



50p

February 1988

Issue 2

Atari Christmas Show Report

B-PAUG Poll Results

Program Listings
18-214 & 511

File Edit Options Page Type View Shader

February 1988



3:53:52 per 1



Contributors

Colin Hunt Editor
Thomas Moore VCI Reviews
Gary Payer 3D Program
Lee Brockmeier Microsoft,
Thomas and Cole IBM Review

How to contact us

Continued articles should be sent to:

4-84
c/o The Windows Book
Oshkosh, Wis.
U.S.A.

All articles published within 4-84 are the copyright of the author, but can be used by other publications provided the author and 4-84 are acknowledged as the original source and a copy of the publication comes to 4-84.

This issue of 4-84 was produced on an Apple Macintosh Plus using MacDraw, MacPaint, Microsoft Word and HyperCard. Design was produced via Page Designer.

All the desktopware applications Macintosh uses MacDraw, Word and Data were checked for demo. 3D Storage was tested across to the Macintosh using Mac-Kernel and GEM Services.

It is hoped the latest issue will be produced using the Atari ST with either Tandyworks Desktop Publisher or PageMaker Publisher (when the money for the software becomes available).

The **Microcomputers and Their Atari User Group (MUFUG)** are members of the Association of Atari User Groups (AAUG).

The opinions expressed within 4-84 are those of the authors and are not necessarily held by the MUFUG.

The MUFUG is an non profit making organization and its members make money from their activities.

This issue is published for Paul Lyons.

Contents

Programs

Muppet Keyboard	279
Turns Your Screen for The Muppet Keyboard Keyboard	
3D Star Speed Checker	279
How your star delta can while in a speeded speed mode	

Special Features

Software From Sweden	33
2 Year Christmas Store Report	279
The ST Explains	187-9

Regular Features

Info	14
Letters	24
Editorial	3
PC Newsletters	13
Software Roundup	277
Dear Steve File	187-9
VCI Reviews	18

Editorial

As the editor of a user group newsletter, an editor writes for the Atari Community. Annual to my other company, you have to think up article subjects and get members of your group to do the writing. The fact you're in an essayist. Finally, one person has a limited number of ideas and I therefore have to think about members who have submitted the material. In the first, nearly all of it without my prompting. The last made my life over the last few months more enjoyable. Secondly one person has a limited amount of time, especially if it is full, the other plans to increase the regularity of the newsletter without losing quality. The third reason was to increase our group members' profits to sell their machines and not write articles about it. The last most definitely true for some. I thought this may be due to the quality of our previous computer showed over a year ago. The last said about the letter.

The reason I've talked about this in my editorial is to cross the issues within the group is increased and hopefully to persuade more people to submit articles. The more each individual participates in each group activity, including the newsletter, the more enjoyment that person will get out of it, the computer. Following on from the discussion of the article found with enthusiasm among editors. The first is the survey, where all members were asked to list their favorite programs, magazines and books. This survey was intended to determine the preferences of the group for future activity planning. The results have been included here for public viewing to write to show everyone what a diverse bunch of people we are. The second group article in this issue looks Atari User's Atari Christmas Store report. Because I really enjoyed a review of the store. As I didn't have the time and I couldn't find one person to write a full review, I persuaded everyone in the group who went to write their own short review. I hope you like them.

This issue I hope you like the contents of this issue and I hope to meet you all at the next Atari Show in April. Be well then, happy Atari computing.

Colin Hunt.

Notice Board

1040STFM

Microsoft is doing nothing to the 1040STFM and continues production of a new version called the 1040STFM. This will continue to be the same as it's younger brother, the 1040STFM, except of course for the extra memory and disk drive capacity. The new machine can still be ordered in the shops in March or April of 1984 year. We get an official price has been announced, there is also some information on the failure of the 1040STFM and whether the new machine is to become the bottom of the range.

MicroProse Name Change

MicroProse the software company who have brought us all those good things also have been forced to change their name by a software software company called MicroPro. The name change is to happen in June of this year and has happened because MicroPro feel that the name MicroProse is a infringement of their trademark. Normally an American has been made by MicroProse to be later sold, so the name change is certainly only applicable within the UK where the law has been used.

Atari User Show Dates

The Atari User Show is to be held on the 22nd of April. The venue this year is the West Hall, Alexandra Palace, Wood Green, London. Cost of entry is three pounds for adults and two pounds for under sixteen, though you can obtain a one pound student or children's tickets - see Atari User and Atari at User publications for details.

