



The Bournemouth and Poole Atari User Group's Newsletter



80p

February 1989

Issue 6

TBMDRAW

The Graphics Program For The 8-bit Mouse

The 1988 BaPAUG Awards

Sportsworld Extra

Turbo Basic

User Group File

plus the
Latest News ...



Editorial Team

Chris West D&P Co-Editor
Thomas Baker VCS Co-Editor
Phil Lidgeman Design Editor
Andy Gatten Sports Editor

All contributions are invited and all non-editorial items will be accepted on an editorial basis.

How to contact us

Letters and articles should be sent to:

044

At 248 Withers Road
Colindale, Pook, Herts HA1 1 3JF

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CEM Express 2 Macintosh
Atari ST to Macintosh

The opinions expressed within *AT&P* are those of the authors and are not necessarily held by the B&P&UG.

The B&P&UG is a non-profit making organisation and its members make money from their own activities.

This issue is dedicated to my wife, Tracy, whose loving and help is appreciated every day and who gives me the idea for

Contents

Programs

The 8-bit Mouse 6

The short and fast article describing how to use the Atari 8-bit Mouse with the Atari 8-bit range of computers. Within this issue of *AT&P* we present a drawing program called *Tridraw*.
By Graham Brindfield.

Special Features

The 1988 B&P&UG Awards 15

The B&P&UG dealer who deserves what for 1988

Reviews

VCS Game Review 14

One review that lives - *Crashers*
Reviewed by Thomas Baker

Regular Features

Inside Turbo Base 4

Within this issue we compare the speed between Turbo Base II and Atari Turbo II, just to see how much faster Turbo Base II really is.

Sportsworld Files 13

All the latest information on the sports manufacturers available for the ST range of computers, plus more news on the recent Atari 286 Sale.
By Andy Gatten.

Departments

B&P&UG News 19

Useful news for B&P&UG members.

Info 18

The Programs / Subscriptions / Subscription Order / Generalised Advertisements.

Letters 20

Notice Board 3

All the latest news passed up for you to read.

Show Dates 19

ST Software Roundup 14

News on the latest software releases.

User Group File 16

What happens over group? First, then look here for your local group.

User Group Update 18

Details about new groups, groups that have died and people interested in forming groups.

The Bournemouth and Poole Atari Users Group is a member of
The Association of Atari User Groups.

Notice Board

Computer Accessories

MSA Microdots II / MDA SoftCo are proudly selling a range of products that will fit in or around an old computer case. The range includes paper shredders, label mills and 8 1/2" paper called the Tiny Task.

Printer Modem™ 88 (201.75) and Printer Modem™ 150 (207.75) are designed for Modem 150 computer printers and enhance printer security 10% to 80%. Also available is the Printer Modem Modem 200 (75) also has your most likely your printer and Printer Modem to share convenient paper storage solutions.

If you are a laser printer for printing labels you will be interested in a range of labels called LaserLabels which have been designed specifically for use with laser printers. The price per sheet is 200.00 with standard sizes available. The smallest is 20.00mm x 20.00mm with 40 labels per sheet, which the largest is 100.00mm x 100.00mm which is A4.

Put up with all the problems of the margin paper from your printer paper? TIL, the Tiny Task, 201.75 is just the paper you need. This new ink margin printer paper is designed to fit in your printer and printer paper, and has no margin.

Labels of any size you need under 200.00? Then you need a label maker (20.00) - a small label is a label which provides a well known cost.

If you are interested with any of the above products you can check them from MSA Microdots II / MDA SoftCo on 800-89071. Alternatively you can drop them from selling them what accessories you require and they will try their best to oblige. Their address is Post Time, Appleton, East TH04 2BA.

MSiSoft Version Numbers

MSiSoft have recently been very busy in releasing "enhanced" versions of their software tools (see WYRCO Product Subpages to check the last issue of WYRCO). In order to help you understand the following list, the last version number and price. If you wish to update contact MSiSoft for details on appropriate changes and arrangements.

