L.C.A.C.E. ELECTIONS '93

VOTE!

Here are the Februrary nominations:

Steve Kostelnik
Bill Lawrence
Brian McCormick
Larry Grauzas Sr. (Mr. G)
Paul Schintgen
Dwight (JJ) Johnson
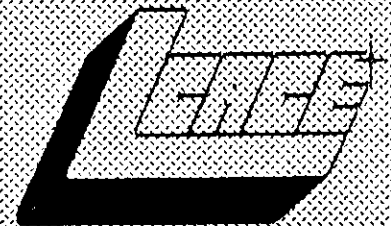Mike Brown
Bob Berry
Frank Giampa

March nominations to come:

___ YOUR NAME HERE!!

JOIN THE ELETE

This Months Meeting
Warren Newport
Public libary
Gurnee, Il.
March 13, 1993
Next Meeting
April 10, 1993

Lake County Area Computer Enthusiasts

Mailing Address:
P.O. Box 8788
Waukegan, Il. 60079-8788

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'Plaine Rd, Gurne,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.

NEWS JOURNAL ADVERTISEMENT

For information on placing ads, please write our Public Relations Chairman at the above address, or call (708) 587-9156.

ADVERTISING

Rates: Full Page-$25.00, Half Page-$15.00, Quarter Page-$10.00, Business Cards-5.00, Discounts are given for an advanced purchase of 12 consecutive ads. Send camera ready copy and payment by the 15th of the month preceding publication to the above address.

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ATARI DESKTOP PUBLISHING

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Deadline Approaching
For Next Months Articles

Remember, the deadline for all articles submitted toThe News Journal is the 15th of each month. Send your articles, via disk to the club's P.O. Box, or upload to Pegasus BBS (708) 623-9570 prior to this date.Your articles may be edited for length and clarity.

VP RAM

Elections will be held for the Board of Directors at the April meeting. Nominations were held last month with the following people nominated for the Board of Directors:

Steve Kostelnik
Bill Lawrence
Brian McCormick
Larry Grauzas Sr. (Mr. G)
Paul Schintgen
Dwight (JJ) Johnson
Mike Brown
Bob Berry
Frank Giampa

We will have nominations at the March meeting also. If you are interested in running, let someone know and your name will be placed in nomination. There are only a few requisites for being a board member. You must be a club member in good standing at the time of the elections and are willing to invest some time in the running of the user group. Many of the positions only require that you attend the majority of the meetings and perform some function such as membership chairman. If you want to be included in the future of the club, please run for the board and get involved!

Well another month has gone by without the Falcon being shipped. Atari is proving again that they cannot get a new product to market in a timely manner. New machines are announced daily from other manufacturers such as Apple, IBM and the MSDOS clone companies. The Falcon has some very good features but it is rapidly becoming obsolete even before it is even released! A second generation of the Falcon is needed now to keep up with the new color Apples and the 486s that are presently in the market. Unfortunately, Atari is losing market share in Europe and without new machines to entice buyers it looks like Europe will go the way the US market has gone.

Enough gloomy news! I attended MilAtari's swapfest last month and it was a hugh success for all concerned. There was a number of great bargains available and many people were buying. My guess that there was around 75 people who attended the meeting. With the shrinking membership at both clubs, it might be time to consider some joint projects or meetings. The picnic could be a good starting place.

Speaking of shrinking membership, I would like to see some discussion on opening the group to other computers. I know that we have special interest groups (SIG) and do discuss other machines, but I think we need to do more. The officer positions of the club should be reorganized so that they have more generic function. The different computers projects and demos would be the responsibility of the specific SIGS and not he VP-eight bit or the VP-ST. The club business meeting should be very generic with specific machine discussions in SIG groups meeting. Demos should be provided for all computers each month and promoted in the newsletter. There still could be presentations to the group for generic topics like word processing with specifics demos for each machine after the formal meeting. We could attract more people if Atari was not the only topic covered.

What would be the benefit of expanding the group? Increased membership would bring in new ideas and fresh blood to do volunteer work. There would be additional support for venders. You could learn new ways of using your computer from seeing how other people are using theirs. Recently only the club officers were doing the demos (well Mike Brown was and will be an officer again). I would like to see other people present new things on their computer. I also would like to see SIG meetings that cover common topics like desktop publishing or graphics. Most of the functions are very similar on all of the machines and generic classes would be fun. But this does mean that more people must get involved and the only way that we could attract new people is to open up the club.

Ok, so on to some miscellaneous topics. The picnic will be held July 10th at the Old School House Forest Preserve in Libertyville. Mark the date on your calendar and also consider volunteering some time to organize and work the picnic. There are rumors regarding some of our members getting new computers. It seems that a well known and staunch eight bit supporter has bought a ST! I won't mention my father's name but maybe you could guess who it was. It also looks like our newsletter editor is looking at MSDOS clones. "EDITOR COMMENT (I did !!!)". Finally, I did purchase a new machine. It is an Acros (ACER) with a DX33 chip and 8 meg of RAM. Next month I will write up the evaluation process I did in choosing the machine that I bought.