CD-001

By the time you read this several shops in the UK should be selling the Atari CD-001. This is Atari's CD-ROM / CD-ROM player for the 26 range of computers. Atari's CD-001 will read 5000 and have a storage capacity of 10000000, stored in a single floppy disk capacity of 10000000. The initial transfer rate is 1.5MB/s per second via the CD-ROM to 10000000. An additional 10000000 per second is provided on the CD-ROM for the delay of loading of the data file.

Atari STP Decision

Atari have finally announced which hardware peripherals software is to be included as part of their STP package. The answer being Floppy Disk Controller from MicroProse, the STP system will consist of a 2600 or 2600, a composite monitor, or an 800000 hard drive, the latest Atari software - Floppy Disk Controller version 1.1 with 2600 drive and the 1st third of the system. The cost of this system will be between 1000 and 1500, depending upon the hardware configuration.

The CD-001 is a 26000000 read and CD-ROM player which is given a digital output. The extra cost connection required is provided by an additional PCB inside the unit, designed by KnowledgeNet. The leader of KnowledgeNet is Terry Kitchell, who person who founded Digital Research and DTP. The unit is in Atari light grey and is available in a variety of colours. All functions being controlled via a reasonable sized control unit. When using the unit the only visible indicator is a red light on the top of the unit. See the Atari STP, the other STP. Also provided is a KnowledgeNet.

Atari Sales Q3

Atari sales for the third quarter of its financial year are up 50% over last year's third quarter, while its income has increased by 10%. This brings the profit for the third nine months of the year up to 100 million, an increase of 50% with the same figure standing at 200 million in last year of 1983.

By the time you read this several shops in the UK should be selling the Atari CD-001. This is Atari's CD-ROM / CD-ROM player for the 26 range of computers. Atari's CD-001 will read 5000 and have a storage capacity of 10000000, stored in a single floppy disk capacity of 10000000. The initial transfer rate is 1.5MB/s per second via the CD-ROM to 10000000. An additional 10000000 per second is provided on the CD-ROM for the delay of loading of the data file.

All the reviews indicate that the unit is a good quality for its price and CD-ROM.

Muppet Keyboard

Page 3
8:16
Model 2

As the news April Christmas blew one of its winds was calling The Muppet Learning Keyboard. While it is silent, while typographic position 1, was called forward with the Commodore and Star computers. The Commodore will have learning game board around the computer in The Muppet Keyboard with the Star will have a simple program. With this program you could use the Muppet key board though it was an extension to the normal keyboard.

Due to a glitch with memory location required by the software disk and Turbo Basic, there is currently no way of using the Muppet keyboard from within Turbo Basic programs. Below is a simple routine that shows you how to read the keyboard and translate the resultant values.

This routine will force any of previous variables with each initial resulting to the ASCII of X Y or column value (alpha input).

Code Sheet

Program Breakdown

- 10-40 Title
- 100 Call subroutines routine.
- 100-110 What the key press on Muppet keyboard.
- 120-140 Determine X Y or column. This is the X value value stored, increases by 3 while the Y value value returned, increases by 4. You may have to adjust the +3 and +4 to adjust accuracy with your keyboard.
- 160 Give X and Y positive and read count.
- 170-180 De-bounce routine. Wait about 1/2 second unless sense that the key has really been pressed.
- 200 Determine column of the keypad routine. If left or right hand side of keyboard read for key press.
- 240-340 Determine whether character, number or positional value or to be placed in array.
- 380-1200 The following routine follows the positional values for each horizontal line on the keyboard. Positioning de-bounced that have ASCII equivalent have been allowed those control codes while position on the keyboard that have no ASCII value have been allowed the value 255. All other positions have been given numbers starting at 256.

```
10 REM MUPPET KEYBOARD ROUTINE.
20 REM
30 REM Keyboard to be connected to
40 REM Jupyterisk port number 2
50 REM
60 REM Written by C.R. Ross.
70 REM
80 REM Arrangement's 4 Ports ARE
90
100 GOTO INIT_MUPPET
110 REM
120 REM
130 REM
140 REM
150 REM
160 GOTO INIT_MUPPET
170 REM
180 REM
190 REM
200 REM
210 REM
220 REM
230 REM
240 IF COLUMN=0 OR COLUMN=1 OR COLUMN=2 THEN GOTO START
250 IF X=255 THEN GOTO END
260 Y="ABCDEFGHIJKLMNOPQRSTUVWXYZ"
270 REM
280 IF COLUMN=0 THEN Y="0123456789"
290 IF COLUMN=1 THEN Y="0123456789"
300 REM
310 REM
320 REM
330 REM
340 REM
350 REM
360 REM
370 REM
380 REM
390 REM
400 REM
410 REM
420 REM
430 REM
440 REM
450 REM
460 REM
470 REM
480 REM
490 REM
500 REM
510 REM
520 REM
530 REM
540 REM
550 REM
560 REM
570 REM
580 REM
590 REM
600 REM
610 REM
620 REM
630 REM
640 REM
650 REM
660 REM
670 REM
680 REM
690 REM
700 REM
710 REM
720 REM
730 REM
740 REM
750 REM
760 REM
770 REM
780 REM
790 REM
800 REM
810 REM
820 REM
830 REM
840 REM
850 REM
860 REM
870 REM
880 REM
890 REM
900 REM
910 REM
920 REM
930 REM
940 REM
950 REM
960 REM
970 REM
980 REM
990 REM
```