CRAPT	2.0	200.00
DeviceDT	2.00	200.00
FTL Module 2	1.10	200.00
MSOFTBASIC	1.00	200.00
Personal Power	2.00	200.00
Power Bank	1.20	200.00
Sorted by MSiSoft	2.0	200.00
Area C	1.00	200.00 Professional
		200.00 Designer
WYRCO	1.07	200.00
WYRCO	1.1	200.00
WYRCO	1.2	200.00

DIY Hard Drive Update

Third Coast Technologies who recently started selling complete hard drives for the IT range of computers are now selling kits for DIY enthusiasts. Complete kits are available including all components for hard drives. Separate components are available and Third Coast will supply any extra required software utilities for installation and maintenance. As with their complete drives, full one month warranty applies to all parts.

The TCT 300 Kit containing a DMA/SCSI controller, Winchester Hard Drive controller, cables and connectors, hard disks, assembly manual and software sells for 200.00 (including VAT and delivery).

Some of the additional items available include the 01 user manual containing power supply for 200.00 (the DMA/SCSI controller for 200.00) and the drive controller kit (including the user manual) for 200.00 (including VAT and delivery).

For more details contact Third Coast Technologies Ltd on 0214 62444 or drop them a letter to 2001, Beatty Hill Trading Estate, Strathairn, Niggon WY4 3JQ.

Apple Turbo Base

The Speed of the Macintosh

As Turbo Base is faster than Apple Base, how fast is *fast*? Which improvements should you use for speed and which ones should you ignore? In this exciting installment of Inside Turbo Base we will present some strategy, comparing these two BASICs and their use in many of the machines.

Timing Method

In order to obtain some timing values to make use, a routine needed to be written which would check the computer and determine the speed. The routine used called BELL-BASIC and was a timing routine. This routine was run under Apple BASIC and Turbo BASIC, as a generalized BASIC, in order to produce following time listing:

Apple BASIC 27.56 seconds
Turbo-BASIC 5.40 seconds

The fastest program on tape with each test comparing the statement order contained in BELL-BASIC, thus the time listed are those produced when running the program with no statements under test. The time listed in this installment lists

enhancing time needed for the time the program under consideration took in order to determine the time for the execution of the statement with the corrected time and code by BASIC.

The next statement under test the required modification to BELL-BASIC produced in Table 1.

Results

Table 1 lists the corrected times listed with the time time corrected for each Apple BASIC, corrected times, the speed increase values shown here each time the corrected values while running under Turbo BASIC, up 2 times faster. Table 2 shows the average produced by Apple BASIC corrected and measured that was performed more easily or differently using Turbo BASIC, up 50% faster in 17 cases of 10:10 + 1:100 (times) + 1. The two-column table, "speed increases over Apple BASIC and "speed increases over Turbo BASIC" show how much faster the Apple BASIC version of the program ran under Turbo BASIC and how much faster the Turbo BASIC version of the program ran against the Apple BASIC version on either test BASIC.

will help speed up these programs that require extensive computations, such as games. In most cases this is performed using routines like these:

```
100 X=10110*ABS(0.10+1.0)
110 Y=X+50*5+1100 11-11100
20 111000 10
```

and

```
100 Y=ABS(10)
110 IF X=0 THEN TIME=TIME+1
20+ABS(10) 10000
120 IF X=0 THEN TIME=TIME+1
31-ABS(10) 10000
130 TIME=TIME+20
140 TIME=10
```

If we were these programs had the designed routines a speed improvement factor of 1.7 and 1.8 when running under Turbo-BASIC (see Table 1) by using. This improvement is a factor to be considered to increase the routine to use some of the special language found within Turbo-BASIC.

```
100 X=ABS(10+10)
110 Y=X+50*5+1100 11-11100
20 111000 10
```

and

```
100 Y=ABS(10)
110 IF X=0 THEN TIME=TIME+1
12-ABS(10) 10000
130 IF X=0 THEN TIME=TIME+1
20+ABS(10) 10000
140 TIME=10
```

These routines run 1.7 and 1.8 times faster than the original Apple BASIC routine, giving you that speed. If we modify the second routine using the