See you at the meeting!

by *Larry Grauzas*

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COMPUTER ETIQUETTE

by Mr. North

The following are a few points of general BBS etiquette. If you wish to maintain your welcome on whatever system you happen to call, it would be to your advantage to observe these few rules. (Sysops - feel free to download this & display it on your BBS)

1. Don't habitually hang up on a system. Every Sysop is aware that accidental disconnections happen once in a while but we do tend to get annoyed with people who hang up every single time they call because they are either too lazy to terminate properly or they labor under the mistaken assumption that the 10 seconds they save online Waiting" is not an acceptable excuse for long. If you have it and intend to use the line to call BBS systems, you should either have it disconnected or find some other way to circumvent it.

2. Don't do dumb things like leave yourself a message that says "Just testing to see if this thing works". Where do you think all those other messages came from if it didn't work? Also, don't leave whinny messages that say "Please leave me a message". If ever there was a person to ignore, it's the one who biggs someone to leave him a message. If you want to get messages, start by reading the ones that are already online and getting involved in the conversations that exist.

3. Don't use the local equivalent of a chat command unless have some clear cut notion of what you want to say and why. Almost any Sysop is more than happy to answer questions or offer help concerning his system. Unfortunately, because about 85% of the people who call want to chat and about 99% of those people have absolutely nothing to say besides "How old are you?" or something equally irrelevant, fewer Sysops even bother answering their paggers every day.

4. When you are offered a place to leave comments when exiting a system, don't try to use this area to ask the Sysop questions. It is very rude to the other callers to expect the Sysop to carry on a half visible conversation with someone. If you have a question or statement to make and expect the Sysop to respond to it, it should always be made in the section where all the other messages are kept. This allows the Sysop to help many people with the same problem with the least amount of effort on his part.

5. Before you log on with your favorite psuedonym, make sure that handles are allowed. Most Sysops don't want people using handles on the system. There is not enough room for them, they get silly games of one-upmanship started, it is much nicer to deal with a person on a personal basis, and last but not least, everyone should be willing to take full responsibility for his actions or comments instead of slinging mud from behind a phony name. Also when signing on, why not sign on just like you would introduce yourself in your own society? How many of you usually introduce yourselves as Joe W. Smutz the 3rd or 4th?

6. Take the time to log on properly. There is no such place as RIV, HB, ANA or any of a thousand other abbreviations people use instead of their proper city. You may think that everyone knows what RIV is supposed to mean, but every BBS has people calling from all around the country and I assure you that someone from Podunk, Iowa has no idea what you're talking about.

7. Don't go out of your way to make rude observations like "Gee, this system is slow". Every BBS is a tradeoff of features. You can generally assume that if someone is running a particular brand of software, that he is either happy with it or he'll decide to find another system he likes better. It does nobody any good when you make comments about something that you perceive to be a flaw when it is running the way the Sysop wants it to. Constructive criticism is somewhat more welcome. If you have an alternative method that seems to make good sense then run it up the flagpole.

8. When leaving messages, stop and ask yourself whether it is necessary to make it private. Unless there is some particular reason that everyone shouldn't know what you're saying, don't make it private. We don't call them PUBLIC bulletin boards for nothing, folks. It's very irritating to other callers when there are huge blank spots in the messages that they can't read and it stifles interaction between callers.

9. If your favorite BBS has a time limit, observe it. If it doesn't, set a limit for yourself and abide by it instead. Don't tie up a system as a new user and run right to the other numbers list. There is probably very little that's more annoying to any Sysop than to have his board completely passed over by you on your way to another board.

10.Have the common courtesy to pay attention to what passes in front of your face. When a BBS displays your name and asks "Is this you?", don't say yes when you can see perfectly well that it is misspelled. Also, don't start asking questions about simple operation of a system until you have thoroughly read all of the instructions that are available to you. I assure you that it isn't any fun to answer a question for the thousandth time when the answer is prominently
displayed in the system bulletins or instructions. Use some common sense when you ask your questions. The person who said "There's no such thing as a stupid question" obviously never operated a BBS.

11.Don't be personally abusive. It doesn't matter whether you like a Sysop or think he's a jerk. The fact remains that he has a large investment in making his computer available, usually out of the goodness of his heart. If you don't like a Sysop or his system, just remember that you can change the channel any time you want. Besides, whether you are aware of it or not, if you make yourself enough of an annoyance to any Sysop, he can take the time to trace you down and make your life, or that of your parents, miserable.

12.Keep firmly in mind that you are a guest on any BBS you happen to call. Don't think of logging on as one of your basic human rights. Every person that has ever put a computer system online for the use of other people has spent a lot of time and money to do so. While he doesn't expect nonstop pats on the back, it seems reasonable that he should at least be able to expect fair treatment from his callers. This includes following any of the rules for system use he has laid out without gripping about it. Every Sysop has his own idea of how he wants his system to be run. It is really none of your business why he wants to run it the way he does. Your business is to either abide by what he says, or call some other BBS where you feel that you can obey the rules.

