

The News

Lake County Area Computer Enthusias

JOURNAL

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September 1992

Calligrapher

Demo

by

Larry Grauzas

Saturday September 12, 1992



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Membership

Membership in L.C.A.C.E. is open to all individuals and families interested in personal computing. Annual dues are \$20.00 per individual/ family and includes a one year subscription to the News Journal, and access to the club libraries. Membership may be obtained at the monthly meetings or by calling or writing the club at the above address.

MEETINGS

L.C.A.C.E. meetings are held on the second Saturday of each month, at the Warren-Newport Public Library, 244 O'Plains Rd, Gurnee, IL. Meetings begin at 11:00 am. We do not require you to be a member to attend our meetings, they are free and open to the public.

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Python BBS
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Deadline Approaching For Next Months Articles

Remember, the deadline for all articles submitted to The News Journal is the 15th of each month. Send your articles, via disk to the clubs P.O. Box, or upload to Pegasus BBS (708) 623-9570 prior to this date.



The "hot" days of summer are coming to an end. About this time of year, people start turning to their indoor hobbies. It's time to learn how to use a new word processing or application program. Many people also need to catch up with their finances or other data bases. Whatever the reasons may be, many people dust off their computer and get interested in their hobby again. One of the best ways to get up to speed is to come to the club meetings.

A number of exciting things will be happening this fall. For example, at the September meeting a demo of the new word processing program, Calligrapher, will be presented. This review was written using this new program and I am very excited that a first class word processor is now available for Atari computers. This program is comparable to the MAC version of Word Perfect in functionality and features. If you are looking to upgrade your wordprocessing package, don't miss this chance to see this program in action first hand.

The club has made an agreement with Compu-Seller West to sell software at our monthly meetings. Don Bahr said that he has a number of programs that he will discount for us. He will order any new software at a discount price through our club. Credit card orders will be accepted. Also, Mark from Mars Merchandising said that he will try to come to more of our meetings in the future when staffing in his store allows him to. As always, CSA Limited will be at our meetings with great deals on magazines and supplies.

I guess this brings me to the something I really don't like to do. That is to ask (I might be more than willing to also beg) for volunteers to help with the club functions. Ok, ok, I know that you have heard this before but, please consider what is going on now. The Atari market is not large and continues to shrink. We need to use each other for support to get the most out of our computer systems. Many people complain that there are very few Atari dealers in the area. We are one of the few clubs in the area that has vendors who sell at the meetings.

Ok you ask, what can I do for the club? One of the most important things is to attend the meetings! With a large average attendance, we can attract developers to come to our meetings to demo their products. Also, if the meeting attendance declines, the vendors might not find it profitable to continue to come. Ok, that volunteer effort is pretty painless, what else can you do? We need people to do volunteer to do demos at the meetings. During the last year, most of the demos were done by the club officers! If you have a new program, a piece of hardware or a new idea or use for your computer, then show to the

group! The demo doesn't have to be a professional presentation but just simple conversation among friends of something that you are familiar with. Just give the demo presenting the same things that you are interested in since these are the things that most people will also be interested in. If you want to do a presentation, see me for ST demos and my father (Mr. G.) for eight bit ones. There are a number of other things that can help the club such as writing a newsletter article, running a

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dbWriter Review

By Dwight (J.J.) Johnson and Vic Falkner

From: The PD Journal April/May 1992 4(1):5 Public Domain/Share ware Library Update: Software without the Price - Pegasus BBS & Enterprises

ST-476 dbWriter v1.0 Here is the first official release of dbWriter. This word processor includes a 40,000 word dictionary, mail merge, custom interface, page preview, automatic columns, custom printer driver creation, fully configurable, comprehensive text block options and more! Users with at least a megabyte will want dictionary file also available here online. Free ware requires a monochrome monitor. TT compatible in ST high resolution.

The documentation file to the above disk begins with "dbWriter 1.4." The supported functions are listed "in brief," which include (most of these have been tested by the authors of this review):

- + Calendar+ Black-on-white screen inversion toggle+
- Key-click on/off toggle+ ASCII file load (also author says will load First Word Plus & WordWriter formats)+
- Merge less than 500 lines of another text file+ Save as a password-protected file+ Save a text file or a file using a previous filename+ Toggle slow scroll on/off (e.g., for manual search)+ Auto-scroll (use up and down arrows): faster+ Continue string-search+ Flip between two text files (e.g., using clipboard to copy)+ Jump to top or bottom of document+ Mark beginning and end of text block+ Go to a line or to a page (by number)+

Destructive or non-destructive tab toggle (shove or jump text)+ Typewriter mode (type on printer)+ Search and replace text+ Single or double space text, set page length+ Page preview (before print)+ Auto or manual indent+ Center a one-page document vertically and horizontally+ Reformat width of text between margins+ Reformat document flush-left or right+ View dictionary, spell-check doc, purge dictionary from memory+ Print current document (entire or individual pages; includes a mail-merge capability)+ Word count and number of lines, characters and pages+ Ascending or descending sort+ Erase document (You will be prompted first!)+ Load, show, program and save macros+ Switch transposed letters (xw >> wx)+ Reformat text into two columns per page+ Remove/replace command line+ Access desk accessories from edit (return to program)+ Save and load different ruler lines+ Display page breaks (dotted lines)+ Insert special characters (that print if supported by printer)+ Configure dbWriter - must rerun program to use changes+ Create custom printer drivers+ Reset all bold, underlined or italic codes; delete all printer codes in entire document+ Customize a key-response to the right mouse button

The author makes a plea for users to be tolerant of minor bugs that may occur in this "first official" release (saving frequently and before global changes is recommended) and requests that he be kept informed. His online addresses: David Becker, GENie D.Becker8, Compuserve 73030,3562. As previously stated, a monochrome monitor is a must. The basic editing principles are truly "basic" and straightforward. The menus are not GEM but are similar and should not cause the GEM user any particular difficulty. I had some trouble activating some of the drop-down options with my mouse, but I have a weird machine/mouse combo--probably means nothing.

