ABBUC

LIAUG
Light house

Long Island Atari User Group

Member of
NEAR-US

LONG ISLAND ATARI USER GROUP

The Long Island ATARI Users 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 User Group
P.O. Box 92
Islip, New York 11751

The current dues, which includes a subscription to our newsletter, is $20 per year. Kindly make your check payable to The Long Island Atari User Group.

First name: _____ Last name: _____

Address _____

City: _____ State: _____ Zip: _____

Phone # _____

Your system (please be specific):

Computer: 400   600   800   800XL   65   130   520   1040   MEGA

Memory: _____ < 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?
_____

_____

For LIAUG use only: Rec'd ___/___ Amt:_____ Exp ___/___/___ TYL:___/___/___ Card Y/N ML Y/n Mail / BBS / Meet

LIAUG

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1/2 Page	20.00
Full Page	30.00

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 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.

Current LIAUG Officers

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BBS Sysop	Patrick J. Mulvey
Club Correspondent	Terrence Madden
Int'l correspondent	Horst DeWitz
Newsletter Editor	Harvey Schoen
8 Bit Program Manager	Pat Mulvey
16 Bit Program Manager	Terrence Madden

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:

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.

NEAR-US Minutes

Sept. 15, 1990

NEAR-US Groups attending:
Lehigh Valley Atari Users Group, PA
Jersey Atari Computer Group, NJ
Long Island Atari User Group, NY
Brooklyn Atari Society for Information and Communication
Riverhead Atari Computer Enthusiasts, NY

Other Registered NEAR-US Groups:
Allentown Bethlehem Easton's A.C.E.s, PA
Atari Berks Users Group, PA
Atari Bit Byter Club e.V., Germany
Atari Computer Enthusiasts of Syracuse, NY
Central Connecticut Computer Club, CT
Montreal Atari Club Atari de Montreal, Canada
North East Atari Team, PA
Ol' Hacker's Atari User Group, NY
Southcentral Pa. Atari Computer Enthusiasts, PA
ST Atari Road Runners, CT

The North East Atari Regional User Support (NEAR-US) held its September 15th meeting at the AT&T Bell Labs Auditorium in Murray Hill, NJ. The Jersey Atari Computer Group (JACG) once again provided the location. Representatives signed in and the meeting began.

It was announced by Jon Mordosky, the SysOp of LVAUG's A.C.U.T.E. BBS, and Patrick Mulvey, the SysOp of LIAUG's The Nest BBS, that there is an official NEAR-US message base. This NEAR-US BBS node networking is done on eight bit Ataris using Express Pro BBS noding software. (Brian Stachiew, the SysOp of MACAM's Pig & Whistle BBS, has expressed interest in joining the network.) It was Jon's and Patrick's hope that other group BBSs would be added to the network soon.

The first NEAR-US group to proclaim its affiliation on the cover of their newsletter was Lehigh Valley AUG. The NEAR-US UPDATE newsletter insert was first seen in THE JACG NEWSLETTER. The first listing of NEAR-US members BBS numbers was in The LIAUG Lighthouse. And we'd like to thank those groups for their efforts!

Discussion focused on the production of a NEAR-US handout to be given away at the Washington Area Atari Computer Enthusiasts (WAACE)AtariFest and the Boston
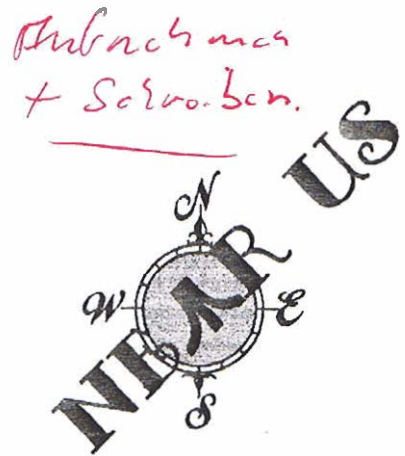
Atari show. Harvey Schoen, LIAUG's newsletter editor, was willing to produce a flyer for the shows and Steven Stubbs of LIAUG offered to bring them to the WAACE show. It was decided to have the handout try to contain the following information about member groups: Name of group, mailing address, meeting dates and location, simple directions, voice phone number, 8 and/or 16 bit, and its official BBS phone number (if applicable).

A NEAR-US newsletter insert is being published by Harvey Schoen that will be mailed to members and other interested groups. Information is taken from the application forms, club newsletters, postings on the NEAR-US message base, and material sent to Harvey Schoen, % NEAR-US, 84-45 Fleet CT., Middle Village, NY 11379

David Noyes, Pres. of JACG, reminded us that he is collecting "member generated" articles in order to produce a "BEST OF NEAR-US" edition. David thanked LVAUG for their timely submissions and encouraged other groups to follow their example. Please send articles to David Noyes, % NEAR-US, 3 Ann Rd., Long Valley, NJ 07853 or post on JAGC's BBS in file area B. Leave David E-mail so that he knows of the submission.

It was decided that the next NEAR-US meeting would be held at AT&T Bell Labs Auditorium on April 20, 1991. The meeting came to a close.

AtariWriter+ VII

Continued from September issue

For Those Who Don't Want to Read the Book

by Jimmy Boyce (CACE)

Well folks, here we are! Oh, you noticed I was not here last month? Thank you. You didn't notice I wasn't here last month? Probably one of those users of some other brand of word processor. I forgive you.

Where were we? Oh yes, we are going to make a printer driver for the Panasonic KX–P1080i Printer. Let's start by thumbing through the manual <pgs. 46–47> along with getting the custom printer driver menu up on the screen in the manner we discussed last time we got together. Now that the menu is on the screen, the battle begins.
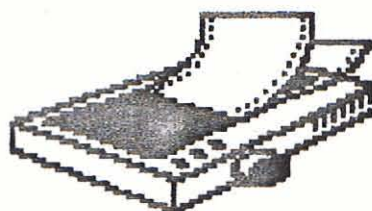
First, you see INITIALIZE EVERY LINE. To be honest with you, I do not know what that means. According to the book, it doesn't matter because this is not necessary with most printers, and it is not necessary with the 1080i. So, arrow down to the next command, which is the LINE FEED AND CARRIAGE RETURN. Now we get into the good stuff. Strike the [RETURN] key and there is the predicted screen change and the "?" prompt at this point. For a 1080i, type in [1] [0] [RETURN]. So far, so good! Now the cursor has moved down a line and another "?" appears.

You have typed in your first command for a Panasonic KX–P1080i printer. Aren't we proud of ourselves? What do you mean, "no!" How could you not be? You say you have run out of numbers and that stupid "?" is still there and I didn't tell you what to do next! Oh, sorry about that. Try another [RETURN].