BBS COMMANDMENTS

1. Thou shall remember thy name and password.
2. Thou shall check thine facts and name thy sources that all may verify.
3. Thou shall not POST IN ALL CAPS!
4. Thou shall use thy real name.
5. Thou shall not monopolize a topic.
6. Honor thy moderator.
7. Thou shall not covet thy neighbor's password nor handle.
8. Thou shall not post messages that are stupid, worthless, or lack meaning.
9. Thou shall use the English language properly.
10. Thou shall spell thy words correctly.
11. Thou shall not use a "handle" unless thine computer is a portable.
12. Thou shall delete thine olden messages.
13. Thou shall help other users.
14. Thou shall not post anonymously when offering criticism.
15. Thou shall keep thy foul language to thyself.
16. Thou shall not occupy thy favorite system with thine arguments, for Verily, I say unto thee that thou shall make a fool of thyself.
17. Woe be unto the user who attempt to crash a system, for he or she shall be cast out from the sanctuary of the hobby and must repent by doing 40 days and 40 nights of penance of voice-only communications.
18. Thou shall first dial modem numbers during the day by way of voice line to assure correct numbers.
19. Thou shall not beg for E-Mail.
20. Thou shall not post messages while drunk, stoned or bent out of shape.
21. Thou shall confine thy messages to those of friendship, requests for assistance, aid to the needy, advice, and advancement of thy hobby; and thou art obligated to repel any who would transgress upon those commandments.
22. If thou doth promise to reply to a message and thou doth not, then surely thou shall spill coffee into thy keyboard and burn out thy central processing chip.
23. Thou shall not giveth any false information when applying for membership, for verily it is written that whosoever shall do so will surely be found out and thy welcome on all boards will be terminated forever and ever.
24. Thou shall log on properly and in accordance with the system rules.
25. Thou shall observe length limits.
26. Thou shall not upload "worm" programs.
27. Thou shall not ask stupid questions that are already fully explained in the topic or instructions.
28. Thou shall not exchange copy protected software thru the BBS.
29. Thou shall not violate applicable state/federal/local laws and regulations affecting telecommunications, or you shall feel the wrath of thy judicial system.
30. Thou shall not hack.

LYNX Game Review

DIRTY LARRY: RENEGADE COP 1 player,
horizontal game Atari Corp., for the Atari Lynx $34.95

OVERVIEW: The story sounds familiar, almost like it came from a movie: Detective Larry has just gotten chewed out by the chief, then sent off to bring in Mr.Snuff, first lieutenant to the city's kingpin of crime. The big man doesn't like this, though, and sends his legions of psychopaths and gang members to stop the cop. Larry's got a simple answer to crime scum -- he wields his .45and blows it away. But can even "Dirty" Larry survive long enough to deal with Mr. Big once and for all?

That's Larry, not Harry, but you get the idea. DIRTY LARRY: RENEGADE COP puts you in the shoes of a hard-boiled gumshoe who walks, jumps, and ducks through seven side-scrolling stages, fighting everyone in sight. Larry's fists are always available, but he's equally proficient with hand guns, rifles, and grenades. You have one life to live, and once you lose it, the game ends. For your sake, Larry can take a number of hits, and icons found along the way will restore some of his health.

GAMEPLAY: There's a difference between game pace and game speed. Someone at Atari got the two confused, and decided to make DIRTY LARRY a high-speed title, a move that effectively ruins the game balance. The computerized criminals attack far too quickly, and Larry has no effective way to protect himself or dodge attacks. His only recourse, therefore, is to shoot the criminals before they come close, meaning that Larry's fine as long as he has ammunition. Once he's out, he gets trounced.

Larry himself is also too fast; a typical player can fly through a scene in three minutes or less. The game has only seven levels, and the criminals,extra ammo, and health icons all appear in a fixed order. Combine all of these factors, and this card soon becomes a test in how well the player can memorize appearances and conserve bullets. A savvy player can finish this title with out too much effort, but that same player would not care for the game's too-short duration.

GRAPHICS/SOUND: Weak as the game is, the graphics in DIRTY LARRY are no slouch, and put some other titles to shame. The sprite animation is only average, but the graphics feature incredible use of color and detail: shadows in the alleys, lights rushing by in the subway, torn wallpaper, and lots more. A few animated intermissions advance the plot as well. Sound effects, though, are not half as impressive. The title theme is above average, but actual game sounds consist mostly of gunfire, assorted thuds, and a few miscellaneous effects.

SUMMARY: Conceptually, DIRTY LARRY had the ingredients to be a easy, no-nonsense action title. Unfortunately, the game balance got thrown out of sync, and the final result lies in video limbo: young players will be turned off by the difficulty of the game, and experienced gamers will finish it too quickly.

| GAMEPLAY: | 5.5 | GRAPHICS: | 8.5 |
| SOUND: | 5..5 | OVERALL: | 5.5 |

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DRACULA THE UNDEAD 1 player,
horizontal game Atari Corp., for the Atari Lynx $34.95

OVERVIEW: If Bram Stoker were alive today, would he have written "Dracula" as an interactive novel? Atari thinks so, and their reinterpretation of the horror classic is DRACULA THE UNDEAD, a gothic adventure for the Lynx. You play the part of Jonathan Harker, who is visiting Count Dracula to conduct real estate business. As the story begins, Jonathan has awakened from an overnight sleep at Dracula's castle, ready to work. However, the Count has affairs to attend to, and will be gone until the evening. With a day of waiting and no Lynx to spend the time, Jonathan decides to explore Dracula's quaint home. In your travels, you will discover many unusual secrets; your goal is to escape with evidence proving that Dracula is a danger to mortal men and possibly destroy the Count himself. Of course, Castle Dracula is filled with danger, not the least of which is its tall, imposing owner...