The dictionary is in ASCII text and can be added-to or deleted- from if the format is left intact--also the user is allowed to compile a personal dictionary. The user must have at least one meg memory to use the dictionary, but dbWriter will run on a 520 ST without the dictionary. More than one meg plus a hard drive is preferable. The one-meg user should be aware that the dictionary requires about 380K--Becker also recommends that the user do a SAVE before loading the dictionary, and then purge the dictionary from memory after spell-check. With the dictionary resident, the user can do the usual things; word lookup, etc., and the spell-check uses the traditional SKIP (word in question), ADD (to personal dictionary) and CORRECT (the spelling of the word in question).

The CONFIGURE operation is used, among other things, to set the number of lines that the program will edit and so control the number of bytes taken up by the resident program. I took the default of 8,000 lines and had trouble reading in the dictionary while editing a 20,500 word (123,000 byte) document (with one meg RAM). Eight

thousand lines should accept $8,000 \times 13.3 = 106,400$ words! So 20,500 words should fit into $20,500/13.3 = 1,541$ lines. (Providing the program doesn't count blank lines--my writing is double-spaced.) So I tried 1550 lines. Didn't work. Trial and error gave me exactly 3,950 lines. $3,950/1541 = 2-1/2$, so...I conclude that dbWriter does include blank lines in the line count, and needs some overhead. Anyway, after the document read in, I didn't have enough memory left to use the dictionary, so...I conclude that one meg RAM is not enough for the large-document project. There is also what is called a "memory saver spell-check," which spares memory by doing a spell-check in two passes, loading half of the dictionary each pass. I tried it but got the same message; not enough memory.

The mail-merge database uses eight options (Function keys):

- + Mark an address for inclusion in the print-out.
- + Sort address cards (address entries).
- + Search for any string in address cards.
- + Load a database.
- + Print any address card(s).
- + Erase any address card(s).
- + Save a database.
- + Go to any card number.

The global search-and-replace and the block edit options are straightforward and typical. The author explains their use with no reservation which implies that these routines are reliable.

The print options seem relatively complete except I couldn't figure out how to number the pages of a document. The HELP function will give the user an introductory walk-through or run in a demo mode. The author gives several tips and short-cuts to the use of the program.

The following were taken from GENie online service by J.J and edited for the N.J. For information contact Dwight (J.J.) Johnson. Or you can [B]rowse file area #4 on Pegasus with DB*.* for downloading of most of these if you wish (again, J.J. is the Pegasus sysop, so you can give him some [F]eedback).

There is also a dbWRITER Desk Accessory Supplemental Dictionary Creation Utility and the following supplementary dictionaries: MATH, BIBLICAL, COMPUTER, LEGAL, MEDICAL, NAMES, PHARMACEUTICAL.

dbWRITER 1.8 now has support for the thesaurus as mono freeware. The full-featured ST text processor has a spell-checker with the 40,000 word dbWRITER dictionary, search and replace, custom printer drivers, page preview, mail merge, text block options, columns, custom interface and more! Requires a minimum one meg

of memory. ST HIGH RESOLUTION ONLY! TT compatible.

Thesaurus for use with the dbWRITER desk accessory and text processor (version 1.8 of the text processor and up).Freeware.



Virus fighters fume over little black book(Debate rages over merits of publishing virus source code)by James Daly (Via UseNet)

A little book is rattling a lot of chains in the Computer Security business these days. A little black book, to be exact.

Only two weeks after being picked up by a small publishing house, "The Little Black Book of Computer Viruses" has initiated as nasty and divisive a free speech battle as this community has seen.

That is because the 178-page ebony volume is chock full of the necessary source code for creating potentially destructive computer viruses. And for \$15, the less technically inclined can simply send in a coupon and order floppy disks already loaded with compiled and executable virus programs.

Professional virus fighters such as Alan Solomon at S&S International are madder than angry hornets over the publication. They are encouraging anti-black book campaigns that include picketing author Mark Ludwig's house, boycotting shops that sell the book, petitioning Congress and even bringing in lawyers.

Others say the book is relatively harmless because anyone who really wants to get virus source code only has to log onto one of the many hacker bulletin boards to quickly and easily download dozens of programs capable of creating destructive viruses.

Critics dismissed Ludwig's First Amendment defense as the computational equivalent of yelling "fire" in a crowded movie theatre.

"Any virus, by it's nature is evil, and Ludwig presents sample after sample of ways to go about writing damaging code," said David Strang, chairman of the International Computer Security Association in Washington, D.C.

"The fundamental attraction of computers is that we can understand, control and predict what they do," he added. "We do not want our data messed with, but Ludwig seems to think it's okay."

Not true, according to Ludwig, who claimed the purpose of the book is not destructive but educational.

"Computer viruses are not evil, and programmers have a right to create them, posses them and experiment with them," Ludwig said, "These viruses (in the book) are designed so that security people can see what a virus looks like and how it behaves. How can anyone realistically be in charge of computer security without having ever seen a virus?"

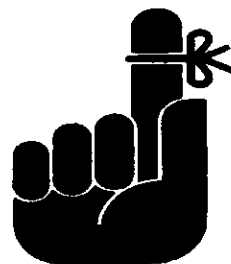
The book's jacket cautions that those who misuse the code contained within can be held legally liable, even if the misuse is unintentional. Additionally, Ludwig said, the viruses in the book are protected by copyright law and anyone who uses them without his permission will be subject to both civil and criminal prosecution.

