks again Harvey for keeping us informed about so many good ST products.

Well. looks like LIAUC is off to a good start for the new year. LIAUG continues to be the number 1 source of unbiased ATARI information on Long Island. mainly due to the many talents of our ever increasing membership. The renewed enthusiasm is encouraging.

Good Luck to our new president in the year ahead, and happy new year to all!

The President's Column Feb. 1989

by John L Aalto. Jr.

SPIN CYCLE After a year (or was it two) of presidential campaigning you've probably heard the phrase 'spin doctor'. That's the person in charge of putting a positive 'spin' on their candidates performance in a. uh, performance (sorry but I refuse to use a misleading term such as 'debate' in this context). These individual at least get the privilege of being well paid in either power or cash for what they do.

Consider my position, I do it for free and for ATARI CORP no less. Although I'm inclined to think Atari is doing wacky things to it's distributors. has managed to create an amazing lack of presence in the US market place, and has a lack of ardor in encouraging software companies to develope for their computer. I've come to separate the company from their product line.

Now that we seem to have past the high tide of hype. past the high mark of vapor ware announcements, the debacle of purchasing an incredibly over valued chain of stores. the lack of available MEGAs. well. what could happen next? I say "think good thoughts", "ya never know", "it ain't over till its over",and "have a nice day". Some day some one will produce a mini series on the Atari saga.

As ior us, the end users, its not really that bad. Both the 8 & 16 bit computers are incredible bargains and hacker delights. Even with what seems determined effort Atari isn't able to kill off the 8 bitters. It remains a classic beauty. There is a solid base of excellent software. I've seen it run a business for a fraction of the cost of a clone. At a super power level. you can upgrade to 1 meg machine and over 100 megs in hard drive. Ah yes....just a game machine.

And, on the ST side, consider the rumor of the "ST game machine". if it makes an Atarian cringe to hear that phrase. imagine how it would make an Mac owner feel to see Hypercard up and running on one.

It looks like we're stuck with fascinating computers. Having just bought an ST and as an XE owner I honestly beiieve that. Of course, hearing the olficiai Atari dirge...<all our STs must be sent to europe>...<yes, we're the number one computer in Germany or darn close>...<no use advertising a compurer if we don't have any to sell>... carps on me a bit. But look on the bright side: we're using a "european" computer. Think of the marketing value. the snob appeal! Since the old slogan is getting a little stale (nice rry, but more like power without the PR) Atari

should loosen up its image and spend an extra mill on buying a new slogan like-DON'T WORRY, BE HAPPY!

LIAUG 1989 Meeting Dates

Jan 7	July 1
Feb 4	**Aug 5**
Mar 4	Sept 9
Apr 1	Oct 7
May 6	Nov 4
June 3	Dec 2
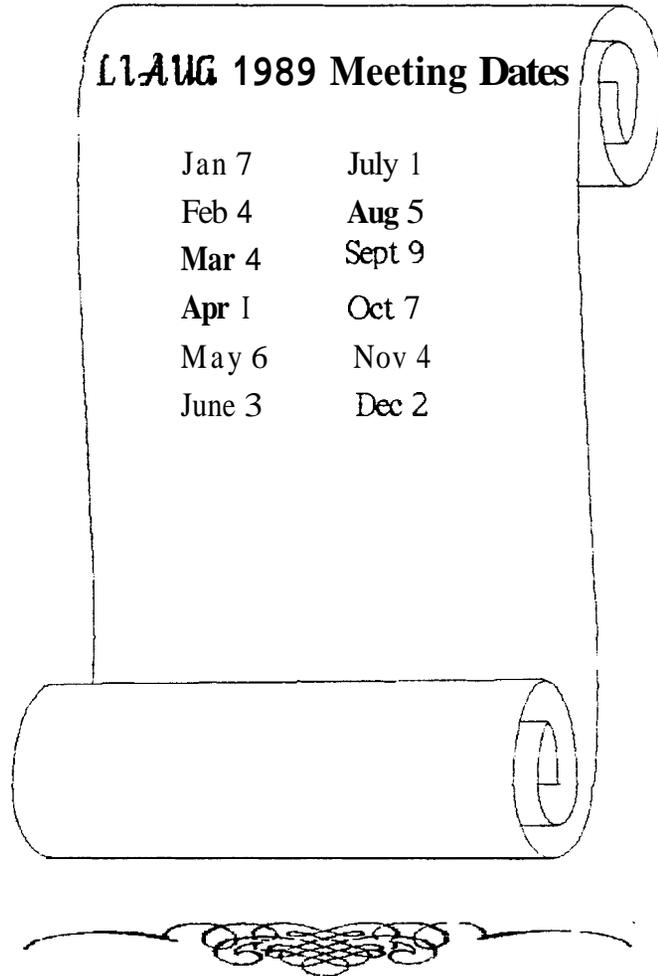
Closing   by the editor (Harvey Schoen)

This month we continue several popular articles and introduce a word search puzzle. We are always looking for articles, reviews cartoons and pictures for the newsletter. It is your newsletter and needs your input.

In line with helping you make the best use of your computer. the club is always looking for ways to save you time and/or money. This month we are making disk labels for the ST 3 1/2 in. disk available for 2 cents each. If there is any demand we will try to make a similar deal for 5 1/4 in. disk labels.

Don't forget to check out the latest PD disks in the library.

LONG ISLAND ATARI USER GROUP

MEMBERSHIP APPLICATION

To apply for LIAUG membership fill out the following application and bring It to the next meeting, or mail It (including check or money order) to:

The Long Island ATARI users group
P.O. Box 92
ISLIP, NY 11751

The current dues are $15.00 yearly, plus $5.00 additional to receive all mailings, Including the newsletter). Make checks payable to 'The LIAUG'.

First name: _____ Last name; _____

Address _____

City: _____ State: _____ Zip: _____

Phone #: _____

Your system (please be specific):

Computer: 400   600   800   800XL   66   130   520   1040   MEGA

Memory: _____ K   Cassette: _____   Disk drives _____

Modem; _____ Interface: _____ Printer: _____

Other _____

What languages are you familiar with? _____

_____

In what areas would you like to learn more about your computer system? _____

_____
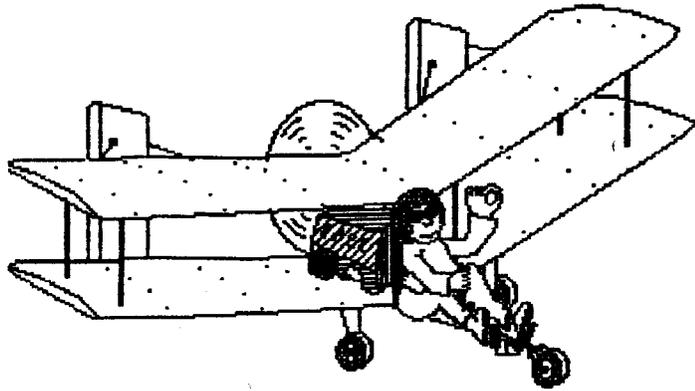
WRY NOT VISIT WITH US AT
THE NEXT MEETING
MARCH 4

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The HAUG Lighthouse
P.O. Box 92
Islip, NY 11751

First Class Mail