Apple BASIC Statement	Apple BASIC (seconds)	Turbo-BASIC (seconds)	Speed Increase
100 X=10110*ABS(0.10+1.0)	27.56	12.11	2.28
110 Y=X+50*5+1100 11-11100	27.56	5.40	5.10
20 111000 10	27.56	14.15	1.95
31-ABS(10) 10000	27.56	14.15	1.95
130 TIME=TIME+20	27.56	12.11	2.28
140 TIME=10	27.56	12.11	2.28
100 Y=ABS(10)	27.56	14.15	1.95
110 IF X=0 THEN TIME=TIME+1	27.56	14.15	1.95
20+ABS(10) 10000	27.56	14.15	1.95
31-ABS(10) 10000	27.56	14.15	1.95
130 TIME=TIME+20	27.56	14.15	1.95
140 TIME=10	27.56	14.15	1.95
100 X=10110*ABS(0.10+1.0)	27.56	12.11	2.28
110 Y=X+50*5+1100 11-11100	27.56	5.40	5.10
20 111000 10	27.56	14.15	1.95
31-ABS(10) 10000	27.56	14.15	1.95
130 TIME=TIME+20	27.56	12.11	2.28
140 TIME=10	27.56	12.11	2.28
100 Y=ABS(10)	27.56	14.15	1.95
110 IF X=0 THEN TIME=TIME+1	27.56	14.15	1.95
20+ABS(10) 10000	27.56	14.15	1.95
31-ABS(10) 10000	27.56	14.15	1.95
130 TIME=TIME+20	27.56	14.15	1.95
140 TIME=10	27.56	14.15	1.95

Listing in Table 1 you should notice the dramatic speed improvements when using routines as powers. Apple BASIC was always very slow when listing the, it being quicker to modify several variables than to modify one point by 10.1 + 1 was quicker than 1.7 Another example the shows a good increase in speed a 10:10.1. This

Table 2 - Timing Results

Apple BASIC Statement	Apple BASIC (seconds)	Turbo-BASIC (seconds)	Apple BASIC/Turbo-BASIC
100 X=10110*ABS(0.10+1.0)	27.56	12.11	2.28
110 Y=X+50*5+1100 11-11100	27.56	5.40	5.10
20 111000 10	27.56	14.15	1.95
31-ABS(10) 10000	27.56	14.15	1.95
130 TIME=TIME+20	27.56	12.11	2.28
140 TIME=10	27.56	12.11	2.28
100 Y=ABS(10)	27.56	14.15	1.95
110 IF X=0 THEN TIME=TIME+1	27.56	14.15	1.95
20+ABS(10) 10000	27.56	14.15	1.95
31-ABS(10) 10000	27.56	14.15	1.95
130 TIME=TIME+20	27.56	14.15	1.95
140 TIME=10	27.56	14.15	1.95

Longline TELETYPE

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TBM Draw - Reference Manual

TBM Draw is based upon a screen system that uses two (display mode) frames added to the standard Draw mode 80 display list. The first frame displays the screen of the current screen and any menu back options. The second frame has graphics for available options within the menu. In some cases the selected option will result in another menu being displayed, which either replaces graphics on the drawing area. Overriding highlights on the second menu has will have no effect upon the program. When a menu has been opened on the drawing area the second menu has will display information on its operation being performed. All points on the drawing area are selected by moving the mouse pointer to the desired position and clicking the left mouse button.

The Start Menu

This menu will be the first menu displayed upon starting the program. As well as the screen name and available options will also display the screen number of TBM Draw being run. The menu is outlined within 1:1 in 1:1. The screen number shows the messages: DRAW, DATA, COLOR, SHAPE, FILE, and COLOR.

The Draw Menu

This menu allows you to draw points and lines. All options point upon the drawing area. The options available are:

POINT Allows points plot single points. When using with the compressed version of the program care must be taken when using this option as the compression of drawings cause some distortions on screen.

LINE This option allows you to draw a line between two points on the screen. When first point, when selected will be marked by a dot. The point number on the screen changes with the graphics but has does not when you opposite the mouse and click. Lines can be drawn following each other by changing the number of points from 2 to 3. To do this click on the highlighted number on the second menu list.