Now you should be back to the menu, with the arrow right where you left it. That is not your problem, either? Tell me, Bunky, what is your problem? You don't have a 1080i? Did I forget to tell you to get out your printer manual and look up LINE FEED AND CARRIAGE RETURN? Go for it, Bunky...I will wait.

While we wait for him, let me show you some pictures of my granddaughter...

Oh, Bunky is back with us. That's the right book, and you have found the command and are typing it in right now. Good boy, Bunky. Please note that some printers have more than one command for this function. Hang in there for a

moment...I will explain and you can go back and finish it.

Now arrow down to the next command — UNDERLINE OFF. Strike [RETURN], next to the "?" type in [2] [7] [RETURN]. Same song, second verse...type [4] [5] [RETURN]. Same song, third verse...type in [0] [RETURN] [RETURN].

Now, if your line feed and carriage return was in the form of two commands, then enter them in the aforementioned manner. Be sure to start from the beginning of the command sequence. The firstcommand will be lost if you don't retype it (on the assumption that you typed it in and then went on to the next command, that is).

As a side note, remember that in order to use the underline command in your text, you must strike the ATARI LOGO key (otherwise known as "that little key in the bottom right hand corner of the keyboard that has a symbol that is divided from top right to lower left and is dark colored at the top side of

the divider and light colored on the bottom side of the divider"). Or you can just place the cursor at the beginning of the text you want underlined, hold down the [CON-TROL] key and strike the [U] key. Repeat this procedure at the end of the text you wish to be underlined to make it quit underlining.

Now that you understand the process for entering this code (you do understand don't you, Bunky? Good, I am proud of you), I am going to list the rest of these "text commands" and give you the [CONTROL] key codes you will use in your text to access them.

I hope this does not confuse you. Believe me, I am not trying to belittle your intelligence with that statement, but this stuff can get a little strange until you get used to the commands. A couple of notes for you: First, whenever there is a command like [CONTROL][G][2] for instance, hold

☆ NEARUS

A.C.E. of Syracuse   A.C.E. of S.
NEAR-US Contact 204 E. Patricia Lane North Syracuse NY 13212

Fred Danaway 315 451-2403

Allentown Bethlehem Easton's A.C.E.   ABE's
ACEs NEAR-US Contact P.O.Box 2830 Lehigh Valley PA 18001

Helpkey II 215 868-4856 Paul Grover 215 799-3337

Atari Berks Users Group   A.-B.U.G.
Atten: NEAR-US Contact Box 776C RD #1 Reading PA 19607

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

Atari Bit Byter Users Club e.V.   ABBUC
% Horst Dewitz 1653 Wesley Ave. N. Merrick NY 11566

Wolfgang Burger

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

Dateline 718 833-0828 Al Petersen

Central Connecticut Computer Club   C.C.C.C.
ATTN: NEAR-US CONTACT 127 Pinnacle Rd. Bristol CT 06010

Jersey Atari Computer Group   J.A.C.G.
% Dave Arlington Eagle Rock Village Bld. 8 #3B Budd Lake NJ 07828

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

Lehigh Valley Atari Users Group   L.V.A.U.G.
Atten: NEAR-US CONTACT P.O. Box 796 Whitehall PA 18052-0796

ACUTE 215 261-0620

M.A.C.A.M.
% Brian Stachiew 12452 Breault Pierrefonds, Quebec CANADA H8Z 1B4

Pig& Whistle 514 684-0282

North East Atari Team User Group   N.E.A.T.
Atten: NEAR-US Contact P.O. Box 18150 Philadelphia PA 19116-0150

Star Station 215 335-4805 Allan Zaluda 215 677-6751

Ol' Hacker's Atari User Group   O.H.A.U.G.
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.
% Frank Kuzloski Park St. Wading River NY 11792

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
BIT BYTERS	516-221-8462
ABE's ACEs	215-868-4856
SAGE	814-833-4073
STARR	203-421-4861
SJACE	609-931-3014
ACES	TBA
ACOR	TBA
AUGHA	TBA
CCCC	TBA
MACAM	514-684-0282
MMNJ	TBA
NAPCO	TBA
PACE	TBA
WMASTUG	TBA
WACO	TBA
BASIC	718-833-0828

BeckerCAD ST

by Terry Frits (RACC)

CAD -- Computer Aided Design. If you ask, I think most people would describe a CAD program as a high level drawing package. I would describe it more as a drafting package, the aim of which is accuracy in drawing. When I purchased my first Atari ST in 1985, I had visions of doing all sorts of graphics on this fantastic machine. Since then, I have not been disappointed, as many paint, drawing and CAD packages have been released for the Atari ST and new programs are coming out all the time.

The question to be asked now is, "can the ST be a serious CAD machine?" Well, several years ago I would have said, "No, not with only 1 meg of memory, the small monochrome screen, and slow graphics redraw, plus limited printer/plotter support." But, today it is quite a different story, with the Megas, blitter chips, high resolution 19" monitors, and a full array of printer/plotter drivers available. The Atari line is becoming a true contender in the CAD market.

What really makes a CAD system, though, is the level of the software available; and BeckerCAD ST is one of those programs to be looked at by the serious draftsman (or woman).
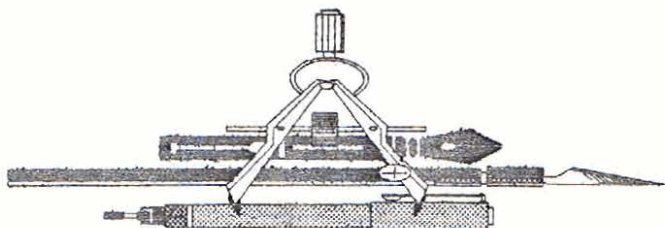
First, let me say that my main purpose for owning a CAD system is to draw house plans and do minor landscaping, not engineering prints. I do deal with engineering prints where I work, but I don't work off our CAD/CAM station or draw prints.

Before I list the features of BeckerCAD ST, I would like to say I am very impressed with it. It has one of the most user friendly interfaces I have come across, using icons, drop down menus, plus keyboard and function keys together, without using too much of anything.

Superb Documentation

The manual is a hard cover, three ring binder with hard box — the kind that comes with a lot of the nicer Atari software. The manual has a table of contents, appendices, glossary of terms and an index. Each section of the manual has a cardboard separator with tabs sticking out that make finding topics a breeze. Other software companies take note, PLEASE.