Strang has suggested that if Ludwig's altruistic claims are true, then he should offer to donate the proceeds from "The Little Black Book of Computer Viruses" to a fund that would fight the spread of damaging computer viruses.

Others have suggested that Ludwig should have included "pseudo-code" versions of the viruses, which contain enough information to illustrate a point without providing a full working virus.

The book is scheduled to be the first in a series of three books about computer viruses. Ludwig first published the book himself last year and became it's primary salesman after it was reportedly turned down by a succession of publishers.

Time to Renew?

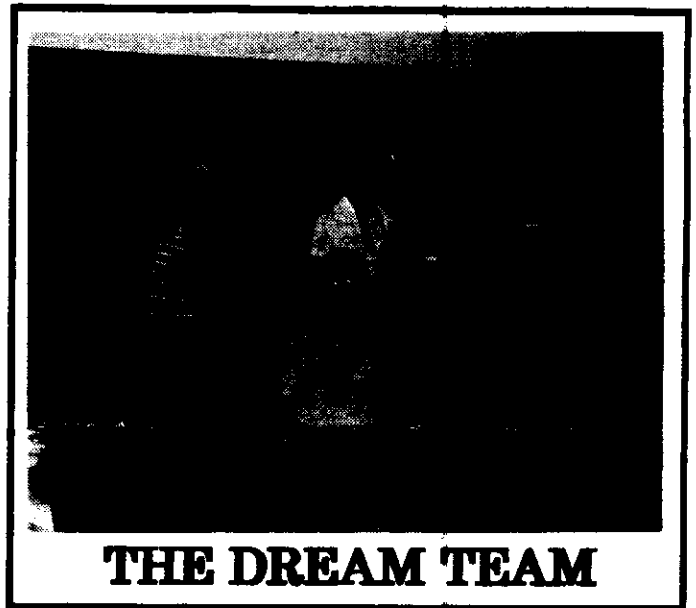


Check your label!

The Pres Says !!

What has four wheels, three heads, and no sense? I do not usually start out with a question, but I thought I'd get your attention. I can remember in the past not reading the President's Ram till after I read the rest of the Newsletter. Why, well I did not think they had anything interesting to say. After I read the complete Newsletter, I'd go back and read the Presidents Ram. Well enough about that. The answer to the question is Mike Brown, Dwight Johnson, and Steve Kostelnik. Yes, the L.C.A.C.E. show team was on the move again. This was not the first, nor will it be the last Atari Fest they will attend. The members of the L.C.A.C.E. show team change from time to time but the same theme always inspires them. To see how much fun can you have attending an Atari related function without getting a speeding ticket going or coming from the event. If you want to hear a good story ask one of the team members about the trip to the Majic Show in Detroit, alias the 5-5-5 trip. Another good story was the time we flew to an Atari Fest and J.J. asked the pilot if he had seen the Atari version of his instrument panel. We have had many good times attending AtariFests. This time was no different. The event was the MIST Atari Fest IV, held in Indianapolis July 25th. It all started out the week before on the BBS'. Mike was downloading instructions on how we were supposed to get there. J.J. and Mike had lunch to decide on the appropriate time to leave. I left messages on the BBS' to see what they had decided. The final result was that we would leave the Chicago area at 4:30 am, travel to Indy in four hours and be there at 9:30 am, one half hour before the show starts to set up the L.C.A.C.E. booth. Yes I know that 4:30am plus four hours does not equal 9:30am, but everyone knows that Indy is on East coast time. Well we left at 4:45 am and arrived in Indy at the show sight at 8:10am our time, 9:10am Indy time. The funny thing was there were only a few cars in the parking lot and the doors were locked. We pounded on the door and someone opened it up, we entered and setup the booth. There we were booth all set up and ready to go buy ten minutes to Show time, 10:00am. Well there we were discussing the possibility of breakfast, or would we have to settle for lunch, everyone knows most fast food places change the menu between 10:00 and 10:30 am, one of the show organizers said you can still get breakfast it's only 9:00am. It seems that Indy is on East Coast time but they do not observe daylight savings time, so they are on the same time as central daylight savings time. So now we could have breakfast and some time look over the show. The show consisted of two rooms. The show room was set up with approximately twenty vendors on the outside walls and the eight user groups in the center island. The reception room had the MidiMaze, a speaking area, and a table with what appeared to be forty door prizes. The door prizes ranged from PD disks to an Atari Portfolio. When the

doors opened at 10:00am the rooms filled quickly. The pace kept up all day. The isles were full and most were new faces. I did notice the more experienced shoppers who went around the room four or five times. The quantity of 8-Bit related items was fantastic. About the only thing I did not see was a 1450XLD. If you don't know what that is your not a real 8-Bit'er. Just about everyone was carrying something. The vendor's inventories looked very depleted at the end of the show. Everything slowed down at 4:20pm when Bob Brodie held question and answer session. Most of the questions were on the Falcon computer. It seems what it will be is a TT in ST clothing. Not too much has been revealed other than it will be priced for consumer use and utilize the 68030 chip in the existing ST case. I'll wait till it's released and out in the dealers hands to make my judgement. You should plan to go to the MIST Show next



Disk of the Month

UTILITY DISK (MA-371)
ING2ICN

A program that will convert any .IMG file (mono) that is 540x640 or smaller to a Degas ICN file for easy loading into Degas. The .ICN files can also be used with John Eidsvoog's Hot Swap to make custom HotSaver graphics. It will run in any resolution, but at least ST Medium or High resolution is recommended.