Note: When typing line 90 press the escape key for each REM.

ST Disc Speed Checker

Discs indicate the CFA tests program that will allow you to verify the operating speed of your ST disk drive. Success or failure depends on one single reason why most of the new IBMST files will not read disks with the extended character format.

Current drive speeds are between 295 and 305 RPM (are permitted). If you find that you get a speed outside this range and do not want making your program, or your programmer has expired, it is possible to adjust it. This is done by finding the only permission on the disk drive sector head and turning it slowly, left or right, until the correct speed is obtained.

The program can be run by either of the following methods:

- 1 Using the bootstrap routine, or
- 2 Using the run-only program, or
- 3 Compiling and running from the desktop.

When typing in the program remember that CFA tests files are separate line numbers. Line numbers have been added here for easier reading.

The main function within this routine is the extended BASIC call #1 on line 440 and 170. This call is called `_FLOPPY` which means "Floppy head". The parameters are passed within the structure `XXXX` (A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z). Each of these variables has the following meaning:

- `XXXX.A` Word aligned disk buffer address. This one is big enough to accommodate the whole sector.
- `XXXX.B` Always #0.
- `XXXX.C` Floppy disk drive number (0 or 1).
- `XXXX.D` Sector to start reading from (1 to 5 / 10).
- `XXXX.E` Track number.
- `XXXX.F` Side of disk selected. If single sided drive this must be 0.
- `XXXX.G` Number of sectors to read.

If the operation is successful it is returned to 100 W, else the error number is returned. There is no error checking on the return and the consecutive `XXXX` values below the `XXXX` call prevent any value being returned.

If you do not have CFA tests enable copy of the program can be obtained from IBM.

Program Breakdown

- 100-140 Title.
- 150 Declares size of `DISKHEAD` to be 512, also being the size of each sector on the ST disk. See other initialization in 6, also initializing drive A.
- 160
- 170-179 Get old value pointer and set new pointer. Place old sector, then drive address in initialization.
- 240-400 Main program loop. Exit when user pressed <ESC>.
- 440-480 Reads five sectors off disk using extended BASIC call #1.
- 500-770 Especially reads the first sector of the disk using the driver and number of bytes to determine the RPM. Exit loop when user presses either A, B or <ESC>.
- 780-840 Change drive identification to exit from main loop. Dependent upon error type.
- 870-910 Turns up memory and returns old value pointer before ending.

```

100 ****
110 ** Disk Drive Speed Checker V1.2 **
120 ** by Gary Flagg Dec 1987 **
130 ****
140
150 #EXTEND (5-speed=512)
160 #DIMENSI
170
180 *save old pointer and set new pointer
190
200 For D=DISKHEAD+1 to DISKHEAD+5
210
220   Goto (save=old) save=old(5-speed) (1)
230
240   #point D, 0
250   #set 15
260   #point DISKHEAD+D
270   #point DISKHEAD+D, 0
280   #point DISKHEAD+D, 0
290   #point DISKHEAD+D, 0
300
310 #fact 1, 0, 0, 0
320 #end
330 #end
340
350 **Disk Drive Speed Checker**
360 #asm show=on
370 #=0
380 #=0
390 #=0
400 #by Gary Flagg*
410 #asm show=on
420 #fact 1, 0, 0, 0
430 #end
440 #=0
450 #=0, 0, 0, 0 #set drive*
460 #asm show=on
    
```


Atari Christmas

As promised in the last issue of **8:16** I was going to provide a review of the Atari Christmas Show. Well, to make things more interesting I decided to get the **HiPAUG** members who went to the show to do the writing for me. So here it is, the personal opinion's of our members.