GAMEPLAY: As the plot summary attests, DRACULA THE UNDEAD is not your ordinary video game. If nothing else, its gets credit for diverting from the usual sword-and-sorcery fantasy scenario. Game control is similar to the method in computer adventures such as KING'S QUEST and THE ADVENTURES OF MONKEY ISLAND: each room is a graphic image, and you use the joy pad to move Jonathan around and explore it. Complex actions are done by choosing verbs and nouns from a scrolling window to form commands like "examine drawers", "open door", or "use lamp with tinderbox". Room features that you can interact with are indicated by having its name appear on-screen when you pass by it. You can also talk to people by selecting your dialogue from a number of sentences.

The actual adventure is a fairly challenging affair, though a little bit linear. Many times, there are several possible goals, but usually only one will lead to progress which advances the plot. Puzzles are not easily solved,and often nothing can be done without a certain item that you haven't found yet. Hints are few, coming from Jonathan's musings and an occasional narrative from Bram Stoker, and red herrings abound. It is also possible to finish the game without winning it, since Jonathan must make enough notes to build a convincing case against Dracula. The game assumes a little knowledge of vampire lore, but nothing too complex, while dialogue and descriptions are brief but appropriate.

There are only two weak points with DRACULA THE UNDEAD, the first being the control scheme. Each room is shown from a single viewpoint, with the LCD screen being one of the walls, so some features are unseen, either because they're off-camera or part of the screen "wall". Since their names appear when Jonathan approaches them, it's only a minor nit, and enforces the need to explore rooms thoroughly. The greater flaw is the lack of a save-game feature. You must finish this game in one sitting; the game disables the automatic shut-off feature of the Lynx, but if you haven't finished this title already, it's best to play with an AC adapter.

GRAPHICS/SOUND: DRACULA THE UNDEAD is drawn in shades of brown and tan, using impressive "brown scaled" images that look almost like digitized aged photographs. Most of the animation comes from Jonathan walking around, with a little gratuitous scaling as he moves towards and away from the player. The game is sprinkled with animated scenes, such as the conversations with other characters, and Bram Stoker flipping pages while reading the latest plot twist.

Sound effects are a respectable mix of machine-generated and digitized effects, such as creaking doors and the howl of wolves, but they are few and far between. Instead, the game's most consistent sound is a moody background tune that plays continuously. It can be disabled with the Option 2 button if it proves wearisome, however.

SUMMARY: DRACULA THE UNDEAD offers traditional adventuring fare with an unusual premise, with enough challenge and appeal to satisfy most adventurers. The inability to save a game in progress hurts, but dedicated players who are willing to live with this flaw are encouraged to give the Count a visit.

GAMEPLAY: 7.5   GRAPHICS: 9
SOUND: 6   OVERALL: 7.5

THE UNABASHED ATARIOPHILE
by *Michael R. Burkley*

Some people see deadlines as times when you turn your projects in. Other people see deadlines as times when you begin frantically to do the work needed to get your project started (let alone completed). Where do you generally find yourself? This column is due on Thursday evening (sometime before 11:59 p.m., Eastern Time). I have to add the Eastern Time part because if I had my choice it would be sometime as close to the International Dateline as possible. Normally I'm still downloading files as of Thursday night, and then frantically trying to write useful descriptions of them. Can you guess what type of person I am? There's really no need to guess, you know! I'm up late on Saturday nights, too!

And so it's Thursday evening and I'm still downloading files. I guess I have to quit and finish off this column. This time (I don't know why!) I guess I'll get it in on time! I hate to quit downloading files when there are new ones available to tell you about (just wait till next week when I tell you about SilkMouse 3!), but sometimes I just have to do it. Oh well, I just guess I'll have to live with that!

Here are most of those files...

3 DICNS 2 is a series of NeoDesk 3 icons by Dan Dreibelbis (dated Jan.10, 1993) that allow your icons to have that 3-D look--click on one and it looks like it depresses into the desktop. These are designed for a mono monitor, but should also work in color. Some of the icons are for SuperBoot, Knife ST, UNdel.TTP, Balgus, Multi Viewer Graphica and more.

APPLIER v.1.0 by John Eidsvoog (dated Jan. 7, 1993) is a small utility that increases the power and flexibility of the installed application feature of Atari computers. Normally you can only "install" one application at a time (you can only specify one type of document that, when double-clicked on, will start a specified application). Applier enhances the installed application process in two ways. First of all, it allows you to install more than one application for a single file extension. Up to eight different applications can be invoked for each extension. Secondly, Applier allows you to include commands on the command line along with the document's filename. Read the directions to see how you can use the amazing power this little utility gives you! Color or mono. ST/STe/TT compatible.