ELINE This option allows you to draw a horizontal line between two points on the screen. All operations are the same for LINE.

VLINE This option allows you to draw a vertical line between two points on the screen. All operations are the same for LINE.

The DRG Menu

The options available on this menu are:

DRG Displays the directory of the disk in drive B. Three elements are displayed at a time, with information along the second menu list. You can move up and down the directory by clicking on the screen number of the file. Pressing the left mouse button will move back.

LOAD This option also displays a directory, but displays only files with the PC extension attached. The second menu has displaying four elements without the extension. The screen numbers are the same as the DRG option. In addition to this, clicking on a screen number will cause the file to be loaded. The graphics will load both AutoCAD compressed files and standard 80 screen files.

SAVE This option saves your drawing screen (draw). If the file to be saved already has a filename you are asked if you wish to change the name. If no filename already

exists you are requested to input an appropriate name. When the name has been entered the filename is then screen data. If the filename exists within the same name you asked another filename is recommended. The file is saved in the number of 80 screen files.

PRINT Displays the number of the screen on drive C.

The Shape Menu

This menu allows you to draw standard wire shapes on the drawing area. The shapes currently available are:

CIRCLE This shape is plotted by first setting the center, marked by a cross with the letter C. To change the position of the center use the mouse back options on the screen and set up points on the screen. To produce the circle the second position should be on the X-axis from the screen and a second will define the radius.

ELLIPSE This is produced in the same way as the CIRCLE option, except for the fact that you also place points on the horizontal axis. A third circle may be made within the first and second point by using the mouse back option.

RECTANGLE From the first point given you can corner and dimension the opposite corner. Once you click the first point on the screen using the mouse back option.

The Fill Menu

This option allows you to fill any shape drawn within the drawing area. The fill color can be changed by clicking on the screen number on the second menu list. The number will cycle through 0-7. To exit use the left click within the drawing area. Care should be taken when using this option as there is no undo. Be recommended that you save the picture first.

The Color Menu

The screen allows you to change the color for each of the colors used within the drawing area. The second menu list function as: BK COLOR / COLOR 1 / COLOR 2 / COLOR 3. On selecting any of these the menu has is replaced by a line indicating you of the current option marked and highlighted. Clicking on any of color of these numbers cycles them in a spread direction, while the changeable colors are displaying area.

Clear Screen Option

This option on the screen menu allows you to clear the drawing area. Clicking this option you will have to confirm the screen is clear for the clear screen to be performed.

Yes it's an again like with a lot of a mixed bag this month. After my last report in the November issue I was accused under by the mail (for which I would like to thank my mother very much), so here are my thoughts on some of the new releases.

Firstly, a new football management game released by itself Games called for some unknown reason Football Director. You play the part of manager, just type in the team you want to manage and away you go. This is where it gets interesting. On final leading business appears and you are confronted by about 40 different options ranging from building a stadium to changing the press relations. Other management and details include, crowd violence, VAT returns, licence pay and club history. Gameplay is fairly straight, the idea being to get your team from the lower divisions to the first without being sacked. The options are all obviously mouse and the strategy is similar to the one in Football Manager 2 (last November issue of ERS).

This really is a game for football lovers only because I think that the lack of graphics and the vast number of options and data and figures would have most normal game players with a bit of serious depression. But for anyone who is playing this game here is a real little cheat to bring you right across. When you get into the top three or division four sell 99,999 shares and the board will sack you, then if you go to the negotiations expect a third division club will come at for you. Now do the same thing in division three and division two and there you are.

Games have released a new enhanced version of Daley Thompson Challenge for the AT and Amiga. The new version features the ten double events, hurdles, long jump pole vault etc. It also has enhanced, digitized screen shots of Daley going through his paces. But before you go rushing out to buy the game, a word of warning. Unless you

have got someone else made or a track in your vicinity to pass, forget it. The joystick juggling is a real killer and really drains your what could have been good game. On the plus side there are state-of-the-art leader such as showing the right shoes for each event and a newspaper that tells you how you are getting on after each event. The shoe option is important because if you pick the wrong footwear you will feel unusual pain. So give me a helping hand from one issue of the event and the shoes you should wear to them.