Hi was my first Atari Show since I've ever been in and I'll tell you I won't be any last. This show was organized by Catherine Schifano and I must say I was well done. The layout was just great and displayed the best stuff of \$ 99. My chance to stand with several other year groups which was great. Several people can ask strange questions sometimes and so there was always someone to help out, if you know what I mean.

Well, my chief told me it was something about the show and that was that about the show. Okay before I start with the dishes. The food was bad and the coffee not strong enough, though the beer wasn't too bad. No wonder I would have had to have seen the new 5 1/4 disk drive on display because I want one. By the way I'm an Atari 130XE / VCS user, so I'm not going to tell you much about CRT's and such. I don't know too much about that anyway. Another dish was the new 800 games machine. What a load of rubbish. Atari should have replaced the 6000 machine as promised with the 7000 Pro System. Now that would have been something. But no, a computer is stupid as a games machine with controls and keyboard. That's obvious one. Perhaps the games machine and the game itself Atari. The kids all have plugs in the game and what to play. They know all their lines and the game tape. Price 2 To Control Where's the 2 key in the console? There isn't one. The same goes for the console bar in games. No more than that, but not most people are going to buy the console anyway. The games for the games console are a bit pricey but Atari promise around heavy cartidges by the next year. How nice I hope.

So let's go on to the food. It was good to see Fiat Fiat and Tyrone supporting them to. Thank you. The new VCS machine is back. Keep those cartidges coming. The kids shop people was very friendly and helpful. The Software Express stand was a shock at first. Keep it up! And set to forget those magazines supporting Atari, both Page One Atari User. Keep up the good work.

And Atari? Very quiet, very distant and very professional. I think the staff game shows are over showing off the new range of Atari's and PC's. Okay there was the music area with XL and GT games to play and people enjoyed it. But I think Atari is concentrating more on the big machines.

Overall the show was good work and lots of fun for all the people and before Atari's head office a great Atari. Hope to see you all again next time.

This was the first show where that I have attended as an exhibitor (being on the new group stand) rather than being a member of the dealer public. Seeing the exhibitors help changed the way you were treated by other exhibitors. I found that I was being offered extra discounts on certain items by a new group member (think disks for example) and other items, it being promised for the good of the group (discounts and leads in particular).

Business as you would expect was in abundance and I found that competition through classifying was fierce. In particular I was on the look out for educational software for my son and found a good selection in store from at varying prices. I purchased three software titles (all recommended for 13 00 each) and on the hardware side a Mapple Learning Keyboard with an adapter disk for 15.00. This plugs into Joystick socket and will work with a wide range of software, thus saving the keyboard on my 6000 from frequent destruction from young hands.

I was very disappointed with the Atari stands. There were 6000 games machines, 1300s and 1300s playing a very limited offering of games.

Apart from the new group stand and educational software my other opinion for attending the show was to find out as much as possible about pricing a home perhaps together and this is where my biggest disappointment came. There were lots of other companies willing to do and see to the selling interface and I think it was obvious, but nobody seemed to have anything about linking the three together in order to make a working system. Almost were offering a free model (Petal 2000) with a set plus 4000/5000 but they were making damn on an 800/100 and were little about Atari, but didn't say anything at all.

In the whole I found the show to be very good, with an abundance of software, hardware and friendly people willing to be as helpful as possible.

Show Reports

Page 9

8:16

Page 2

The Atari Christmas Show! Well for two people who brought software on the ridiculous discount it should have been called the Xmas Christmas Show. I brought Star Trek for \$88. All the software discounts were available for 21 days, while many other titles were available at up to 30% discount. This show was very much a software buyers bazaar. For the hardware buyers like those who were there, but not in large

lots! That the show was the quietest as far as though this may be due to the fact I was able to spend all three days viewing everything. Of the three days Sunday was the quietest while Saturday was the busiest. All the regulars were there, including Pirelli's Software, Page 5, 2-400 Systems had had between August 25th, The SE Atari Computer Club, Peter Wang, SE World and of course Atari, though they did appear under-manned. Also at the show was a company called Elite International who had an display a professional version of their Spectrum software for the ST. This was Jeff Winter's Trip-Tone, originally called Light Maze but renamed before he left to go to Cambridge. It was the most interesting new products to display.

The Atari show was a bit of a disappointment. It was a bit like when the SE show came to Birmingham system. There was plenty of SE game crates. Even ST's and PC's though.