JCLABEL

VL1C - A label printer which works on Hi-Res or Med- rez screens. It will let you enter the details of a label (up to 7 rows of up to 32 characters, print it, store it in a list and save the list to disk. Lists can be loaded, searched and entries added or deleted. Entries may be marked for batch printing or single labels searched for a printed alone. There are spaces for up to 500 labels in a list, depending on how much free memory you have and what other

KTEXT164K

Test V1.6.4 - A text file reader with a difference. Besides allowing you to read a text file in an easy manner it also allows the text file to contain VT52 commands, display up to 4 TINY, DEGAS compressed or uncompressed pictures files, play XBIOS 32 music files, and give the ability to append text files. The program provides an excellent and simple format for advertising or describing procedures.

LOANSUM

Loansum - A unique loan calculator that displays both input and output in a single dialog box. This provides for quick results when you wish to "play" with the APR and the other variables. You can also compute the interest saved when extra payments are applied to the principal. An amortization table (which shows accumulated interest) can be sent to a scrollable window, printer or a disk file.

LOUDFORM

Loud Formatter - A disk formatter which talks to you! Change the setting on sectors or tracks, for example, and the computer will tell you the new settings. This formatter will correct for non-critical bad sectors.

STOOLS19

ST Tools Ver 1.9 - A program reminiscent of PC Tools for MS-DOS computers. The main display includes directory tree and a listing of files by directory. As the name implies, the program is a set of tools for use on the Atari ST. Current functions include listing/ editing of File Allocation Tables, Hex dumping of files, sector of memory searching files, sector of memory, check, repair and optimize file structure. The program is entirely GEM based, with the standard drop-down menus, scrollable windows and dialog boxes.

UVK_DEMO

A demo of "Ultimate Virus Killer" version 5.4D. You can ST PD Update August 1992

UTILITY DISK (MA-371)

ING2ICN

A program that will convert any .IMG file (mono) that is 540x640 or smaller to a Degas ICN file for easy loading into Degas. The .ICN files can also be used with John Eidsvoog's Hot Swap to make custom HotSaver graphics. It will run in any resolution, but at least ST Medium or High resolution is recommended.

JCLABEL

V1.1C - A label printer which works on Hi-Res or Med-Res screens. It will let you enter the details of a label (up to 7 rows of up to 32 characters, print it, store it in a list and save the list to disk. Lists can be loaded, searched and entries added or deleted. Entries may be marked for batch printing or single labels searched for and printed alone. There are spaces for up to 500 labels in a list, depending on how much free memory you have. ST PD Update August 1992

only kill some viruses during each session. In the real version, you can kill as many as you want, of course. Some of the features of the program are: 1) Automatic recognition of any drives/partitions attached, 2) Automatic check of any whole drive/partition for line viruses, and 3) Context-sensitive on line help mode.

UTILITY DISK (MA-372)

ASTRO22

Astro_22 - This is a starter astrology program which accurately calculates the position of the planets, cusps and zodiac positions to within 30 seconds for arc. The program is simple to use and very fast. Those who have no knowledge of astrology will be able to find out what their particular chart means by borrowing a book from the public library. The hard part of astrology, namely calculating the chart, is done by Astro_22.

COOKIEMS

Just for fun, this program will change your arrow mouse pointer to a chocolate chip cookie with a byte out of it! It's just a cutie.

FREEMEM

A little disk filler which will tell you the amount of free memory you have.

SATMOOST

This is an excellent graphic display program for simulating the orbital motion of the moons of Saturn and the seasonal tilt of the planet's rings. Also shown are the position angle and distance from the planet of each of the moons at the time displayed during the simulation. Monochrome only.

GAME DISK (MA-373)

AIR2AIR

Air to Air - A 2-player air combat game. A side-view, wrap-around scrolling arcade game. Very cute and colorful.

BLASTER

Blaster - A PD version of Defender. This one is more like the 8-bit version. You see the arms of the men that are picked up by the alien ship are waving at you. Nice sound effects and good game play. A very good addition to anyone's PD library.

BRESK_IT

Break It - This game is based on the ancient Chinese game of Shanghai. The aim of the game is to erase all the matching pair stones. Monochrome only.

POP2CODE

This is a level code generator program for Populous II.

SUPRNOVA

Super Nova - A first person strategy game played with

the mouse. It is reminiscent in looks to the game, Damocles.

GAME DISK ((MA-374)

HARLEQ

Harlequin - a demo of a side-view scrolling arcade game.

GAMED

Psborg - a first-person, in-the-cockpit arcade game. In it, you are racing against time at high speed. To make it, you must be able to switch tracks to avoid obstacles. The disk is set to autoboot this program. To boot the other programs, put in a different disk to get a desktop and then put in this disk and boot the other programs.

GAME DISK (MA-375)

CAMPAIGN

A demo of a tank strategy game.

GROSSMAZ

Five mazes for MIDI Maze designed by Michelle Gross, MilAtari/LCACE member.

QUIZICAL

Quizical - A quiz game in which your objective is to get the highest score possible before losing all our your lives by answering the questions correctly. You will be given three possible answers to each question of which only one is the correct answer. If you answer correctly your score will appear in the numbered grid and your score will be determined by how long you took to answer. There are over 300 question for you to ponder over with over 1000 possible answers, so this should keep you busy for quite a while. Incidentally, you will never be asked the same question twice during a current game and as the questions are selected at random no two games will be alike.

SPACEBAL

Space Baller - An overhead-view arcade game in which you must bounce your ball across the various stellar platforms to safety. There are bonuses to collect, but watch our for the aliens that will try to get in your way.