- Olympic - Training shoes.
- 100 Metres - Running spikes.
- Shot Put - Long spikes.
- High Jump - Flat spikes.
- 400 Metres - Short spikes.

and you should always have a set of backwards spikes for 400 and 1000 metres.

While still in the subject of sports games ERS have released the 3D version of television's *Quintessence Of Sport*. It involves a round of questions with all your favourite sports including "what happened next" and "picture based" where an digitized action shot of various sportsmen and women, televisionally scripted jingles as between rounds. One or two people can play, (I suppose this is a challenge too?).

I said it was an odd way the month and that is because I am writing this article after spending a day working with Colin and other members of the group at the Atari User Conference Show in London.

I spent the morning on the Atari technical advice and information desk. I was amazed at some of the questions posed as, such as "how do I copy protected software?" and "can I

run BBC software on my ST?" One guy even asked if there was something at the store where he could sell some games, after proving that it turned out that all the games were pirate copies! He would like to see some items to show the show-Oh ERS!

My afternoon was spent looking round the store trying to group things on as many shelves as possible and checking out all the latest releases. Some of the better games available were *LDJ* from Activision, *Double Dragon* from Williams Music and *Lantern Rally* by Mandaia Software. But the two best selling games both came as a surprise to me, one "the business" like, "a game that would stand out very quickly on shelf" and *Strategic* by French software house Polytechnic which for all its pretty graphics and complex words is one of the better French games.

Perhaps one event of the show was the release of *Aphelion* by Madfinger. Out of 15 copies we tried not one of them loaded properly. The same thing happened on the 4 copies of another game we tried, *8-Days In A Week Dream*.

There was also some games introduced by two other Games' *Operation Wolf* and the amazing *Eight Minutes* by American *Strategic Software* which if it had been released at one would have topped all the other games in offer by 10 to 1. The end.

print is spot.

Andy Clarke

PS. For details on my views above were collected released during 1988, see the *HiFACI Annual* section within this issue of ERS.

Crusader

(Acorn Corp., £11.99)

This is the right adventure to a Medieval castle. You play the part of the young hero who must make his way to reach the castle and battle the treasure-hunter's minions. One at a time they resist low-wings, through forests and jungles, dark caverns and across the wilderness. It is up to you and your trusty old bow to protect them along their journey.

Crusader is the first adventure released from Acorn Corp. and after a few disaster games I must say this one is a worthy step in the right direction.

You and your trusty old bow travel and get an additional friend as they do as you make a safely through the forest, caverns, valleys and jungle states. Eventually you will have the friends you all bring the first young hero adventures.

Your journey begins on the path across. The screen shows you your first

friend and it is his danger when you must pass through or reach the castle and the journey. The main figure and which path to take in the right order to pass your quest isn't the only way to the treasure but to enter the castle or game path at the bottom of the screen. Following the hero you will be alerted as a danger zone. You always see in the screen danger zones and

You must stop the evil creatures by shooting them with your trusty old bow

you have to watch out for evil creatures immediately begin attacking your friend. If they don't run to kill the evil that comes in a flash. You can stop the evil creature by shooting them with your trusty old bow without the possibility of any danger to the hero and his friend. If your friend makes it safely through the

area you will receive a display screen and choose a new path. The next screen will give you a hint. Following the journey you will be alerted as a danger zone. You always see in the screen danger zones and

Good game this one. Really a new version of the classic Crusader, you bring a large number of your friends crossing the screen with the danger coming from above. Well done. Graphics are good and the sound effects are top notch. My rating for this game is 9 out of 10.

Thomas H. Baker

PS This review was written at AC on using Min Office 2, which is a much better program to the start.

SI Software Showings

Only a small roundup this time, but here goes -

Firstly a local software company in Bournemouth has released a range of MS-DOS software called Data Designer. Various are available for the Kewen (K1, Case-CX1) and 1000 systems. **Hardware Software** can be contacted at 41st Southbourne Road, Southbourne, Bournemouth, B16-5AE.