Not all the excitement on the Atari West Show stand was to be seen after the trade over. This involved spending half your time wandering around in the streets keeping an eye on all the machines. This proved to be great fun watching the people playing the games and brought back many memories of playing Jeopardy with our local credit in Forts. The most interesting new games on display for the SE were Rungway and Star Wars, while the most interesting for on display for the SE was the Light Maze. I would like to say this without the great of the system for my 4-bit mainly because I'm a bit of a gadget collector, already owning several desktop sets on 4-bit game hardware and video cassette systems.

However when viewing Pirelli's which was displaying an amazing 4000 software on the ST at a cost. To be sure to be held.

The competition between the desktop publishers was hotting up with each side were then willing to go to any lengths (bought) of the other's strategy.

Before the show I was very nervous about completing the way that some of the SE in the area without public eye. At the show we were the only local group with an available newsletter. The other groups calling SE software for the ST. All the groups there had ST software ready to go on. We had decided to use the 4-bit system in order to use Atari's demo which in the SE show there was with sampled sound. I've seen on the SE show 4000. It was held up all the night of 4-14 I had made by advertising our stand and the attraction. I met Steve Ray, West of the Mountain West Group and organizer of the 4-2001 and Pirelli's Exhibition for making it possible for us to be at the show.

Finally it was great to meet again everyone I'd met at the SE show and I had returned to the next show with increased confidence and expectations.

Chris West

This was my third visit for User's Show and I was looking forward to obtaining some good bargains. The show was at the Royal's in London and was split into two floors. The downstairs, broadly speaking, covered retailers selling games, general computer supplies, the Atari games room and the independent user group's stand. upstairs was more of a market, but mainly covered ST products with the odd retailer selling 4-bit software. The main central area was covered by Atari with their new products.

Overall the show was not bad if you had a ST. There were some very good bargains, both hardware and software. On the 4-bit side there was not much new and a lot of old software being sold at low cost. The most interesting thing to me was the sound software for the ST, as it showed how good the ST was. The most disappointing thing was the small stand given to the user group and I do hope at the next show more space can be given.

Overall not a bad show.

Graham Brownfield

PS My son thought the cheap (10 pence each) Page 6 magazines were great!

VCS Review

Quest For Quinzana Roo

(Adventure Software - £12.95)

After many years of advents, it is suitably surprising again! You, the waiting in great suspense for just around a VCS adventure for the Amstrad VCS system. The game is entitled a Quest for Quinzana Roo. Here through the graphics look as if they have come out of the early 80's, the sound effects are good and the game play enjoyable.

You play the part of Thomas Sam who has to explore the Temples of Quinzana Adventure's foreman. To do this you have to follow the steps to open the waterlock across your way.

Once through you can enable the Temple and a link up to other rooms to get into the main castle. There are 16 different levels to explore from the open of the temple.

To move past the pyramid below right is more like to slide and forward to climb up avoiding the pits from the previous levels. There are five levels you can climb to and by pressing the trigger you can go inside the Temple.

Once inside the Temple you can move around in eight directions, though inside a simple screen with sun and moon chamber. Again Sam can make to walk but he can't stop down or stop there. To enter your weapons game play and can be played again to die. The game ordinary sound throughout the game to change the atmosphere being carried by the tone, without possible when you being released by Sam's body colour.

When Sam is released when you have walking in your hands, Sam making you to pick up treasure by pressing the trigger.

When you pick up a map rock Sam some yellow. While this colour you cannot pick up treasure or change the time being carried.

When Sam is released when you are carrying the map, when a gun. The number of remaining to fire is shown a line with the sun in the corner of the screen.

When Sam is not he is carrying a tank of acid. Pressing the trigger will cause him to throw it. The number of tanks remaining is shown in red in the bottom right corner of the screen.

When you, Sam including his thinking by pressing the trigger it makes him to use it.

By pressing the game next key Sam will immediately stop whenever you have carrying and the time when.

When you enter the temple on each of the levels you have to be quick for the temple is unstable and Sam will only stand inside for many seconds.

If the temple is over the many rocks you have to be quick to take the map, treasure and pick back up, the time when.

When you find a water chamber you have two methods of opening it. The first is to use the chest by walking a square a moment, when you also have to find. The second method is to use the acid. When Sam is inside the water chamber will disappear and from the water it, the chamber will be opened.

Once you have managed to pass easy to a water chamber you will find several different items, including the map rock which can used to open the map rock (sometimes this item) because when some points, and acid chamber which can only be destroyed by acid.