TURRETS

Turrets - Otherwise know as The Attack of the Dangerous Alien Gun Turrets From Jupiter's Third Moon. This is a game based on the classic eighties game "Thrust". The object of the game is to destroy the enemy while flying your space craft from level to level. On most level there will be a single, green rotation orb. Destroying this will

DUSSELDORF

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Z*NET NEWS SERVICE 8/21/92

FIRST REPORT FROM DUSSELDORF -----
-----Nathan Potechin of DMC Publishing, Inc., filed this first report of the huge Atari show in Germany. The information came via telephone from the floor of the Atari Messe ("Fair") in Dusseldorf, Germany, and was transcribed by John Nagy of the Z*Net News Service at Nathan's request, and has been uploaded by Z*Net to GENIE. This news release may be reprinted, excerpted, or re-posted on any other telecommunication service ONLY with this notice intact. The Atari Roundtables on GENIE are *official* information services of Atari Corporation.

- ATARI AT ATARI MESSE - - THE NEW WAVE BEGINS - -

Every year, Atari holds a huge trade show in Dusseldorf, Germany. Spanning roughly four football fields of floor space, the show this year is similar in size and attendance to last year's event. The announcement of the Falcon 030 to the largest Atari show in the world was the first order of business. According to Nathan Potechin, "there are Falcons all over the floor of the show, in almost every booth." Clearly, the nearly-accurate profile of the coming machine offered by most of the Atari media across the last months was not missed by the showgoing Atari Messe audience, and the excitement in the crowd was high as they saw it firsthand. Many vendors had new applications that expose the power and features that are new on the Falcon 030. DMC Publishing (Calamus) again had the largest booth on the floor, spanning 4,000 square feet with about 40 people working in it alone. Other large booths included TMS, Matrix, 3k, and Maxxon. Many new products were shown, and we will report on them in detail in a later release.

MARKETING PLANS, PRICE FOR FALCON IN USA

The hottest news at 5:00 PM Friday evening in Germany after the close of the first day of Atari Messe was the unveiling not only of the Falcon, but of the plans that



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Atari has to market the new machine in the USA. The "base" Falcon 030 will retail for \$799 in the USA in a one- megabyte configuration. The next option up the scale will be a four- megabyte RAM with 65 megabyte hard drive Falcon at \$1,399. Sam Tramiel told dealers and developers at an afternoon meeting that the US launch will begin immediately with regional marketing build- ups. Individual regions of the USA will be targeted, one at a time, with major "dog and pony shows" to both woo and educate computer dealers. "Serious" co-op advertising money will be offered to dealers who join in the roll-out. Once enough regions are served by an operating dealer network, Atari will launch a national advertising campaign. Industry observers suggest that this plan will make the most of Atari's cash and production resources. By serving a small but growing dealer network with product, on-board Falcon dealers can be more assured of delivery of product during the build-out stages of the plan. Dealers will help and be helped in promotional costs, enabling Atari to make a bigger splash in smaller ponds with less of their own money, and allowing Atari's resources to go towards increasing production of Falcon computers. As production and sales increase, so will revenues with which to attack new regions. Meanwhile, Falcon specific software will mature and present a solid base for the later national marketing efforts.

A BAD EXPERIENCE!!

by

Larry Grauzas

I have been involved with Atari computers since 1980 and I have seen the glory days and the fall of Atari. I have supported with my purchases and recommendations the few remaining dealers in the area. I know it is tough these days for an Atari dealer to make ends meet and they need all the support the local Atari community can give it to provide continual coverage for our machines.

Unfortunately I just had a very bad experience with one of the local Milwaukee dealers. I went to the June 14th MAST Atarifest in Milwaukee. I brought my two sons with me and told them that they could buy a new game each for their birthdays. While they were picking out the expensive new software, I went looking for bargains. My son found a new game called Cisco Heat which had a price tag of \$44.85 at Micro Magic Inc. Expensive, but it was his birthday present and he just had to have it. I looked around to see if there were any bargains and spied RBI 2 Baseball. I had read a review which did not rate it very highly, but for \$18.65 my youngest son might enjoy it. I paid with a check and received a 10% discount from Julie. Even thou I left the fest \$450 poorer, I left happy.

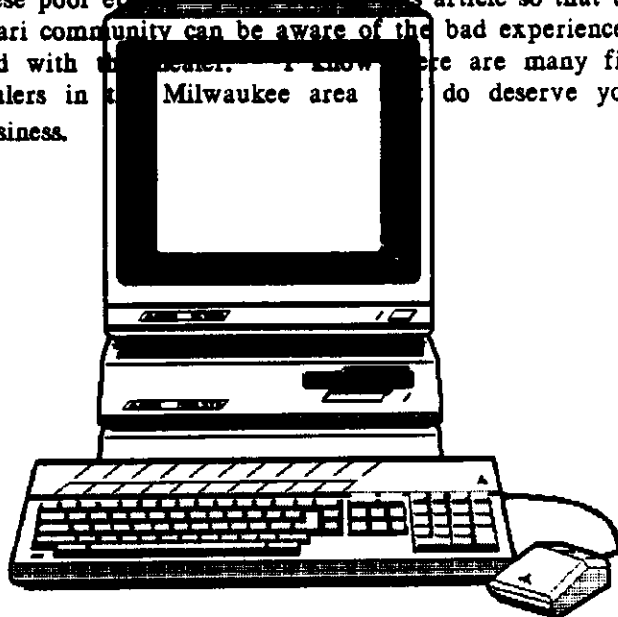
When we got home that night, we discovered that Cisco

Heat would not load. So next Monday I called Micro Magic and told them my problem. I talked to a male employee (unfortunately, I did not get his name) and he told me I could try on one of the store's machines. If it did not work there, I could exchange it for another title. Since we had planned to go to the Milwaukee zoo that Friday, I thought that I could stop in the store.