BRODIE 4 is a transcription of the Jan. 8th real time conference with Bob Brodie which occurred on the Atari Roundtables on GEnie (the *official* information-service of Atari Corporation). In it Bob talks about the delayed Falcon production <sigh>, the new delivery dates of the Falcon and the bundled software that will come with it, MultiTOS, SpeedGDOS, and more. An interesting read. The same file was reprinted in last week's edition of Z*Net Online

Magazine. So, beware of duplication!

BSTAT244 is B/STAT v.2.44. It is a statistical analysis and business graphics spreadsheet program. Data can be entered from its own spreadsheet or others. It will load DIF, ASCII, PRN, WKS (Lotus 123) and SYLK files. It requires a minimum of 1 Meg of RAM (more is better) and a double-sided drive or hard drive. B/STAT will use GDOS if available but it is not required. This program is complicated, but powerful. Docs included. Color or Mono. ST through TT compatible.

SHAREWARE:

CARRIER is a Cyber sculpt model (.3D2) of a space faring fighter carrier. While I hope this particular model isn't in our near future (though I wouldn't be surprised), I do hope that we soon make it out into space in a big way like this. Multiple "Spinhabs" rotate to provide artificial gravity, and they each rotate in a different direction to cancel out their torque. You can view this from within Cyber sculpt or Phoenix (even the demo). Color only.

CAUTILS by Craig Anderton is a series of test sequences created to aid him in his musical endeavor, and his is allowing them to be distributed to make your life easier, too. I don't really know what this program does (when I sing or play I usually just make "a joyful noise"), but it seems to do lots of things such as allowing you to tune multiple intruments (it seems to be MIDI instruments indicated), allow you to easily "flag" particular MIDI programs when listening to then, tune your guitar, bass, or other string instrument, and more. Docs included.

CD AUDIO v.1.00demo by Nima Montaser is a stand-alone program that plays audio compact discs from a CD-ROM drive (presently the Sony DCU541 and the NEC machines [not yet tested]). It will allow you to Play, Pause, Stop, and Eject your CD (gracefully, of course). This demo is fully functioning, but several delays are incorporated in this demo to urge you to register (only $12). GEM based, ST/TT compatible, this program will work in all resolutions.

DIEDGE 1 is a collection of all the messages from the GEnie Atari Round Table concerning Diamond Edge, the Hard Drive maintenance and repair software from Oregon Research. The dates run from Oct. 25, 1992 to January 7, 1993. I liked the demo of this program so much I bought the program. I like the program even better!

DMASND12 is DMA-SOUND (The STE DMA Sound Sample Player) v.1.2 by the author of The Recipe Box and many other programs, Anthony Watson (dated Jan. 15, 1993). The STE DMA Sound Sample Player allows you to play stereo or mono sound samples at 6khz, 12khz, 25khz, or 50khz using the hardware built into the STE/TT/Falcon computers. Naturally older ST's which do not have this hardware will not be able to use this program. The program itself only uses 15K

of RAM, though memory usage overall varies with each sample played. The only limit to the length of sample playable is the RAM you have available in your machine! It will play signed sound samples only. Install it as an application and just click on a sound sample and listen away! SHAREWARE. Extensive docs.

EPS is the EPS 16+ Disk Wizard v.1.0 Beta by Steve Quartly (dated Jan. 1, 1993). This program is designed to be used with EPS & EPS 16+ disks as a disk manager. It's functions include: Directories; Printing Labels; File Deletes; Formatting disks; Changing Disk Labels, and Copying Files/Disks using the .EFE & .EDE standard. I am sorry about one thing though, I have not the slightest info on what the EFE & EDE standards are (well, I do think it has something to do with music). The docs, while complete, assume you know what it's all about! Oh well. SHAREWARE.

EXPAND12 is Expand-o-matic the Automatic File Extractor (Well, semi automatic) v.1.2 by Andrew Cullum (dated Dec. 20, 1992). Expand-o-matic is a shell for dealing with a variety of compressed formats. Just give this shell the name of a compressed file of any type and it will automatically extract it for you, choosing the appropriate decompression routines (you must supply the archive utilities). You can use your file selector to select the files or take advantage of NeoDesk 3.02 or TOS 2.06 and just drag the file onto the program icon. Now this version will support wildcards (uncompress all files, all files with a .ZIP extension, or whatever), will auto create folders into which to uncompress your files, and more. This program can make your uncompressing a breeze! Docs included. Color or mono. Good-Deed-Ware.

FUTILBIN is the binary versions of the GNU file utilities version 3.1. All of these TTP utilities will run either under MiNT or TOS. Comments by Eric R. Smith (the author of MiNT) are included (dated Nov. 5, 1991). GREP is GNU's grep and egrep version 1.5, compiled with gcc 1.37 Included in this file is the complete manual page. GNU e?grep is based on a fast lazy-state deterministic matcher (about twice as fast as stock Unix egrep) hybridized with a Boyer-Moore-Gosper search for a fixed string that eliminates impossible text from being considered by the full regexp matcher without necessarily having to look at every character. The result is typically many times faster than Unix grep or egrep. (Regular expressions containing back referencing may run more slowly, however.) I have NO idea what this does!!