When one of the water chambers will be the map rock. To open this you have to place a map rock into an iron hole. This a door by placing Sam under the door hole, make a map rock in his possession and pressing the trigger. If the map rock will be carried into the hole, the hole will disappear. If you the map rock will be destroyed when one of the temple and you will have to find it again.

Initially (possibly) you will get a line of some map rocks into the respective holes and then another a number. You can use power to the next level.

Once the level you have to focus does map rock will leave the second level. The treasure received from each map rock as you go along are used later in the game.

If you make a run during the game you can do this by pressing the Mark when I return to work.

Overall, for £12.95 this game is good value for money and will keep you entertained for many days. I can't cover it tonight, but I believe the only way you can buy this game is via the online store "Telegame" in Wigan, Lancashire L24 9TE.

Thomas Bailey

Issue 3 of 8:16
will be available
at the end of April 1988.

To reserve your copy
send 75p to 8:16
with your name & address.
(75p covers photocopying and P&P)

BAPUG Members Poll

Page 11

8:16

1992-2

In order to determine the likes and dislikes of the members of the BAPUG it was decided by the staff of BAPUG, with me, to hold a poll. All the members were asked to write down their favorite top ten games for both the 8 bit and ST their favorite top ten magazines and their favorite top ten books also for both platforms. The tables below show the winners of this vote. I was not bothered as to how the tables for the top ten top ten lists have been set as long as the tables that show the three top games regardless of any draw that has occurred. There also remained the issue of making the total number of winners for the water equal to one with all the other winners being a percentage of this. The total number of votes for each survey was twenty three.

Favorite 8-Bit Programs

The total number of votes for the 8-bit category was twenty-one.

1	Star Wars	Demost	100
2	Goldminer	Mitochond	51
3	Star Trek	Probed	20
4	Beetle Chase	Imaginat	17
5	Phantom II		15
6	Flight Simulator II	Artbyte	15
7	Ballistics	Felix	15
	Ballistics	Programs	15
	Dogfight	Ballistics Interact	15
8	Alternative Reality	Demost	14
9	Galaxy Troopers	Baseball	17
10	Colonyquest	Chromsoft	14
	Scythe II	Black	14
	Major Mission	Mitochond	14

Favorite Adult Programs

The total number of votes for the adult category was twenty-eight.

1	Murphy	Shogun	100
2	Alternative Reality - The Galaxy	Demost	33
3	Alternative Reality - The City	Demost	27
	The Park	Baseball	27
4	Colonyquest	Mansoft	40
	Phoenix	Art	40
5	Ballistics	Mitochond	45
	Man Office II	Demost	45
6	Alternative	Art	45
	Empire	US-Gal	45
	Baseball	Art	45
7	Alternative +	Art	45
8	Scythe	KB	31
	Tank Wars	Henry Computer	27
9	Ballistics		24
	Murphy	Tyrant	24
10	Trail	Baseball/Probed	21

Favorite Computer Magazines

The total number of publications voted for in the category was twenty-one.

1	Axis Line	100
2	ACE	70
3	ST World	77
4	Popular Computer Weekly	19
5	ST User	60
6	Page 8	40
7	Computer and Video Games	47
8	Amiga	30
9	The Games Machine	35
10	ST Update	35

Favorite DOS Games

The category is a tie category as only one member of the BAPUG is an active DOS user. Thus the following table is Thomas's copy.

1	SL&D	
2	Cryed Center	
3	Quest For Quixote's Hat	Source Software
4	Hammer	
5	Phoenix	

Favorite 8-Bit Related Computer Books

The total number of publications voted for in the category was twenty-one.

1	ST Inside (History Of The Amib PC)	100
2	The Complete Amib ST 68000 Programmer's Reference Guide	45
3	Introduction To: MIB Programming	35
4	IBM Programmer's Reference	20
5	Basic Training Guide	20
	Principles Of Interactive Computer Graphics	20
	ST Tricks & Tips	20

Favorite 8-Bit Related Computer Books

The total number of publications voted for in the category was twenty-one.

1	Murphy The Amib	100
2	Big Red Book	20
3	Technical Definitions	27
4	Phoenix & Co.	17
5	Amib (IBM) & Beyond Your Good Computer	15

The ST Explored

Welcome to a new occasional price designed to show you the normal workings of the ST. It is mainly available about how the ST operates on a system level without going into advanced screen programming. To start as off the first article is about the DESKTOP.MPF file. This file is the means by which your desktop performance are stored, for a start because the latter term is open! When using the mouse panel to access better control the entire settings, mouse and keyboard events.