If you always wanted to be Count Dracula then a new game from Bournemouth: Arm called Night Hunter will give you your chance. In this, as your main threat attack involves sucking the blood from your victims. The procedure act being accompanied by a sampled sucking noise.

Two new puzzle programs have recently been released - **HyperPaint** from Atari for £25 and **Playground** from Advanced Memory Systems for £35. Both have been reviewed in recent IT magazines, the first being in issue 35 of **IT World** with **Playground**, apparently being full of bugs.

Games software being released only this year include **Purple Culture Day** from **Adjectivament**, **Word Avenue** from **Talented**, **The Princess Complex** from **Magik Bytes**, **Phantom** from **Grand Slam** and **Jag** from **Mirrored**.

The 1988 SoftPAC Awards

Page 16
8:16
Issue 6

Being a good member of the SoftPAC is a pleasure about 2000 work years which resulted with the following awards being made. All those who took time to vote being and especially show the talent and abilities of the members' initial vote giving. To help provide voting two perspectives we have 25 nominees, of which a half are 25 winners.

Best 8-bit Software

Democrat by Zappala

Best ST Software

Palace by MacSoft

Worst 8-bit Software

Secret by Alternative Software Limited

Worst ST Software

Secret Supreme by Clavis

Best Magazine

Page 6

Worst Magazine

New Computer Expert

Best Adventure

Time and Light by MacSoft / Level 3

Best ST Demo

Microsoft II

Best 8-bit Software House

Zappala

Best ST Software House

MacSoft

Worst 8-bit Software House

Alternative Software Limited

Worst ST Software House

Clavis

Best After Sales Backup

Clavis Computers

Worst After Sales Backup

Clavis

Best Support

SoftPac / Zappala by Clavis

Hardware Plug of the Year

Level 3 PC100

Best 8-bit Sports Simulation

Winter Olympics III by Tycoon

Best Programmers

The Honey Bees

Best ST Sports Simulation

Football Director II by Addictive

Best ST Simulation

Leopard PAC Rally by Madson

Do you agree or disagree with any awards mentioned here? Yes, then why not send us a letter to tell us why. Your letter could be your own little story with some requests. At the same time why not extend the questionnaire please! Write this time. Without your input we cannot provide the best coverage that readers want.

Best 8-bit General Software Supplier

Clavis Direct

Best ST General Software Supplier

Clavis

Most Hyped Up Piece of S*** (8-bit)

Democrat by Zappala

Most Hyped Up Piece of S*** (ST)

Alternative by Clavis

Best ST Programming Environment

Desktop ST Version 3 by Clavis

Most Innovative Software

Pro Answer Professional by Clavis Micro Systems for the AcornMaster

Quote of the Year

'Alternative' wrote in one of its Spectrums '... Thomas Foster

Drop, I don't know how to resist it and'... Clavis also writes, after being asked to drop a ST



Looking for your local User Group? These checklists may appear to list the nearest group and give an contact name.

If you would like your User Group to be included within our User Group file, please email the following information to GUG@publine.com (page 12)

The groups name

The contact name, address and telephone number
Meeting place (if any) and dates of meeting (eg. 1st Friday each month)

Names of members and contact details
and finally a copy of the map, with a mark showing us where you live

Please bring a £10-£20 donation whenever supplying such groups. Donations will be used to finance other user groups we support.

Name: Birmingham User Group
Contact: WJG Crane
31 Park Street, Yardley, Birmingham, B11 1TT
Area: XL-07 Meetings, M61

Name: Birmingham & Poole User/Use Group (B&PUG)
Contact: Colin Ross - 0800 873391
261 Waterloo Road, Oxleas, Barks, Devon.
Meeting: 1st Friday every month at the Broom Community Centre, Polstone, Millstone Lane, Exton, S14

Name: Cardiff Area IT User Group
Contact: Alan Griffiths
48 Charles Street, Cardiff, CF1 4DF
Area: IT, Meetings

Name: East of Kent Users Group
Contact: Simon Cook
41 York Road, Rayleigh, Essex SS8 5BB
Area: IT, Newsletter