HSC140 is Ian's Heat-and-Serve C v.1.4 by Ian Lepore (dated Dec. 10, 1992). This is Ian's personally updated and enhanced version of Sozobon C 1.0 and 1.2. This is a K&R (ie, non-ANSI) C compiler for the ST. Everything you need is included in this archive. The GemFast v.1.8 programming library is here as well! Don't you just hate installing programs? This compiler has an automatic installation process! This will work from a floppy or hard drive system. There are lots of other features as well. The compiler speaks

English instead of technish! The MAKE utility is desktop friendly: The compiler controller now works with a RAM disk, making work vastly faster. Finally, because of lots of "tweaks" the assembler is 50-100% faster than before. Extensive docs are included. I'm assuming that this will work with all TOS's and any resolution, but I'm not sure, as the author doesn't say.

IGSED25 is the Instant Graphics and Sound Editor v.2.5 by Anthony S. Rau(dated Jan. 9, 1993). This utility will allow you to quickly create screen and (add new) sound files to the Instant Graphics! terminal program. Instant Graphics! is an .ACC or Emulator for Interlink and other terminal programs that will bring a whole new concept in online graphics and sound to you! With this you can see online graphics and hear sound and MIDI music over the modem (fly those planes around the screen!)! Now IGS will let you create colorful and fast graphics for use on a supported BBS. This file has new sounds for you to use, excellent docs, a demo that details the power of IGS, and the full program itself. Also included is the most recent version of the Instant Graphics terminal program by Larry Mears (v.2.17, dated Jan. 26, 1992) and MicroEmacs, an excellent text editor for use with IGS. Color only.

JAKEVIEW is Jake's Picture Viewer (and Converter) v.1.0 by Neil Davis (dated Jan. 7, 1993). JakeView is a easy-to-use GEM based utility that will allow you to load and view Tiny, Spectrum (.SPC/.SPU), Degas, Neochrome, IFF, IMG, XIMG files and view them (some formats in color or mono, others mono only). It also allows you to convert these formats into Degas, Tiny, or NeoChrome format. Have you ever noticed how often your Spectrum pictures are full of annoying dots? This program has a fix for that. Color only. ST/STe compatible. Docs included.

LOWERUP by Gordon R. Meyer (dated Jan. 10, 1993) is a simple GEM based utility that will take your ASCII text file and convert all of the lower case letters to upper case, and save the output as a new file. Docs within program.

MENUMAKER v2.4 by M.J. Matts (dated Aug. 17, 1992) is a utility for GFA Basic that was written to speed up the production of source code for GEM drop-down menus. It is well done and produces code that is easily merged into your GFA Basic program. This version includes the author's own "FRONTEND" interface (much like the "Zest" interface by David Becker except this supports both color and mono). LOTS of other features as well, including keyboard calls for all commands. Now you can save code as GFA v3.x making use of SELECT & CASE commands. While this has been done, you can still save the code in the old format to keep v.2 compatibility. Color or mono. Docs included. This seems to be just the thing for you GFA Basic (versions 2.0 & 3.6) programmers.

Serial Fix v.1.1 by Medical Designs Software (Bill Penner

and Bruce D. Noonan, M.D.) is a "must have" program for all of you with high speed modems. Serial Fix was written as an upgrade to the old TurboCTS program, written by Bill Penner, long ago, as an attempt to fix the old RTS/CTS problem. The problem the ST/STe/TT has, occurs when a high speed modem is used in conjunction with ZMODEM or any near-continuous flow transfer program is used to send data. The ST/TT sometimes has problems properly recognizing when the modem deasserts CTS (telling the ST/TT that the buffer is full and don't send any more data) resulting in the ST overflowing the modem's buffer. This results in bad data being sent which results in CRC errors, packet size problems, and other data transmission errors. Serial FIX is a replacement for TurboCTS and will work with all versions of TOS (1.0 through 3.06). Serial FIX supports FOUR forms of handshaking: (1) XON/XOFF, (2)RTS/CTS, (3) BOTH RTS/CTS AND XON/XOFF, and (4) NONE. The desired handshaking mode is set from the RS232 control panel or other program as you currently do now. The new fix is a REAL fix to the RTS/CTS problem. Previous fixes (like Turbo CTS) only fixed the symptoms of the problem. This file included an AUTO folder program and a CPX, either of which may be used. This version fixes two bugs found in v.1.0. Docs included.

SORTS is two .BAS Quicksort subroutines by Chris Roberts of DragonWare Software (dated Jan., 1993). These VERY FAST routines are useable on a number of Basics. They work on TrueBAsic, Hisoft, GFA, Omecron, PC, GW, ST and more.

TOS206IN is a message taken from the Usenet newsgroup. It details (by ASCII text and ASCII graphics) how to install TOS 2.06 in a 1040ST without the TEC board. It seemed to work for the author of this post, but there are no guarantees when 'hacking' your computer. The cost was about a dollar (plus the TOS 2.06 ROMS!).

TRANSCENDENCE by David Brown (dated Nov. 5, 1992) is a demo of a new SHAREWARE BBS program. This demo has limits on the number of message bases and allows you to use only one partition of your hard drive. Actually, it is the full version minus a "key" which you get when registering. From what I can tell, this is a very comprehensive BBS program. The docs are very comprehensive, and judging from the update history, the author is very diligent in maintaining his program.