The sections of the manual are...(1) installing and starting the program, (2) introduction to CAD, (3) introduction to GEM, which explains 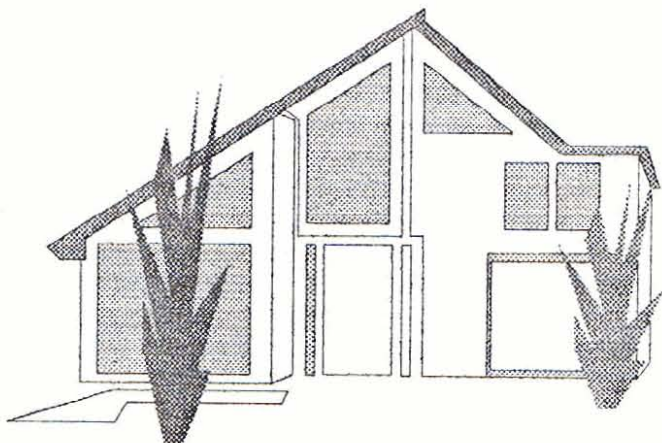GEM and BeckerCAD to the novice ST user and introduces the different functions of the program (including a tutorial), right through to the professional features. Next, (4) is the system reference manual which goes into more detail on each function, (5) is the appendix and (6) is the index.

The manual starts by explaining about CAD and the different uses in design and manufacturing applications. If you are new to CAD, I highly recommend reading this section.

As I read through the manual, I would say to myself it's too bad BeckerCAD does not have this or that special feature, only to read further and find the feature of which I was thinking. One of those features is "break line." Once I draw the outside of a house I want to break a line to insert the windows or doors. BeckerCAD not only breaks lines, but also breaks circles and arcs. Another feature was the saving of the drawings. I was thinking how I wished the program saved the drawings so I could use them in my desktop publishing package, only to find they can be saved in Degas .PI? or the .CAD extender.

Hardware Requirements

So, let's take a walk through BeckerCAD and see what special features it has. First off, the hardware requirements are an Atari ST with 1 megabyte, TOS in ROM and one 720K floppy drive and/or a hard drive (recommended). BeckerCAD is a 2D drawing program. Once the program has
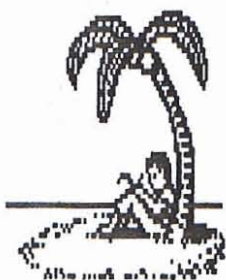
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Atari Bulletin Board April 1990

by Bill and Pattie Rayl

In a press conference this month, Atari announced it is now shipping the Lynx game machine with a detachable keyboard and battery-powered disk drive. According to our sources, plans are in the works to allow the disk drive to connect to the Portfolio as well. Suggested retail for the new "Lynx Computer," including disk drive, is $299.
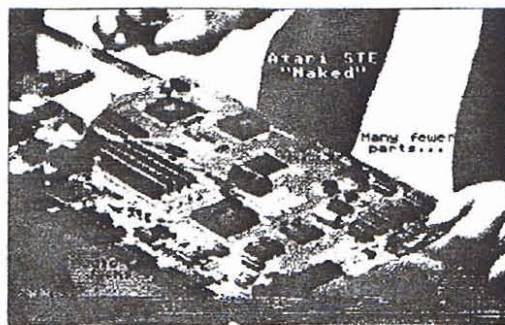
Dealers, who have been unable to purchase Atari 520ST and 1040ST computers since mid-December of last year, are now having problems getting Megas as well. In order to help ease the backlog of computer orders from dealers, Atari has begun shipping the new "Lynx Computer" to dealers as replacement for Mega 2 and Mega 4 orders "at no additional charge."

Atari Computer's newest president, Meade Ames-Kline, has reportedly disappeared amidst a cloud of suspicion. Ames-Kline is the former president of the Koala Springs Beverage Company, maker of a "trendy soft drink popular in California." Apparently, investigation into the recent Perrier scare led detectives hired by the Perrier Co. directly to Ames-Kline. Detective Sgt. B. Leavit stated, "It seems Mr. Ames-Kline, whose company was a competitor with Perrier, sent a letter to the president of Perrier just days before the scare. Then, Mr. Ames-Kline rather suddenly left Koala to take a job at, of all places, a game machine company. Sounds pretty suspicious to me." We called Atari to find out more, and after numerous transfers, we finally reached someone who knew something about this. The janitor who cleaned Ames-Kline's office the night before he disappeared informed us that, although he wasn't sure, he thought Ames-Kline could be found somewhere in the Caribbean. When asked why, he stated, "Well, when he left that night, he was wearing Bermuda shorts and a khaki shirt. Plus, there were all these Caribbean cruise brochures in his wastebasket."

Following closely on the heels of the recent layoff of reportedly between 10 and 15 percent of its U.S. workforce, Atari has announced the shutdown of all its factories. An Atari spokesperson attributed the shutdowns to "the fact that we have no products right now. We will open the factories again once we have products to sell. Until then, we're just wasting a lot of money on electricity and salaries."

Atari has also reportedly developed a 512K version of the new STe. Originally, the STe was to be marketed only in a 1Meg version, using SIMM modules and allowing for easy user expansion. Due to market surveys conducted in Borneo and Kuala Lumpur, Atari has come to the conclusion that the average computer user would be better served by a 520STe. In order to produce these new machines, Atari has developed a new technique called "SIMM Splitting." The engineer we spoke with explained the process as "basically taking a 1Meg SIMM module and chopping it into two equal size pieces, thereby making two 512K SIMM modules. This way, we can make twice as many 520STe machines as we could make 1040STe computers." We contacted former Atari employee Sig Hartmann to get his views on the subject. "Ya, I hear about dat," Hartmann said. "Dey gonna sell jillions of dose to dem guys out dare, specially to dem usahgroup guys."

Developer News

Due to numerous problems with pc-ditto II, Avant-Garde has been furiously working on changes to the product which they believe will revolutionize the Atari market. Attempts to reduce the size of the hardware upgrade were unsuccessful. In a surprising move, Avant-Garde decided to then make the IBM emulator EVEN BIGGER! Dubbed pc-ditto III, this new emulator works by having you plug your ST into it, similar to plugging a card into a real IBM. A source at Avant-Garde said, "With ditto III, there is no need to open your ST. You just open the flip-top on the ditto III case, slip in your ST, case and all, and you're ready to go!" This new upgrade has the added benefit of looking exactly like a real IBM from the outside.

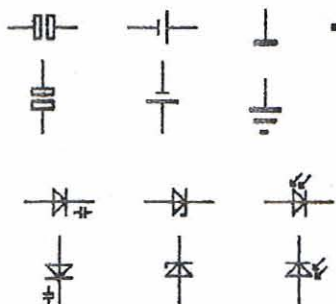Not to be outdone, Gadgets by Small is looking at a similar

hair, grid and rounding. You can also set the line sizes and styles, cross hatching and text attributes from the Parameters menu.