Name: IBM Student Computer Club
Contact: John Taylor
Bromley Green, IBM Barks, Plymouth, Devon
XL-07 Contact, Meetings

Name: Manchester IT User Group
Contact: Ed Colclough
44 Queenswood, Sowerby St, Manchester M21 1PQ
Area: Meetings

Name: John Payer Computer Club
Contact: Eddie South
77 Bridge Road, Sarnes, Byfleet, Surrey, GU24 0LR
XL-07 Contact, Meetings

Name: Lee Valley AMU User Group
Contact: Alan Dymally
175 Welwyn Way, Welwyn, Welwyn Hatfield, Herts
XL-07 Meetings, Newsletter

Name: London Area Computer Bulletin (LACB)
Contact: Chris Leader
161 Richmond Road, Leytonstone, London E15 4BT

Name: Metropolitan Area Club
Contact: Ken Hill
34 Grove Way, Luton, LU1 1SD
Area: IT, Meetings, Newsletter & BBS

Name: Norwich User Group
Contact: Ken West - 0800 40 7107
43 Colchester Road, Lakenham, Norwich NR1 3JF
Meeting: 1st Friday every month. Contact Ken for times and times

Name: The Programme (or) User Line
Contact: 42 York Road, Rayleigh, Essex SS8 5BB
Area: IT, Newsletter

Name: South Middlesex Club
Contact: Colin Cook
7 Weyley Close, Esher, Surrey, Surrey GU8 4DD
XL-07, Meetings

Name: Special Interest Group Area (SIGA File)
Contact: Steve Leader
143 Ashford Road, Leytonstone, London E15 4BT
SIGA File

Name: South West of User Group
Contact: Karl Polke
99 Port Arthur Avenue, Chesham, Bucks, MK45 2BT
Area: IT, Meetings, Newsletter

Name: Thames Area Users
Contact: Anthony Cox
66 Sun Hill Gardens, Chesham, Bucks, MK45 2JG
XL-07, Meetings

Name: Tyne & Wear Area User Group
Contact: F. Inghy
100 High Street, Gateshead, Tyne & Wear NE11 1PW
XL-07, Meetings, Newsletter

Name: The UK Used Computer Club
Contact: Roy Smith
PO Box 5, Rayleigh, Essex SS8 5LE
Meeting: Meetings
XL-07

Name: UK 07 Club
Contact: Tony Gilling
Green Way, Wotton Bassett, Warwick, CV35 9AJ
IT, Newsletter

Name: West End Area User Group
Contact: John Cookson
280 Sunningdale, Hayes, Middlesex UB8 3PH
XL-07, Meetings

Name: User Group Bulletin
Contact: Mike Cook
215 Kelvin Park, Kilburn, N. London

Meet Group Editors

All our new Area User Groups have been brought to your attention that the following groups are being set up. If you have any queries, please contact your nearest Area User Group, or any Area User Group.

AT London User Group (LUG)
Marney Mills, 75 Southwark Lane,
Southwark, London, SE16 6JL

West User Group
Street, Southwark, London
Computer Shop, Church Street,
Southwark, London SE16 6JL

We have also been informed that at The Association of User Groups (AUG) annual general meeting it was decided that the club was no longer viable and was therefore scrapped. All funds were placed in the Clubhouse in Westwood. Everyone within the AUG was disappointed to hear this news, because in the early days we were a user group, not a club. The AUG.

A new user group called P.A.L.: The Programme Advice Library has been formed. The group is officially supported by Microsoft in planning to release a bi-monthly newsletter covering all aspects of publishing on the AT. It is really all

already been set up, with one of the club members Paul West - The Tat, though we still need more. If you want to know more P.A.L., 41 York Road, Rayleigh, Essex SS6 7JY

While, also at the recent show, the following people expressed an interest in joining or forming local user groups:

Mr M. Jones
31 Park Hill, Northampton, Northants
NN1 1EP

Nathan Beveridge
Van House Cottage, Rayleigh, Essex
Surrey, Wokingham, Berkshire RG40 3BT

D. Baker
5 Archer Lane, Hatfield, Coventry

G. Bee
20 Oakwood Rd, Hatfield, Coventry

F. Smith
5 Moor Ave, St. Albans, Hertfordshire
Herts.

L.P. Knight (P.A.L.)
Flat 1, 41 York Road, Rayleigh
Essex

Steve Johnson
161 Redwood Cr., Letchworth, Herts

Margie Gilbert
17 Tyndale Rd, Loughborough, Leics
LE11 1BT

John & Julia Gardner
4 Winton Lane, Wokingham, Berkshire
RG40 3BT

If you know more any of these people and know of any local groups or wish to help form a user group, please get in contact and let us know how you get on.