UPS_PRGS are two programs by Oscar Steele (of Purple Mountain Software) that might be useful to you if you do a lot of shipping through UPS. These GEM based programs will allow you to calculate what UPS zone any zip code is and to figure out the price of shipping any package to its destination. The program is set up for Washington State being the origination point, but the GFA source code is included so you can modify that information for your own location (as well as updating the pricing schedule). Docs included.

SHAREWARE:

XB32 GFA is the XBIOS(32)/dosound() MusiX Player by M.J.Matts (dated 1992). The GFA Basic 3 source code is included along with LOTS of music files.

XSCHEM28 is XSCHEME: An Object-oriented Scheme, v.0.28 by David Michael Betz (dated Jyly 24, 1991). XScheme is an implementation of the Scheme programming language with extensions to support object-oriented programming. XScheme follows the "Revised^3 Report on the Algorithmic Language Scheme". Some knowledge of the LISP language would be helpful in using this language. Docs included.

1993 Z*NET COMPUTER CALENDAR

Schedule of Shows, Events and Online Conferences

March 1993

CeBIT, the world's largest computer show with 5,000 exhibitors in 20 halls, is held annually in Hannover, Germany. Atari traditionally struts its newest wares there, usually before it's seen in the USA or anywhere else. In '93, the Atari 040 machines should be premiering, and this is the likely venue. Third party developers also use this show to introduce new hardware and software, so expect a wave of news from CeBIT every year. Atari Corp and the IAAD coordinate cross-oceanic contacts to promote worldwide marketing of Atari products, and this show is annual touchstone of that effort. Contact Bill Rehbock at Atari Corp for information at 408-745-2000.

March 13-14, 1993

The Sacramento Atari Computer Exposition is to be sponsored by the Sacramento Atari ST Users Group (SST) at the Towe Ford Museum in Sacramento, California. This show replaces the earlier scheduled, then cancelled Northern California Atari Fest for the Bay Area, to have been held in December 1992. A major two day effort, the SAC show is being held in the special events area of the Towe Ford Museum, home of the worlds most complete antique Ford automobile collection. As an added bonus, admission to the museum is free when you attend the Expo. The museum is located at the intersection of Interstates 5 and 80, just 15 minutes from the Sacramento Metropolitan Airport. Contact Nick Langdon (Vendor Coordinator) C/O SST, P.O. Box 214892, Sacramento, CA 95821- 0892, phone 916-723-6425, GEnie: M.WARNER8, ST-Keep BBS (SST) 916-729- 2968.

March 15-16, 1993

Lap & Palmtop Mobile Computing Expo at the New York Hilton Hotel in New York City. Exhibitors will show the latest in mobile computing, software, pen, peripherals and communications from the industry's leading manufacturers. In conjunction with the exhibits is the Mobile Systems Solutions Conference series. Featuring over 80 leading industry experts speakers, the conference provides vital information needed to build or improve your world of mobile computing.

March 16-19, 1993

Image World - Washington DC at the Sheraton Washington.

March 20, 1993

Philadelphia, PA area group PACS is holding their 16th annual Computer Festival from 9 AM til 4 PM. It will be a multi-computer show with Atari showings by the PACS Atari SIG's, NEAT, CDACC, and JACS clubs. The Fest is to be at the Drexel University Main Building, 32nd and Chestnut Streets in Pennsylvania. Contact for Atari display: Alice P. Christie, 207 Pontiac Street, Lester, PA 19029, 215-521-2569, or 215- 951-1255 for general info.

March 21-24, 1993

Interop Spring '93 in Washington DC.

March 30 - April 1, 1993

Intermedia 93 at the San Jose Convention Center, San Jose CA.

May 3-5, 1993

Digital Video New York/MultiMedia Exposition at the New York Sheraton in New York City.

May 4-5, 1993

The 3rd Annual Networks and Communications Show returns to the Hartford Civic Center. Companies such as Intel, Microsoft, DEC, DCA, IBM, and MICOM will be exhibiting. For more information, contact: Marc Sherer at Daniels Productions, 203-561-3250; fax: 203-561-2473.

May 11-13, 1993

SunWorld '93 exposition and conference, held in San Francisco at the Moscone Center. The second annual event is the largest trade show ind. to the Sun, SPARC and Solaris industry. SunWorld '93 will feature a full day of in-depth tutorials, which are being developed in association with Sun Educational Services, to be followed by three days of conference sessions and an exposition. The three-day exposition will feature more than 175 leading vendors in the industry including Adobe Systems, AT&T, Computer Associates, Hewlett- Packard, Informix Software, Insoft, SAS Institute, Solbourne, SPARC International, Sun Microsystems, SunPro, SunSoft and WordPerfect. For more information about attending SunWorld '93 call Lynn Fullerton at (800) 225-4698 or to receive information about exhibiting contact David Ferrante at (800) 545-EXPO.

June 22-23, 1993

Lap & Palmtop Mobile Computing Expo at the Disneyland

Hotel in Anaheim, California. Exhibitors will show the latest in mobile computing, software, pen, peripherals and communications from the industry's leading manufacturers. In conjunction with the exhibits is the Mobile Systems Solutions Conference series. Featuring over 80 leading industry experts speakers, the conference provides vital information needed to build or improve your world of mobile computing.