This file is structured as shown in Figure 1. As you can see there is a whole sub-structure, for what the basic file names. Using the example for map through each one.

*#0000000

*#0000000

Active mouse! For an idea what these lines do. Good work!

*#77700007000000007005520000770717700

When using the mouse panel this line determines the settings. The first 16 groups of 2 digit represent the F02 group of each of the colours. This means the last 7 digits which control the mouse click response (for digit) the keyboard click (for digit), the keyboard and mouse event movement delay (for digit), the key repeat speed (digit 4 and 5) while the key repeat rate delay (digit 6 and 7). The keyboard click and the keyboard mouse event movement, these are active when enabled. The key repeat speed has a range of 1 to 48 (normal), while the key repeat rate delay has a range of 1 to 21 (normal). For more information about the mouse panel see page 41 in all of the Owners Manual supplied with your ST.

*#

Active keyboard mouse control! NB! This line the actually get 21 space to it following the #.

*#7800

This line determines the screen resolution, the text spacing, the display speed and whether mouse and keyboard should be controlled. The format is as follows:

#L:sp:ls

= 1 line
 2 = medium
 3 = high
 sp = dots/line
 ls = dots/line
 # = 00 = none
 1 = on
 # = 00 = none
 01 = on
 10 = on
 11 = on
 # = 00 = none
 1 = on
 1 = on
 # = 00 = none
 1 = on
 1 = on

*#000000

*#000000

*#777000700000070000000000000070

000000000000770717700

*#

*#7800

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

Figure 1. Example layout of DESKTOP.MPF file.

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

*#0000000000000000000000000000

These lines define each of the four possible windows. The syntax of the line is as follows:

##[w:h:c] [w:h:c] [w:h:c]

- ## = Position of the window (as from left).
- ## = Position of window bar (as from top).
- ## = Position of window bar corner of window, across the screen.
- ## = Position of window bar corner of window, down the screen.
- ## = Width of window.
- ## = Height of window.
- ## = Draw identifier,
 - ## = No window
 - ## = 1
 - ## = A
 - ## = 2

Example = Name of the window bar currently shown within window, eg. A/C * for top level, NB, if no window coding present.

PD Documentation

Page 13

8:16

Issue 2

As a service to our readers and because we do not appear to be doing it, we can now provide photocopies of PD documentation. All the documentation has been scanned to the Apple Macintosh, or formatted electronically and compressed. To show everyone the final quality of these documents a copy of the File Drawer Version 0.1 document has been included with this issue of *EM*.

The cost of each document is determined by the following formula:

$$\text{Number of pages} \times \text{Expense (photocopying charge)} = \text{Dollars (printing and postage)}$$

Thus if you want a copy of *AppleLink* and *EM* documentation the total cost would be $(20 \times \$2) + (\$3)$ cents, which is a cost of 43 cents.

The following documents are currently available:

<i>AppleLink</i> File ABC.DOC.....	3	pages	<i>EM</i> (Apple-Formatted Emulation)	1	page
<i>EM</i> (Apple-Formatted) 1.0.....	4	pages	<i>EM</i> (True Version) 0.1	1	page
<i>EM</i> (True Version) 0.1.....	11	pages*	<i>Emacs V</i>	1	page
<i>MacDraw</i> 1.0.....	1	page	<i>MacDraw</i> Version 0.1.....	4	pages
<i>PDF</i>	1	page	<i>QI</i>	4	pages
<i>RTWare</i> Manual Version 1.1.....	20	pages*	<i>RTWare</i> (MS-DOS) for the Version 1.1.....	1	page*

* These documents have related documents which are still being prepared.

Others are in the process of being prepared which include *EM* (for Version 1.1), *EM* (for Version 1.0), *MacDraw* (New World PC format), *EM*, *EM*, *SmallTalk* and others.

Even better are PD documents which you would like to see and which you cannot get at first, yet we can be already have them. The cost for this service is the same as quoted above, although we would appreciate a copy of the program. We do not have them in our PD library.

```
#FF 00 00 00 FF A FLOPPY DISK# #
#FF 01 00 00 FF B FLOPPY DISK# #
#C 00 00 00 FF C CARTRIDGE# #
#T 01 00 02 FF TRASH# #
```

Three lines define the type and position of document in the display. The format of the line is as follows:

#L #H #L #H #L #H #L

- #L - Position across screen from top left corner
- #H - Position down screen from top left corner
- #L - Line number

#L #H #L #H #L #H #L
00 00 00 00 00 00 00
00 00 00 00 00 00 00
00 00 00 00 00 00 00
00 00 00 00 00 00 00
00 00 00 00 00 00 00

* These are the only unmodified areas, though all will work.