If all these things were not enough (and I have not covered all of BeckerCAD ST's functions), there is more. There is also a macro interpreter called PS, which is a stack oriented programming language. This allows for exact placement in the drawing program. It is very similar to the PostScript language and has full function key shortcuts, graphics commands and math functions.

Symbols and Fonts

Now comes one of my favorite parts — parts, better known as symbols libraries. BeckerCAD ST comes with a whole mess of them.

There are symbols for the electrical and electronic world – from resistors, capacitors and diodes to home appliances, lighting, meters and loud speakers. There are also symbols for the plumbing world (for real flow charts — water that is!) and the heating world, plus one of the best architectural symbols libraries I have seen. There are symbols for stoves, bathtubs, sofas and counter tops — there's even a grand piano. The objects can be loaded in, sized to your furniture sizes and moved around to see how they fit in the room. It sure beats picking up the couch five times and moving it around the living room! You can also create your own symbols and save them to the library.

There is no engineering symbols library, but since this is not a 3D CAD package, I doubt it would be used for extensive engineering drawings.

One more feature and I am done with an overview of this program. I will quote from the manual, "The font editor of BeckerCAD provides a complete tool for creating, editing and processing fonts. Even the untrained user can easily create a personalized character set using the font editor." Yes, BeckerCAD even has a font editor that lets users design their own fonts.

So, What's Missing?

Now, before I start sounding like a salesman for Abacus, there are several things I think are needed in this program. I would like to have the following: draw a point to end and middle of a line, line to end of line and center of line, double lines and boxes (to draw walls,etc.) and an integrated program for printing. Output programs are confusing and time consuming at best. As long as I am constructing a wish list, I would also like color dot matrix printer support with each layer assigned a different color if desired.
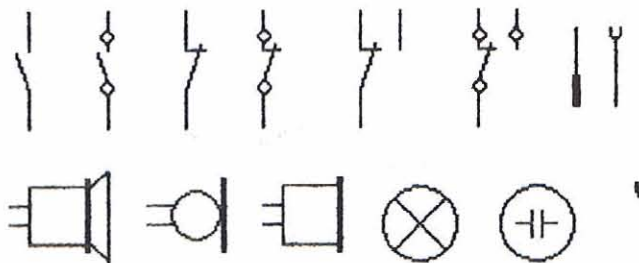
The cursor seems to jump around a little when moving on the screen, and it seemed a little sluggish. I was running it on my 1040ST, and when I switched to the Mega 4 with blitter chip turned on it worked much better. I don't see this as a serious problem but an annoyance more than anything else. When drawing lines, (like tangent to two circles), the line does not appear to touch the circle sometimes, but when I zoom in on the area the lines are touching. This may be a result of the monitor not being of a high enough resolution, but it can be confusing attimes.

Most of the above wants can be done with several keystrokes or operations, and should not stop anyone from buying this program. I understand Abacus has been offering several deals on BeckerCAD, making it a real bargain in today's CAD market. BeckerCAD is easy to use and learn and appeals to the artist/architect in all of us. Give it a try, I don't think you'll be disappointed.

BeckerCAD ST $395 (?)

ABACUS Software

added to the user supplied operand, to form the 16 bit address. This register is active whether in native or emulation mode, which causes some programmers grief, as they assume it is always on page zero while in the emulation mode.

The last register is really just an extension to an existing register. With the 6502, there was the limitation of only having a small 256 byte stack range. This limited use in applications where heavy parameter passing and stack usage were required. The 65C816, allows the stack to be located anywhere in the base 64k, and in the native mode, the stack can be up to a full 64k in theory. A common mistake made here is that programmers forget that the stack is always located on page one, and always 256 bytes in size while in the emulation mode. Also, people assume that in the native mode the stack wraps around within the current page.

Another feature of the 65C816 is that the index registers (X & Y) and accumulator (A) may be either 8 bit or 16 bits in size while in the native mode. The index registers are always the same size, but the accumulator may be separately sized. Of course while in the emulation mode, all three registers are limited to eight bits. Any time you switch between native and emulation mode the registers will be forced to eight bits. The upper byte of the index registers will also be lost. The upper byte of the accumulator will be retained while in the emulation mode but only accessible through the XBA instruction. Memory accesses will always take on the size of the accumulator. This is easily overlooked, especially with the shift and rotate instructions.

Another control function is the E bit in the status register. This bit controls whether the Turbo-816 and CPU are in the emulation or native mode. This bit is changed by using the CLC or SEC instructions followed by the XCE instruction. This instruction exchanges the Carry flag with the emulation flag. In this way, you can switch modes easily, and also know which mode you were switching out of (by looking at the returned carry).

There are several additional control pseudo-registers in the Turbo-816 which are controlled by the CPU and ANTIC. This allows access to the full 16Mb of address space with the CPU, while limiting ANTIC, GTIA, POKEY, and the PIA to the lowest 64k. These registers are not user accessible directly but are controlled via functions of the CPU, and ANTIC hardware.

LYNX OWNERS,

Are you tired of scanning through page after page of Nintendo stuff in video game magazines just so you can find a little *Lynx* news? Don't you wish there was... oh, I don't know... a newsletter that was devoted solely to Lynx news and game tips. Well now there is.

APE (Atari Portable Entertainment) is a quarterly newsletter that covers the *Lynx* exclusively. The June Premiere issue features Summer Consumer Electronics Show news, *Lynx* Game Secrets, tips and hints for California Games, Blue Lightning, Chip's Challenge, Electrocop, Gates of Zendocon, and Gauntlet 3.

The editor of APE is Clinton Smith. Clint is an avid Atari game player and has written several reviews for Atari Explorer and has some coming up in STart.

If you'd like to check out the first issue absolutely free, just send your name and address to:

APE FREE ISSUE

2104 NORTH KOSTNER

CHICAGO,IL 60639

If you're interested in subscribing right now (you'll receive the free Premiere issue automatically) send your Check or money order for $6.00
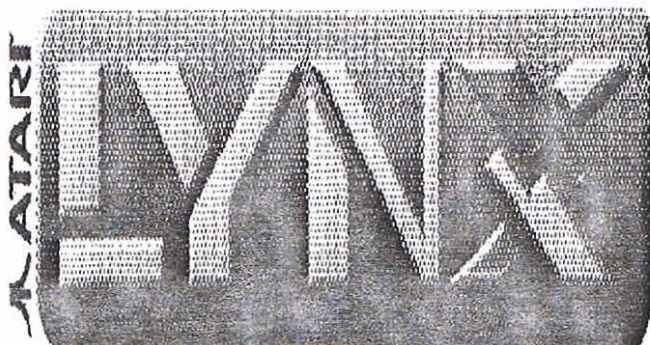
to:

APE SUBSCRIPTION

2104 NORTH KOSTNER

CHICAGO,IL 60639

CHECKS AND MONEY ORDERS MUST BE MADE OUT TO CLINTON SMITH.

added to the user supplied operand, to form the 16bit address. This register is active whether in native or emulation mode, which causes some programmers grief, as they assume it is always on page zero while in the emulation mode.