August 3-6, 1993

MacWorld Expo at the Boston World Trade Center, Bayside Exposition Center and sponsored by MacWorld Magazine. This event is titled Boston '93.

September 18-19, 1993

The Glendale Show returns with the Southern California Atari Computer Faire, V.7.0, in suburban Los Angeles, California. This has been the year's largest domestic Atari event, year after year. Contact John King Tarpinian at the user group HACKS at 818-246-7286 for information.

September 20-22, 1993

The third MacWorld Expo, titled Canada '93 at the Metro Toronto Convention center, sponsored by MacWorld Magazine.

September 21-23, 1993

Unix Expo '93 in New York City, New York.

October 7-8, 1993

Lap & Palmtop Mobile Computing Expo at the Chicago Mart/Expo Center in Chicago, Illinois. Exhibitors will show the latest in mobile computing, software, pen, peripherals and communications from the industry's leading manufacturers. In conjunction with the exhibits is the Mobile Systems Solutions Conference series. Featuring over 80 leading industry experts speakers, the conference provides vital information needed to build or improve your world of mobile computing.

October 27-29, 1993

CDROM Exposition at the World Trade Center, Boston MA.

October 27-29, 1993 (NEW LISTING)

EDA&T Asia '93. The Electronic Design and Test Conference Exhibition at the Taipei International Convention Center in Taiwan. Exhibit space is still available. For more information contact: Betsy Donahue, Chicago, fax: 708-475-2794.

November 7-10, 1993

GeoCon/93, an international conference and showcase for software products developed outside the U.S. at the Royal Sonesta Hotel, Cambridge, Mass. The conference program will include three days of workshops on topics of interest to overseas developers entering the U.S. market. Workshop presenters will discuss such issues as how to negotiate distribution and licensing contracts, setting up a business in the U.S., manufacturing and fulfillment, technical support, packaging, research sources, and how to market through direct, retail, and catalog channels. For additional information, contact Tom Stitt, associate publisher, Soft letter, 17 Main St., Watertown, Mass. 02272-9154; telephone 617-924-3944; fax 617-924-7288, or Colleen O'Shea, director, Soft letter Europe, 2 um Bierg, 7641 Chirstnach,Luxembourg, telephone 35.2.87119; fax 35.2.87048.

November 15-19, 1993

C OMDEX Fall '93. Los Vegas Nevada.

If you have an event you would like to include on the Z*Net Calender, please send email via GEnie to Z-NET, CompuServe 75300,1642, or via FNET to node 593 or AtariNet node 51:1/13.0. Show listings are also published in AtariUser Magazine.
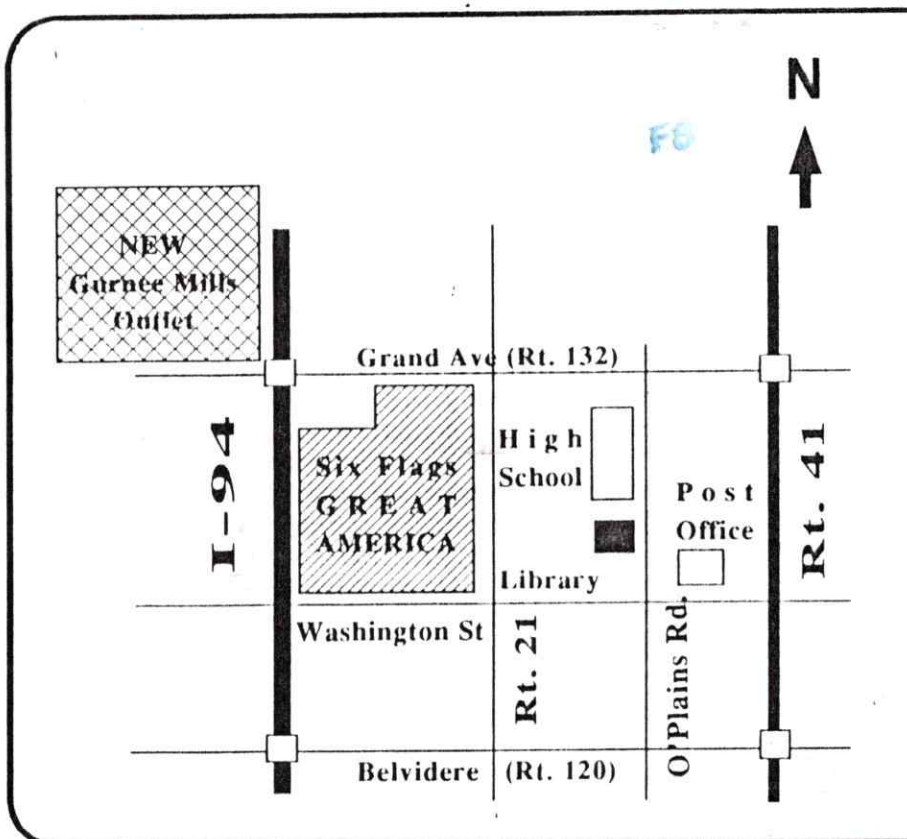
Next Meeting

Saturday MARCH 10, 1993

Warren-Newport Public Library

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(708) 623-3815

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