- #L - Always set to 00. Carefully to align on justification.
- #H - Device identification string visible from top-A for device A.
- #L #H - Name show path name

The above limitations apply to the FF and PC modes.

If the floppy disk contains a *RAMDisk* the end of the line is #*#

```
#F FF 04 # * #*
#D FF 01 # * #*
#B 01 FF # ASCII# #
#B 02 FF # PRG# #
#F 03 04 # TOS# #
#F 03 04 # TTS# #
#B 01 FF FASTRAK PRG# #
```

Three lines define what the OS will do when you open any name on the display. If it has the extension PRG, TOS, TTS or .FF it will go through the necessary steps appropriate to the OS. If it does not contain any of these extensions it will generate the OS documentation sub if you want to SHOW or PRINT it. As in the usual meaning of each of the values, any 1 do not have.

That's about all we can do with the *EM* (for Version 1.1), *EM* (for Version 1.0), *MacDraw* (New World PC format), *EM*, *EM*, *SmallTalk* and others. If you are not sure of any of the above, please let us know and we will be glad to help you.

If you would like your User Group to be included within our User Group list, please send the following information to 224a Boldon Way page 11

The group name.

The various name, address and telephone number.

The number of group members (Also members of a social club)

Membership fees.

Monthly price (if any) and date of meetings (eg. 1st Friday each month)

Name of any newsletter and where to find it.

Special interests within the group

and finally a copy of the group with a small drawing or photo you like.

Subscribers of £10 without identification supplied each group. The map will be used to indicate where the groups are situated. As you see, these groups are already included, so come on list and let us know the rest of them soon please.

Name:	Business and Public Area User Group (BPAUCG)
Contact:	Colin (Home - 0203 477803)
Message:	for Friday evening events at Kilwin Community Centre, Polkara (Kilwin 0144) (Dumfries, February, May, August and November)
Members:	Mathews and Software development.
Name:	London Area Computer Collection (LACC)
Contact:	Oliver Leslie 143 Richmond Road, Leytonstone, London, E11 4BT
Name:	Special Interest Group user (SIGUAG)
Contact:	Oliver Leslie 143 Richmond Road, Leytonstone, London, E11 4BT
Members:	SGC MEMS

Info

The program

All 11 programs within the kit are written using either Turbo Basic or with the Assembler Basic compiler. Turbo Basic can be purchased from several different public domain libraries, including Page 4 (0210 5 2008), who supply a professional and additional programs on the disk. Alternatively you can obtain Turbo Basic via either 4 (4) programs written around £ and £10 5 44 from page 11 50. If you do not see a program that you also buy a copy of Member Issue 12 (November 1990) 200 1, Rayleigh, Essex, as this contains a copy of the printed manual.

The ST program within the kit is written in C/C++, Basic and can be obtained from £14 by sending a check and 10p to cover handling and P&P

Subscriptions

£14 can be supplied on a regular basis at a subscription rate of £12 (incl postage). Please clearly state your name and address and the issue number the subscription is to commence with.

Commercial Advertisement

Rate - £10 Full page
£5 Half page

Contact Colin (0203 - 477803) evenings for further details.

Letters

Just over three years ago we established the first computer club in Cyprus, as a base for some of all kinds of home users. Our club has been very successful and we are still the only organisation which cater for the home computer enthusiast.

It will come as no surprise to you if you say that the third ST is more or less the greatest computer event though it has only recently been established in our market by the local agents. The request for ST has been dramatic and it has already revealed all other relevant forms of jobs and user activities.

Naturally, we shall be supporting the ST fully in every possible way. It is in the interest of our users and although you will be aware of handling most these year club and the possibility of increasing membership for other forms of computer and software activities.

Please let us know of your suggestions and systems which could be of interest to you.

Thank you in advance; we look forward to hearing from you.

Yours Faithfully,

E. T. C.

Chairman of Members, The Home Computer Club, Cyprus

Thanks for the letter - I will be sending you this copy of ST along with additional details about our group. ...John

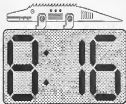


Bournemouth and Poole Atari User's Group

BAPAUG

Meetings held on the
First Friday of every Month
at the
Kinson Community Centre
Pelhams, Millhams Lane
Kinson

For more details contact
Colin on (0202) 677895



Newsletter
released
quarterly