When I got to the store, they tried the disk and it still would not load. I was then told to pick out another game but check with Julie first. She then informed me that it was not the policy of the store to give credit if they could exchange the title. I said that was fine since my son still wanted the game but that they did not have another copy in stock. Julie said that they would return the game to their distributor and get another one. This one they would mail it to me. I had no problem (except for a disappointed son) with what had gone on this far.

About two weeks later, I got a call from Julie saying she had bad news and more bad news. She informed me that the game will not work in the US and will refund my money. Ok, what is the other bad news? I was then informed that her son had added my receipt wrong by \$30! I looked at my receipt and informed her that this was not true. She looked at her copy and then said that RBI 2 Baseball was \$48.65 not 18.65! Wait a minute! I told her you approved the invoice and granted a 10% discount for paying cash! The box must have not been clearly marked since three people read it as \$18.65. I also told her I would not have bought the game for that price. I was then informed that she was \$30 dollars short that day and she was subtracting from my refund. Sorry about that !

On July 31st, I received my refund check of \$4.60! It seems that I had also lost my 10% discount! I can only say that the Atari community does not need dealers with these poor ethics. I am writing this article so that the Atari community can be aware of the bad experience I had with the dealer. I know there are many fine dealers in the Milwaukee area that do deserve your business.



CLASSIC INFO

Recently I have been catching up on my reading and wish to pass these GEMS on to the 8 bit guys.

DataQue Products
Enhanced Products Dept.
Post Office Box 134
Ontario OH 44862-0134

They have a whole lot of stuff for us eight bitters. Send a self addressed stamped envelope for info. I read his article in the Atari Interface Magazine, November 1991 issue, page 26.

Palette Imaging Inc.
1Closter Commons STE 789
Closter NJ 07624-0400

Has Chroma CAD Model Builder \$29.95 and Surface Shader XE \$29.95 These programs generate 3D images. Surface Shader requires a 130 XE. AIM January 1992, page 18.

Computer Software Services
P.O. Box 17660
Rochester, NY 14617

Back page of AIM October 1991 has a whole page of 8 bit stuff, including REPAIR SERVICES!

For what this is worth, in an issue of CURRENT NOTES, Dave Small gave a dissertation on his fine CLASSIC auto and wondered if any of you could come up with an electronic instrument panel for the car using 8 bit equipment! This is an excellent use for the good old 8 bits. An engineer at work said that he did some of that for one of the large auto makers.

Well, I guess I'll close for now. See you guys at the next meeting!

The eight bit guy "Mr.B"

***** GCR Owners Rejoice! *****

MacSEE

from Reeve Soft
220 1/2 West Main Street
St. Charles, Illinois 60174

Will every GCR user who has had problems moving files

between their ST and Mac-emulation partitions, please raise your hand. Just as I thought, there are lots of us. We move between the ST world and the Mac world and struggle to transport files easily and quickly between the two. Transverter is "okay", but it only works with MFS formatted disks and partitions ... and as you well know, EVERYTHING is in HFS format! But now you have an alternative!

I was just given a pre-release copy of a new program for the Atari ST and TT systems. The program is called "MacSEE" and is created by Reeve Soft. Simply put, the program allows you to move files between your ST and a Macintosh (or GCR/Mac-emulated partitions) with complete ease and efficiency. MacSEE lets you --

- * Read Macintosh (HFS & MFS) volumes with your Atari ST or TT
- * Write to Macintosh volumes with your Atari ST or TT
- * Read and write 800K Spectre-format disks & 1.44- megabyte disks

PLUS, MacSEE supports --

- * MacBinary and translated modes
- * Spectre format hard disk partitions
- * Macintosh format hard disk partitions

And MacSEE can be used on a wide range of removable devices, including SyQuest hard disks.

After using the program for a few hours, I found it to do everything it promised ... and flawlessly! It's completely GEM-drive, so all you do is "click" through the choices, select the file you want moved from a standard item selector window, and BOOM -- Done! No fuss, no strain, no pain ... just simple efficiency. And in comparison to Transverter, MacSEE is a speed demon! Hard drive partition to partition copying took no time at all. Partition to floppy was just as fast as copying a standard ST file.

For a limited time, MacSEE is being offered at a pre-release price of just \$39.99. This pricing is good through August 8, 1992; after which the price will be \$59.99. At \$59.99, the program offers a good value, but at \$39.99 -- it's a gotta-have-it DEAL!

Distribution and technical support for MacSEE is being handled by:

Compu-Seller West
220 1/2 West Main Street
St. Charles, IL 60174
(708)513-5220

To order your copy of MacSEE, or for more information, call Compu-Seller West at 708-513-5220 and ask for Don Bahr. Tell him "Monochrome Steve" sent you!

LYNX Game Review

LYNX CASINO 1-2 players, horizontal game Atari Corp., for the Atari Lynx \$39.95 Stereo? No

OVERVIEW. Video gambling games are hard to promote. On the one hand, an accurate simulation lets players experience high-rolling thrills without using real money. On the other hand, if there are no real winnings, why bother? Other questions about how much strategy can be developed or transferred for games like Roulette or Craps are left to professional gamblers.

LYNX CASINO doesn't resolve this paradox, but it does offer a risk-free alternative to Atlantic City or Reno. This title is a collection of five familiar casino games: Blackjack, Craps, Roulette, Slot Machines, and Video Draw Poker. You start off with \$1000, though the cashier can give you two loans of \$500 each; when your money's all gone, the game ends. You can also ComLynx with a friend for a mini-electronic junket.

GAMEPLAY. The best thing about LYNX CASINO is that it faithfully captures the experience of casino gambling. Not only are authentic rules, odds, and payoffs used, but each game allows of the same options that its real-life counterpart offers. For instance, Craps supports everything from the usual Pass/No Pass to Hard Way and Horn Bets, while Roulette uses a Double Zero wheel and allows numerous number combinations, and Blackjack is played with six decks. The only major discrepancy is that you're always the dice shooter on Craps.