The last register is really just an extension to an existing register. With the 6502, there was the limitation of only having a small 256 byte stack range. This limited use in applications where heavy parameter passing and stack usage were required. The 65C816, allows the stack to be located anywhere in the base 64k, and in the native mode, the stack can be up to a full 64k in theory. A common mistake made here is that programmers forget that the stack is always located on page one, and always 256 bytes in size while in the emulation mode. Also, people assume that in the native mode the stack wraps around within the current page.

Another feature of the 65C816 is that the index registers (X & Y) and accumulator (A) may be either 8bit or 16bits in size while in the native mode. The index registers are always the same size, but the accumulator may be separately sized. Of course while in the emulation mode, all three registers are limited to eight bits. Any time you switch between native and emulation mode the registers will be forced to eight bits. The upper byte of the index registers will also be lost. The upper byte of the accumulator will be retained while in the emulation mode but only accessible through the XBA instruction. Memory accesses will always take on the size of the accumulator. This is easily overlooked, especially with the shift and rotate instructions.

Another control function is the E bit in the status register. This bit controls whether the Turbo-816 and CPU are in the emulation or native mode. This bit is changed by using the CLC or SEC instructions followed by the XCE instruction. This instruction exchanges the Carry flag with the emulation flag. In this way, you can switch modes easily, and also know which mode you were switching out of (by looking at the returnedcarry).

There are several additional control pseudo-registers in the Turbo-816 which are controlled by the CPU and ANTIC. This allows access to the full 16Mb of address space with the CPU, while limiting ANTIC, GTIA, POKEY, and the PIA to the lowest 64k. These registers are not user accessible directly but are controlled via functions of the CPU, and ANTIC hardware.

LYNX OWNERS,

Are you tired of scanning through page after page of Nintendo stuff in video game magazines just so you can find a little *Lynx* news? Don't you wish there was... oh, I don't know... a newsletter that was devoted solely to Lynx news and game tips. Well now there is.

APE (Atari Portable Entertainment) is a quarterly newsletter that covers the *Lynx* exclusively. The June Premiere issue features Summer Consumer Electronics Show news, *Lynx* Game Secrets, tips and hints for California Games, Blue Lightning, Chip's Challenge, Electrocop, Gates of Zendocon, and Gauntlet 3.

The editor of APE is Clinton Smith. Clint is an avid Atari game player and has written several reviews for Atari Explorer and has some coming up in STart.
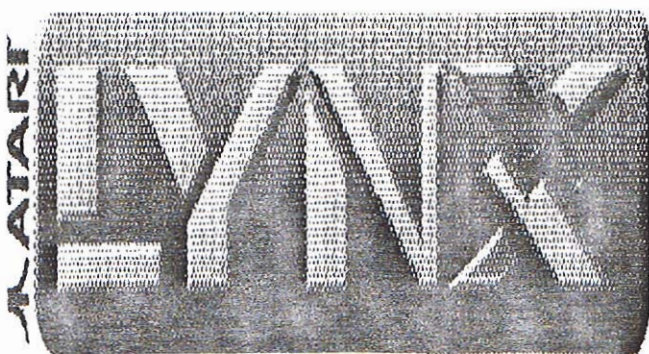
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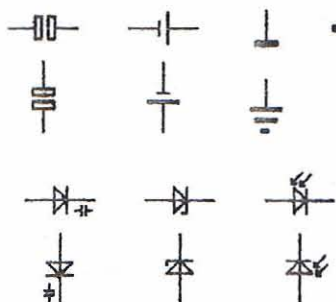CHECKS AND MONEY ORDERS MUST BE MADE OUT TO CLINTON SMITH.

hair, grid and rounding. You can also set the line sizes and styles, cross hatching and text attributes from the Parameters menu.

If all these things were not enough (and I have not covered all of BeckerCAD ST's functions), there is more. There is also a macro interpreter called PS, which is a stack oriented programming language. This allows for exact placement in the drawing program. It is very similar to the PostScript language and has full function key shortcuts, graphics commands and math functions.

Symbols and Fonts

Now comes one of my favorite parts — parts, better known as symbols libraries. BeckerCAD ST comes with a whole mess of them.

There are symbols for the electrical and electronic world – from resistors, capacitors and diodes to home appliances, lighting, meters and loud speakers. There are also symbols for the plumbing world (for real flow charts — water that is!) and the heating world, plus one of the best architectural symbols libraries I have seen. There are symbols for stoves, bathtubs, sofas and counter tops — there's even a grand piano. The objects can be loaded in, sized to your furniture sizes and moved around to see how they fit in the room. It sure beats picking up the couch five times and moving it around the living room! You can also create your own symbols and save them to the library.

There is no engineering symbols library, but since this is not a 3D CAD package, I doubt it would be used for extensive engineering drawings.

One more feature and I am done with an overview of this program. I will quote from the manual, "The font editor of BeckerCAD provides a complete tool for creating, editing and processing fonts. Even the untrained user can easily create a personalized character set using the font editor." Yes, BeckerCAD even has a font editor that lets users design their own fonts.

So, What's Missing?

Now, before I start sounding like a salesman for Abacus, there are several things I think are needed in this program. I would like to have the following: draw a point to end and middle of a line, line to end of line and center of line, double lines and boxes (to draw walls,etc.) and an integrated program for printing. Output programs are confusing and time consuming at best. As long as I am constructing a wish list, I would also like color dot matrix printer support with each layer assigned a different color if desired.
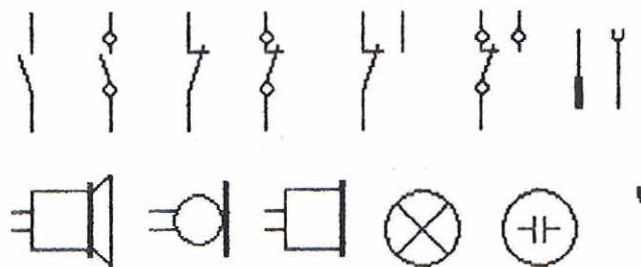
The cursor seems to jump around a little when moving on the screen, and it seemed a little sluggish. I was running it on my 1040ST, and when I switched to the Mega 4 with blitter chip turned on it worked much better. I don't see this as a serious problem but an annoyance more than anything else. When drawing lines, (like tangent to two circles), the line does not appear to touch the circle sometimes, but when I zoom in on the area the lines are touching. This may be a result of the monitor not being of a high enough resolution, but it can be confusing attimes.