In order to help Area Users from Area User Groups in the AUG to get on with the AUG, we have decided to start an AUG NEWS SERVICE. The purpose of the service is to allow and collect information about different user groups and to allow them to get on with the club of introducing them to each other in order that they can form independent user groups. If you wish to contribute to the service, please send a short article to the AUG and we will send you your contribution which will be published in the AUG NEWS SERVICE.

While there is no charge for the AUG NEWS SERVICE, we will be glad to accept a donation from you if you wish to help the service to get on with it.

The Programs:

The programs will be this issue of AUG are written in Turbo Basic and Atari BASIC. The following listing conventions are used:

- 1) Underscore characters should be typed in reverse video.
- 2) The use of `<CTRL>` indicates that the character should be typed using the Control key and character key pressed together.
- 3) The use of `<SPACE>` indicates that the space bar should be pressed in reverse.
- 4) The use of `<ESC>` indicates that the escape key should be pressed before the next character or instruction (see note 1).

Subscriptions:

AUG can be supplied on a regular basis at a subscription rate of \$3 for 4 issues. Please clearly state your name and address and the issue number the subscription is to commence with.

Subscription Offer:

To encourage the use of Turbo Basic, AUG is offering a free disk to all new 8 bit subscribers. The disk contains Turbo Basic (interpreter + compiler) 2.0, 2.1 (including all the support modules) and some additional Turbo Basic programs. If you want the disk, let us know when you subscribe.

First of all I would like to thank all the members that helped the Association of Atari Users (AAU) with the information supplied for the annual Atari User Show. I am sure that everyone enjoyed themselves and I look forward to your support at the next show.

The meeting schedule for the year of 1989 is as follows. Any changes will be announced at meetings or via the AAU bulletin.

February	Sports Show/Exhibitions
March	FD Night
April	Advances / Displays and Demos
May	Music Evening
June	Show Time
July	Sports Show/Exhibitions (including competitive work group)
August	Classical Games
September	Annual General Meeting
October	Programmers Workshop
November	Displays Workshop
December	Christmas Party

As all of you know, we have not yet set up a public domain library, except for the few disks that have been produced by our

own members, the latest being The 8-bit Museum. We have libraries at all the other shows, these being:

- 1) There will be two Libraries. One located after the 8-bit library and the other located after the ST library. There is no library in Colwyn Bay/Blackpool, which the ST Museum is also held.
- 2) The library will be responsible for maintaining the library lists and looking after any FD software purchased by the group (currently this is none). There will also be the FD software belonging to our members which has not yet been made for FD software available.
- 3) To participate in the library you must contribute all members of your FD software to the library lists.
- 4) Arrangements for the borrowing of FD software from other members in the list may be made informal, but we strongly advise people to use our own small depot. Under no circumstances are members allowed to make money from the borrowing of FD software.

Hopefully, in future issues, we will have a copy of the library available to our BPSAUG members.

Show Dates

Shows that may interest Atari Users

Which Computer? Show 21st - 24th February 1989

National Exhibition Centre, Birmingham
Coburns Exhibitions (01-891 5053)

The Alternative Micro Show Saturday 1st April 1989

New Horticultural Hall, London
Emsoft Ltd. (0471) 690729

Commodore Computer Show 2nd - 4th June 1989

Novotel Hotel, Hammersmith, London
Database Exhibitions (06251) 878888
Adults - £5, Under 16s - £3

The Atari User Show 23rd - 25th June 1989

Alexandra Palace, London
Database Exhibitions (06251) 878888
Adults - £5, Under 16s - £3