The user interface changes with each game, but is generally consistent. Statistics are kept for each game session, allowing pros to analyze their playing skills. As a result, LYNX CASINO can be played on two levels: casual players can have fun just placing bets, while self-proclaimed experts can exercise existing gambling strategies or trying to develop new ones. While this card may not make you rich, it can be treated almost as a simulation, and the only regret I have is that more games weren't included.

GRAPHICS/SOUND. Graphics in LYNX CASINO are decent overall, with a touch of cartoon whimsy. You guide your on-screen personage among the games and roaming bystanders, while still images show scenes of other gamblers and the staff. Most of your time is spent at the tables and machines, which are well drawn with good use of color and detail. Sound effects are not so interesting; a variety of background tunes play during the game, though they can be turned off if desired. Other than that, game sounds are few, brief, and fairly simple.

SUMMARY. There's not much that needs to be said: LYNX CASINO is a well-done, no-nonsense video version of the Vegas experience. If you want to refine your Craps stratagem or just want to blow some imaginary money, this game will easily fit the bill.

GAMEPLAY: 8 GRAPHICS: 7
SOUND: 5 OVERALL: 7

Rating values

10 - 8 Great! This game can't get much better.
07 - 5 Good. Average game, could be improved.

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1992 GEN CON/ORIGIN

Game Fair

J.J. Johnson



Midi-Maze the hottest game in town. The 3 Midi-Maze rings never stopped from 8am to 11pm.

GEN CON 92 This year was the Silver Anniversary of GEN CON Game Fair, therefore [it was decided that TST, Inc. would team up] with ORIGINS (another gaming company) to make their 25th year the gaming extravaganza of all times. This year's 4-day event was held at MECCA, downtown Milwaukee and was expected to have between 15 to 20 THOUSAND in attendance. From the mob of people that I had to step over just to get around, I could almost believe those numbers. There were people lounging around in almost every hallway and doorway. After all, this is a convention that opens its doors at 8:00 am and closes at midnight.

There was so much to see and do, that it was impossible to see all in one day. I had only planned to spend one day at the fair helping MilAtari Users Group in the Computer Gaming areas, but my son and his friends talked me into making it a weekend event. I didn't mind, because I've enjoyed the company of the MilAtari members just as much as I enjoy the members of LCACE.

Upon registration, you receive a GEN CON/ORIGINS guide book, with an easy to follow map to help you get lost in the maze of hundreds of pulse-pounding role playing, miniature adventures, strategy and classic board games. The Great Hall (where all the vendors are) alone was a maze of over 300 booths filled with all sorts of goodies from pictures of your favorite mythical creature to chain-halter bras. TSR had erected a very large castle in the middle of the Great Hall



Lee, you can get a little closer to Elvira, Mary is not around.

which was then surrounded by all the vendors just like in the days of old.

Some of the highlights that I noted in the Great Hall were: the presence of GENie, demonstrating their online adventure games. Seirra and Sega also



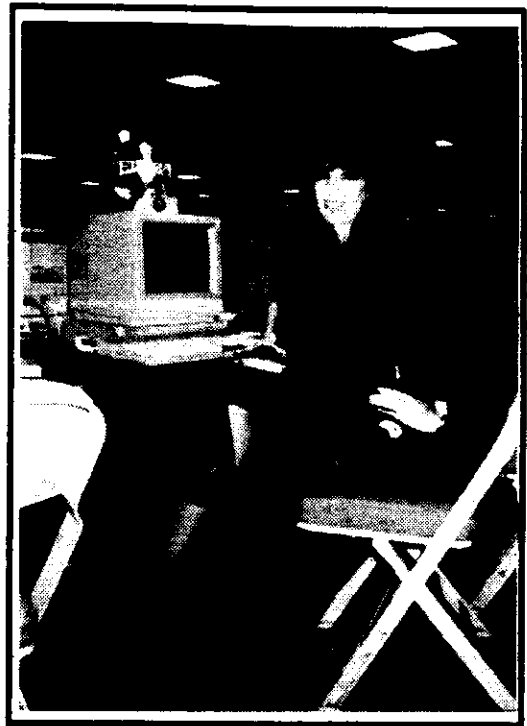
Do they have a LYNX version of Elvira?

As I mentioned, my main reason for attending was to give MilAtari a hand in the Computer Gaming area. MilAtari has had the pleasure of promoting the Atari ST in this area with Midi-Maze (the #1 computer event at GEN CON). Atari provided enough computers for MilAtari to set up three complete Midi-Maze rings (16 computers to each ring). To accommodate all players, there were 3-hour long Midi-Maze tournaments starting every hour. Atari also provided enough LYNX's and game cartridges to set up a LYNX game area. To even more promote the Atari ST computer, there was an open gaming area established [where you could check out game(s)] from the MilAtari library and play.