Most of the above wants can be done with several keystrokes or operations, and should not stop anyone from buying this program. I understand Abacus has been offering several deals on BeckerCAD, making it a real bargain in today's CAD market. BeckerCAD is easy to use and learn and appeals to the artist/architect in all of us. Give it a try, I don't think you'll be disappointed.

BeckerCAD ST $395 (?)

ABACUS Software
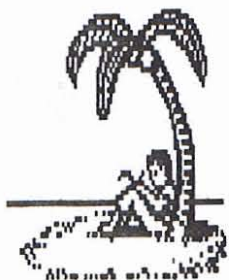
Atari Bulletin Board
April 1990

by Bill and Pattie Rayl

In a press conference this month, Atari announced it is now shipping the Lynx game machine with a detachable keyboard and battery-powered disk drive. According to our sources, plans are in the works to allow the disk drive to connect to the Portfolio as well. Suggested retail for the new "Lynx Computer," including disk drive, is $299.
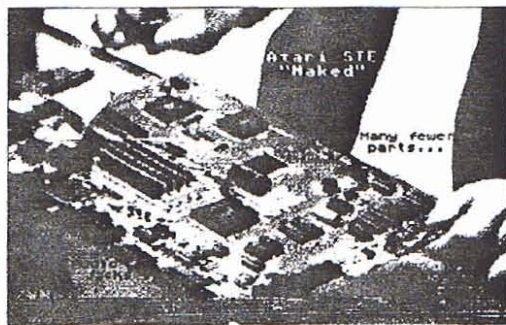
Dealers, who have been unable to purchase Atari 520ST and 1040ST computers since mid-December of last year, are now having problems getting Megas as well. In order to help ease the backlog of computer orders from dealers, Atari has begun shipping the new "Lynx Computer" to dealers as replacement for Mega 2 and Mega 4 orders "at no additional charge."

Atari Computer's newest president, Meade Ames-Kline, has reportedly disappeared amidst a cloud of suspicion. Ames-Kline is the former president of the Koala Springs Beverage Company, maker of a "trendy soft drink popular in California." Apparently, investigation into the recent Perrier scare led detectives hired by the Perrier Co. directly to Ames-Kline. Detective Sgt. B. Leavit stated, "It seems Mr. Ames-Kline, whose company was a competitor with Perrier, sent a letter to the president of Perrier just days before the scare. Then, Mr. Ames-Kline rather suddenly left Koala to take a job at, of all places, a game machine company. Sounds pretty suspicious to me." We called Atari to find out more, and after numerous transfers, we finally reached someone who knew something about this. The janitor who cleaned Ames-Kline's office the night before he disappeared informed us that, although he wasn't sure, he thought Ames-Kline could be found somewhere in the Caribbean. When asked why, he stated, "Well, when he left that night, he was wearing Bermuda shorts and a khaki shirt. Plus, there were all these Caribbean cruise brochures in his wastebasket."

Following closely on the heels of the recent layoff of reportedly between 10 and 15 percent of its U.S. workforce, Atari has announced the shutdown of all its factories. An Atari spokesperson attributed the shutdowns to "the fact that we have no products right now. We will open the factories again once we have products to sell. Until then, we're just wasting a lot of money on electricity and salaries."

Atari has also reportedly developed a 512K version of the new STe. Originally, the STe was to be marketed only in a 1Meg version, using SIMM modules and allowing for easy user expansion. Due to market surveys conducted in Borneo and Kuala Lumpur, Atari has come to the conclusion that the average computer user would be better served by a 520STe. In order to produce these new machines, Atari has developed a new technique called "SIMM Splitting." The engineer we spoke with explained the process as "basically taking a 1Meg SIMM module and chopping it into two equal size pieces, thereby making two 512K SIMM modules. This way, we can make twice as many 520STe machines as we could make 1040STe computers." We contacted former Atari employee Sig Hartmann to get his views on the subject. "Ya, I hear about dat," Hartmann said. "Dey gonna sell jillions of dose to dem guys out dare, specially to dem usahgroup guys."

Atari STE "Naked"

Many fewer parts...

Developer News

Due to numerous problems with pc-ditto II, Avant-Garde has been furiously working on changes to the product which they believe will revolutionize the Atari market. Attempts to reduce the size of the hardware upgrade were unsuccessful. In a surprising move, Avant-Garde decided to then make the IBM emulator EVEN BIGGER! Dubbed pc-ditto III, this new emulator works by having you plug your ST into it, similar to plugging a card into a real IBM. A source at Avant-Garde said, "With ditto III, there is no need to open your ST. You just open the flip-top on the ditto III case, slip in your ST, case and all, and you're ready to go!" This new upgrade has the added benefit of looking exactly like a real IBM from the outside.

Not to be outdone, Gadgets by Small is looking at a similar

BeckerCAD ST

by Terry Frits (RACC)

CAD -- Computer Aided Design. If you ask, I think most people would describe a CAD program as a high level drawing package. I would describe it more as a drafting package, the aim of which is accuracy in drawing. When I purchased my first Atari ST in 1985, I had visions of doing all sorts of graphics on this fantastic machine. Since then, I have not been disappointed, as many paint, drawing and CAD packages have been released for the Atari ST and new programs are coming out all the time.

The question to be asked now is, "can the ST be a serious CAD machine?" Well, several years ago I would have said, "No, not with only 1 meg of memory, the small monochrome screen, and slow graphics redraw, plus limited printer/plotter support." But, today it is quite a different story, with the Megas, blitter chips, high resolution 19" monitors, and a full array of printer/plotter drivers available. The Atari line is becoming a true contender in the CAD market.

What really makes a CAD system, though, is the level of the software available; and BeckerCAD ST is one of those programs to be looked at by the serious draftsman (or woman).
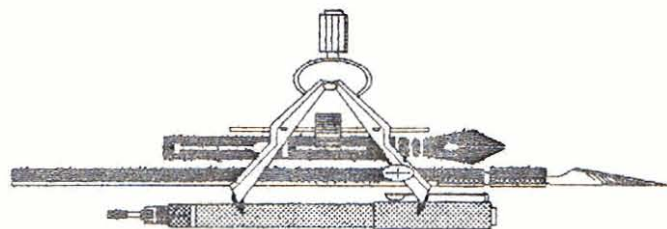
First, let me say that my main purpose for owning a CAD system is to draw house plans and do minor landscaping, not engineering prints. I do deal with engineering prints where I work, but I don't work off our CAD/CAM station or draw prints.

Before I list the features of BeckerCAD ST, I would like to say I am very impressed with it. It has one of the most user friendly interfaces I have come across, using icons, drop down menus, plus keyboard and function keys together, without using too much of anything.

Superb Documentation

The manual is a hard cover, three ring binder with hard box -- the kind that comes with a lot of the nicer Atari software. The manual has a table of contents, appendices, glossary of terms and an index. Each section of the manual has a cardboard separator with tabs sticking out that make finding topics a breeze. Other software companies take note, PLEASE.

The sections of the manual are...(1) installing and starting the program, (2) introduction to CAD, (3) introduction to GEM, which explains GEM and BeckerCAD to the novice

ST user and introduces the different functions of the program (including a tutorial), right through to the professional features. Next, (4) is the system reference manual which goes into more detail on each function, (5) is the appendix and (6) is the index.
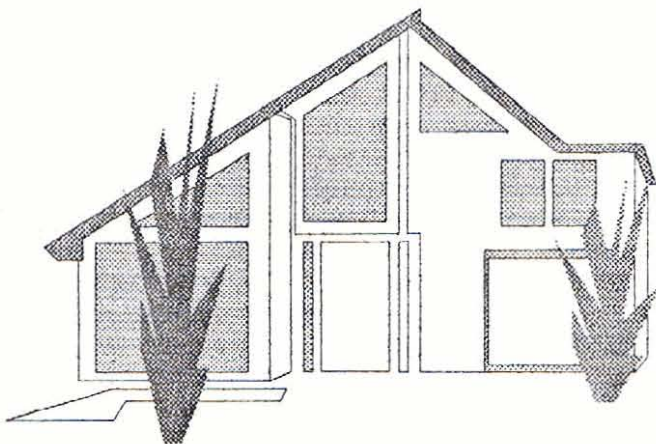
The manual starts by explaining about CAD and the different uses in design and manufacturing applications. If you are new to CAD, I highly recommend reading this section.

As I read through the manual, I would say to myself it's too bad BeckerCAD does not have this or that special feature, only to read further and find the feature of which I was thinking. One of those features is "break line." Once I draw the outside of a house I want to break a line to insert the windows or doors. BeckerCAD not only breaks lines, but also breaks circles and arcs. Another feature was the saving of the drawings. I was thinking how I wished the program saved the drawings so I could use them in my desktop publishing package, only to find they can be saved in Degas .PI? or the .CAD extender.

Hardware Requirements

So, let's take a walk through BeckerCAD and see what special features it has. First off, the hardware requirements are an Atari ST with 1 megabyte, TOS in ROM and one 720K floppy drive and/or a hard drive (recommended). BeckerCAD is a 2D drawing program. Once the program has

☞

☆ NEARUS

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Fred Danaway 315 451-2403

Southcentral Pa. Atari Computer Enthusiasts   S.P.A.C.E.
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Richard Deen RDEEN (GEnie) 717 238-3528 eve. 783-6401 work

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Atten: NEAR-US Contact Box 776C RD #1 Reading PA 19607

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Dateline 718 833-0828 Al Petersen

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Pig& Whistle 514 684-0282

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Nest 516 221-8462 Alex Pignato

Current BBS numbers

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ACES	TBA
ACOR	TBA
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CCCC	TBA
MACAM	514-684-0282
MMNJ	TBA
NAPCO	TBA
PACE	TBA
WMASTUG	TBA
WACO	TBA
BASIC	718-833-0828

AtariWriter+ VII

Continued from September issue

For Those Who Don't Want to Read the Book

by Jimmy Boyce (CACE)

Well folks, here we are! Oh, you noticed I was not here last month? Thank you. You didn't notice I wasn't here last month? Probably one of those users of some other brand of word processor. I forgive you.

Where were we? Oh yes, we are going to make a printer driver for the Panasonic KX-P1080i Printer. Let's start by thumbing through the manual <pgs. 46-47> along with getting the custom printer driver menu up on the screen in the manner we discussed last time we got together. Now that the menu is on the screen, the battle begins.
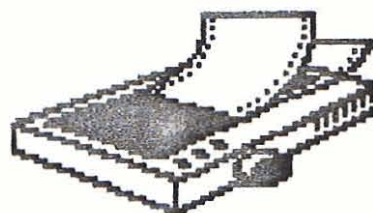
First, you see INITIALIZE EVERY LINE. To be honest with you, I do not know what that means. According to the book, it doesn't matter because this is not necessary with most printers, and it is not necessary with the 1080i. So, arrow down to the next command, which is the LINE FEED AND CARRIAGE RETURN. Now we get into the good stuff. Strike the [RETURN] key and there is the predicted screen change and the "?" prompt at this point. For a 1080i, type in [1] [0] [RETURN]. So far, so good! Now the cursor has moved down a line and another "?" appears.

You have typed in your first command for a Panasonic KX-P1080i printer. Aren't we proud of ourselves? What do you mean, "no!" How could you not be? You say you have run out of numbers and that stupid "?" is still there and I didn't tell you what to do next! Oh, sorry about that. Try another [RETURN].

Now you should be back to the menu, with the arrow right where you left it. That is not your problem, either? Tell me, Bunky, what is your problem? You don't have a 1080i? Did I forget to tell you to get out your printer manual and look up LINE FEED AND CARRIAGE RETURN? Go for it, Bunky...I will wait.

While we wait for him, let me show you some pictures of my granddaughter...

Oh, Bunky is back with us. That's the right book, and you have found the command and are typing it in right now. Good boy, Bunky. Please note that some printers have more than one command for this function. Hang in there for a

moment...I will explain and you can go back and finish it.

Now arrow down to the next command — UNDERLINE OFF. Strike [RETURN], next to the "?" type in [2] [7] [RETURN]. Same song, second verse...type [4] [5] [RETURN]. Same song, third verse...type in [0] [RETURN] [RETURN].

Now, if your line feed and carriage return was in the form of two commands, then enter them in the aforementioned manner. Be sure to start from the beginning of the command sequence. The firstcommand will be lost if you don't retype it (on the assumption that you typed it in and then went on to the next command, that is).

As a side note, remember that in order to use the underline command in your text, you must strike the ATARI LOGO key (otherwise known as "that little key in the bottom right hand corner of the keyboard that has a symbol that is divided from top right to lower left and is dark colored at the top side of

the divider and light colored on the bottom side of the divider"). Or you can just place the cursor at the beginning of the text you want underlined, hold down the [CONTROL] key and strike the [U] key. Repeat this procedure at the end of the text you wish to be underlined to make it quit underlining.

Now that you understand the process for entering this code (you do understand don't you, Bunky? Good, I am proud of you), I am going to list the rest of these "text commands" and give you the [CONTROL] key codes you will use in your text to access them.

I hope this does not confuse you. Believe me, I am not trying to belittle your intelligence with that statement, but this stuff can get a little strange until you get used to the commands. A couple of notes for you: First, whenever there is a command like [CONTROL][G][2] for instance, hold

NEAR US UPDATE

NEAR-US Minutes

Sept. 15, 1990

NEAR-US Groups attending:
    Lehigh Valley Atari Users Group, PA
    Jersey Atari Computer Group, NJ
    Long Island Atari User Group, NY
        Brooklyn Atari Society for Information and Communication
    Riverhead Atari Computer Enthusiasts, NY

Other Registered NEAR-US Groups:
    Allentown Bethlehem Easton's A.C.E.s, PA
    Atari Berks Users Group, PA
    Atari Bit Byter Club e.V., Germany
    Atari Computer Enthusiasts of Syracuse, NY
    Central Connecticut Computer Club, CT
    Montreal Atari Club Atari de Montreal, Canada
    North East Atari Team, PA
    Ol' Hacker's Atari User Group, NY
    Southcentral Pa. Atari Computer Enthusiasts, PA
    ST Atari Road Runners, CT

The North East Atari Regional User Support (NEAR-US) held its September 15th meeting at the AT&T Bell Labs Auditorium in Murray Hill, NJ. The Jersey Atari Computer Group (JACG) once again provided the location. Representatives signed in and the meeting began.

It was announced by Jon Mordosky, the SysOp of LVAUG's A.C.U.T.E. BBS, and Patrick Mulvey, the SysOp of LIAUG's The Nest BBS, that there is an official NEAR-US message base. This NEAR-US BBS node networking is done on eight bit Ataris using Express Pro BBS noding software. (Brian Stachiew, the SysOp of MACAM's Pig & Whistle BBS, has expressed interest in joining the network.) It was Jon's and Patrick's hope that other group BBSs would be added to the network soon.

The first NEAR-US group to proclaim its affiliation on the cover of their newsletter was Lehigh Valley AUG. The NEAR-US UPDATE newsletter insert was first seen in THE JACG NEWSLETTER. The first listing of NEAR-US members BBS numbers was in The LIAUG Lighthouse. And we'd like to thank those groups for their efforts!

Discussion focused on the production of a NEAR-US handout to be given away at the Washington Area Atari Computer Enthusiasts (WAACE)AtariFest and the Boston
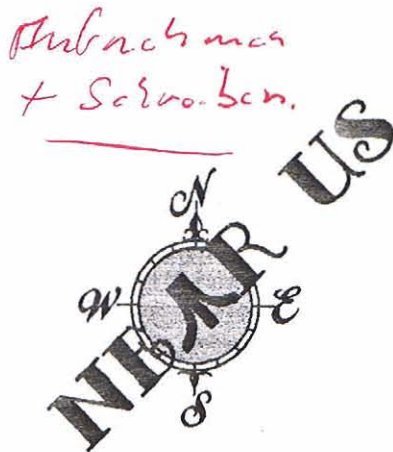
Atari show. Harvey Schoen, LIAUG's newsletter editor, was willing to produce a flyer for the shows and Steven Stubbs of LIAUG offered to bring them to the WAACE show. It was decided to have the handout try to contain the following information about member groups: Name of group, mailing address, meeting dates and location, simple directions, voice phone number, 8 and/or 16 bit, and its official BBS phone number (if applicable).

A NEAR-US newsletter insert is being published by Harvey Schoen that will be mailed to members and other interested groups. Information is taken from the application forms, club newsletters, postings on the NEAR-US message base, and material sent to Harvey Schoen, % NEAR-US, 84-45 Fleet CT., Middle Village, NY 11379

David Noyes, Pres. of JACG, reminded us that he is collecting "member generated" articles in order to produce a "BEST OF NEAR-US" edition. David thanked LVAUG for their timely submissions and encouraged other groups to follow their example. Please send articles to David Noyes, % NEAR-US, 3 Ann Rd., Long Valley, NJ 07853 or post on JAGC's BBS in file area B. Leave David E-mail so that he knows of the submission.

It was decided that the next NEAR-US meeting would be held at AT&T Bell Labs Auditorium on April 20, 1991. The meeting came to a close.

LIAUG

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Business Card	$ 5.00
1/4 Page	10.00
1/2 Page	20.00
Full Page	30.00

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 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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8 Bit Program Manager	Pat Mulvey
16 Bit Program Manager	Terrence Madden

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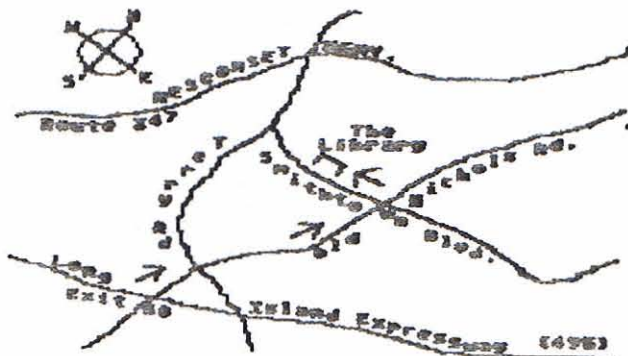
If you have any questions or comments about The Lighthouse or LIAUG, please write to our mailing address or post on our BBS.
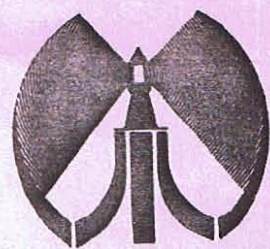
Our address is:

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.

LONG ISLAND ATARI USER GROUP

The Long Island ATARI Users 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 User Group
P.O. Box 92
Islip, New York 11751

The current dues, which includes a subscription to our newsletter, is $20 per year. Kindly make your check payable to The Long Island Atari User Group.

First name: _____ Last name: _____

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City: _____ State: _____ Zip: _____

Phone # _____

Your system (please be specific):

Computer: 400 600 800 800XL 65 130 520 1040 MEGA

Memory: _____ < 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? _____
_____

ABBUC

LIAUG Light house

Long Island Atari User Group

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