To top off the Saturday and Sunday MilAtari Gaming Area, Elvira (well, an Elvira look-alike) made her appearance. To tell the truth, it was hard to tell if it was "live or Memorex." Elvria did make the day, and it

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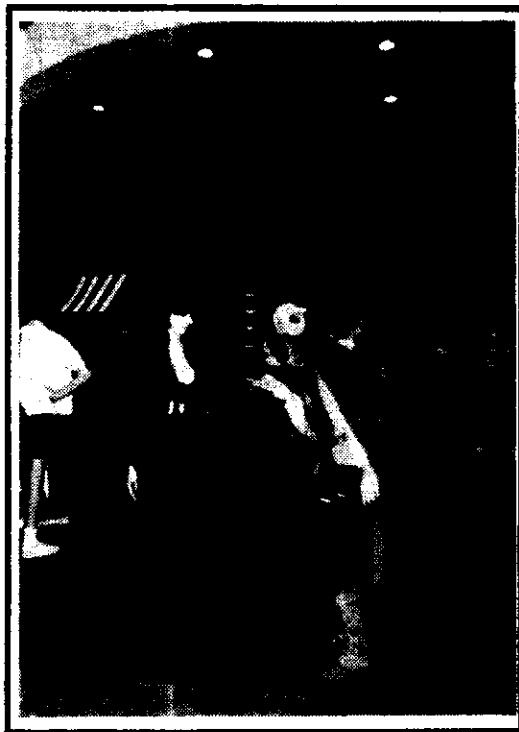
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Is it real, or is it Memorex?

seems that everyone that came by the area wanted to have their picture taken with her. I know that I shot up a whole role of film!

If you are a gamer, then this is an event that you shouldn't miss. My only hope at this time, with the reorganization that is taking place at Atari, [is that they will] continue to support the MilAtari group with this event.

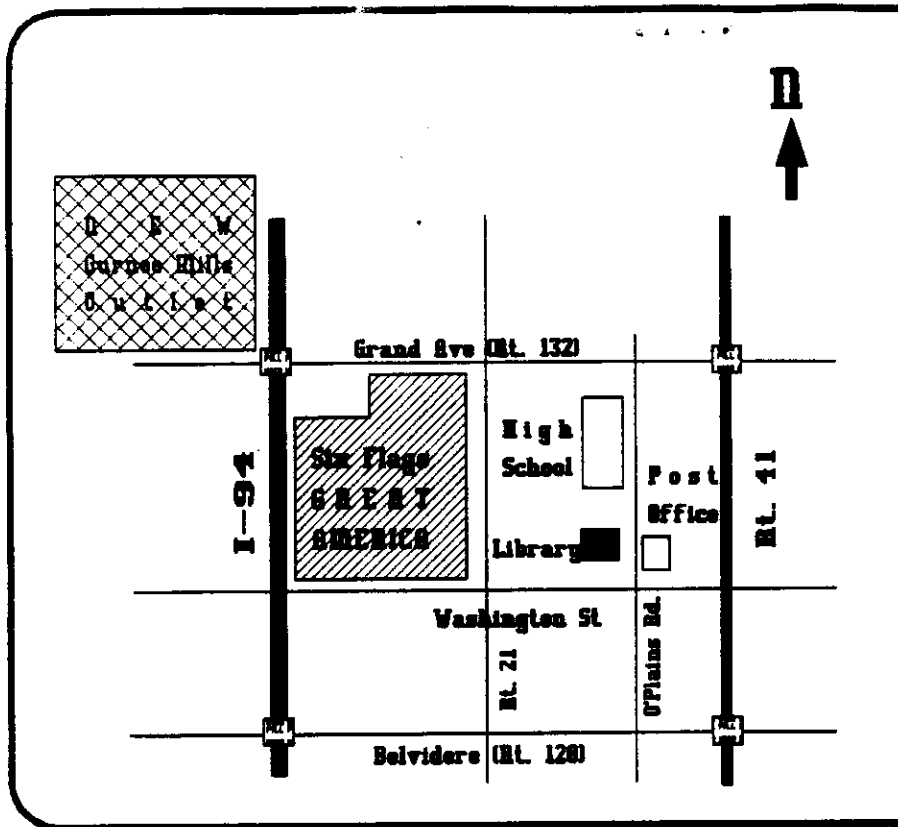


Beauty and the Beast

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It looks like Dr. J has his hands full!



Next Meeting

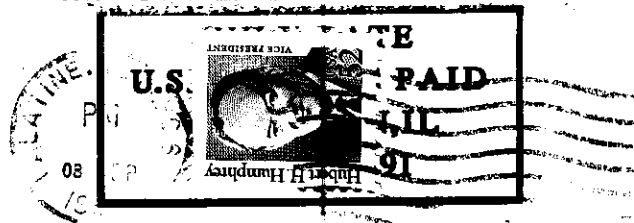
Saturday
SEPTEMBER 12, 1992

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 (708) 623-3815

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 Lake County Area Computer Enthusiasts
 P.O. Box 8788
 Waukegan, Illinois 60079-8788



Mail Last Issue 89293-06/93
 Ron Randolph
 1136 Fulton Ave.
 Winthrop Harbor IL 60096

Another Questionnaire

Please answer all questions and return to a officer at the meeting or mail to: L.C.A.C.E. P.O. Box 8788 Waukegan, IL 60079-8788

What type of computer(s) do you have?

What do you do with your computer most often?

How long have you been computing?

What do you feel most comfortable doing with your computer?

What would you like to do with your computer that you don't do now?

How many people in your household use the computer?

What is the biggest problem you have with your computer?

If you could have someone explain something to you about your computer, software, and or hardware, what would that be?

If you were going to explain something to someone about computers, hardware, and or software, what would that be?

If we could get someone from the computer industry to come and talk to the club who would you like to hear? or what company?

What is the most useful thing the club could do for you?

Would you be interested in making a group purchase with other members of the club?

What things trouble you most about computing?

What computer accessory do you have that gave you the most trouble?

What computer accessory do you have that gave you the least trouble?

What is the best piece of software you have?

What is the worst piece of software you have?

If you could ask anyone, one question about computing, what would it be?

Would you be interested in having someone explain to you a program or problem on a one on one basis? If so what would that be?

Would you be interested in explaining to someone else a program or helping with a computer problem on a one on one basis? If so, what would that be?

Do you own a modem?

Do you use your modem, if you own one?

If someone asked you what are the three best pieces of software to buy. What would you answer?

(Optional) Your name:

