



# THE RESOURCE FILE

## Atari Developers' Resource

Vol III, Issue 10

October 1990

### Introducing...

*by Antonio Salerno* You have no doubt been waiting to see who would be replacing Charles Cherry. Well I have welcome news for you, we have found someone with whom all of you should be very happy. At the same time, several changes we have been planning on implementing now will be put into place. The biggest change is that we are going to tie the U.S. developer program back with the U.S. marketing effort. In that sense, the program will look more like the rest of the worldwide subsidiaries. This should yield many advantages for both the technical and the marketing sides of your efforts.

Without further ado, let me introduce Bill Rehbock. Bill comes to us very highly recommended and we are all very glad to have him aboard. Since Bill just started on Monday, September 17, he is still getting the "lay of the land." However, he has already begun to contribute his ideas and he is getting things done. As Bill will explain a little later in this article, his job will encompass some other things which ultimately should make your jobs easier. Please join me in welcoming Bill aboard and helping him to understand what it is you need from us to make you more successful. ♦

### Manager of Technical Support

*by Bill Rehbock*

As many of you know by now, I have taken the position of Manager of Technical Support at Atari. The position has

been redefined somewhat due to the restructuring currently taking place at Atari. The Developer Support Group has been moved from Atari Corporate and is now a division of Atari U.S. Developer support will now be working closely with the Marketing and Sales divisions. This structure will provide

### Perspective...

*Antonio Salerno  
& Bill Rehbock*

clearer, more accurate information to developers, as well as give marketing a better idea of the state of Atari in the U.S.

### Restructuring of Developer Support

The first major change to take place will be a restructuring of developer support. The new support program will be a multi-tiered system to ensure better confidentiality between Atari and its developers. The new program will be much more receptive to the needs of developers whose livelihood is dependent on their products success in the marketplace. The academic developers and corporate developers that are developing products for internal use in their fields will benefit from information that will be targeted towards them.

**Softsource™ Works** I have seen Softsource™ and it is useful! Please take the time to make your Softsource™ entries. Remember that the demo is not the most important part of the entry; being listed is. Making an entry takes less than five minutes if you aren't uploading a demo Softsource™ will be on display at the WACCE show, so all of the non-believers can see that it really works <grin>.

### Dealer Mailing

Please be advised

that the dealer mailing is still on. If you are interested in participating in the mailing, the deadline is October 31st. The mailing will be sent out November 15th to U.S. dealers and Atari worldwide subsidiaries. ♦



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## THE RESOURCE FILE

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# Calendar Of Events

## OCTOBER

### October 10-12, New York

INFO '90 Show will be held at the Javits Convention Center in New York. INFO'90 is the only exhibition and conference to address the rapidly evolving integrated computer market. For more information contact:

Marilyn Harrington  
(203) 352-8477

### October 25-27, Massachusetts

Northeast Computer Show will be held at the Bayside Expo Center in Boston. The focus of this year's show is to address the specific needs of the buyer, finding customized solutions for their every computing requirement. For more information contact:

The Interface Group  
(617) 449-6600

### October 27, Massachusetts

The New England AtariFest '90 will be held at the Harbor Campus of the University of Massachusetts at Boston. All of the local dealers and user groups will be attending the show. Projected attendance for the show is 1,000. For more information call:

(617) 527-4952

## NOVEMBER

### November 11, Illinois

The Chicago AtariFest will be held on Sunday from 10 am to 4 pm. This event will take place in Gurnee, Illinois at the American Legion Hall which is located on the corner of Grand & Milwaukee (Il 132 & Il 21.) For more information write to:

Lake County Atari  
Computer Enthusiasts  
Post Office Box 8788  
Waukegan, IL 60079-8788  
(708) 356-5306

### November 12-16, Nevada

COMDEX/Fall'90, the 12th international fall conference and exposition for independent sales organizations, will be held at the Sands Expo and Convention Center in Las Vegas. The exposition is expected to be bigger than ever with a projected audience of 120,000+ coming to see more than 1800 exhibitors. For more information contact:

The Interface Group  
(617) 449-6600

## UPCOMING EVENTS

If you hear of any upcoming events, please submit them in writing to:

Atari Corporation  
Post Office Box 3427  
Sunnyvale, CA 94088-3427  
Attn: Julie Bellart

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# Image Systems Announces Hi-Res Monitors

Jay Craswell

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Image Systems Corporation, the high-res monitor company announces new compatibility for the M24LMax 24" monochrome/greyscale monitor with the Atari TT. The M24LMax is virtually the only monitor on the market that works correctly with the TT in its high resolution 1280 x 960 mode. The M24LMax is also unique in providing the correct DPI desired, due to the large 24" viewing area (this IS NOT possible with 19" displays).

Image System's revolutionary new circuitry, HRMS(tm) (hi-Res Multi-Sweep (tm)) syncs with resolutions ranging from 1024 x 768 to 2048 x 1536. The M24LMax and its companion C21LMax (21" flat screen color monitor) offers high resolution, large screen, unprecedented brightness, clarity, compatibility

and true field serviceability.

Image Systems recently began distributing its ISAC board, a true high resolution color display adapter for the Atari MegaST. The ISAC board delivers 1024 x 768 non-interlaced display resolution with 16 colors from an STe compatible 4096 color palette. Also when using Prism Paint from Lexicor 49502 colors may be displayed at once! Using either color or monochrome, the ISAC is designed for use with fixed frequency or autosync monitors capable of running at 48Khz, giving the Atari user workstation-like capabilities. The ISAC brings graphics, CAD and desktop publishing power to the ST platform. Productivity is further enhanced when packaged with the Max series monitors. ♦

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## You Asked For It...

Bill Rehbock

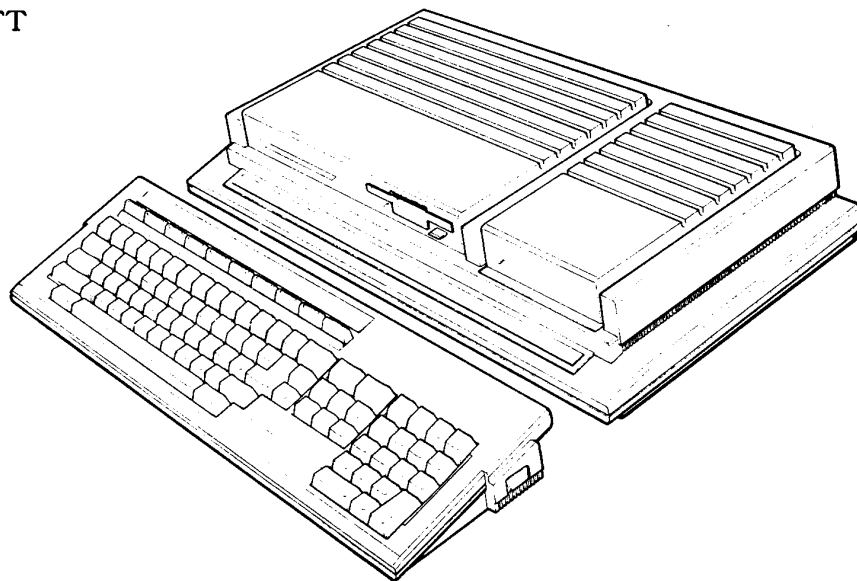
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I am happy to include with this newsletter, the TT TOS documentation. I hope you will find that the wait was well worth it. Send compliments to Mark Jansen; he did a wonderful job.

There are many system improvements in the works (details following **soon**), so please consider the sections regarding upward system compatibility especially important (FPU support, etc.). ♦

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Atari TT



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# GENie Lowers Prices

Dan McNamee

Many of the complaints that I have received on using GENie for communications (as well as for making Softsource™ entries) is that GENie is too expensive. Since making Softsource™ entries on GENie is free (other than for toll calls if you do not have a local access node), this leads me to the conclusion that the developers who do have GENie accounts are visiting areas online other than the Softsource™ entries area. If this is true, then soon these people will not be able to complain. GENie is about to get a lot less expensive.

Starting on October 1st, 1990, GENie will introduce Star\*Services.

With this system, subscribers in the U.S. and Canada will have unlimited access to the message bases of over 100 services on GENie (including Email) for only \$4.95(U.S.) and \$5.95 (Canadian) per month. On top of this, GENie is lowering the price of 2400 baud access from \$10 (U.S.) and \$12 (Canadian) per hour to \$6 (U.S.) and \$8 (Canadian) (a 40% decrease!) for access to products not covered under Star\*Services. At the end of this article, I will list the products that are covered under GENie's Star\*Services. These new rates can add up to some very large savings to GENie users. These new rates are good

during non prime hours (6pm to 8am local time weekdays, all day weekends and holidays).

Another new product that is coming out that will help you reduce the amount of money you spend online is the ST version of Aladdin. Aladdin is a special terminal program for use on GENie that will retrieve all of the new messages for the RTs that you visit, as well as your Email. It then allows you to reply off-line and it uploads your replies for you. Aladdin is going through testing as I write this, and should be available by the time you read this, or shortly thereafter.

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## GENie STAR\*SERVICES Product List

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As of 10/1/90, subject to change

### GENie Info:

Top Banners... news of what's happening now on GENie  
Info... about GENie  
Tips... how to get more out of GENie  
Rates... current connect rates  
Phones... up-to-date telephone access list to the network  
Policy... GENie policies  
Index... complete list of GENie services, searchable  
New... what's new on GENie  
Contest... information on current and upcoming contests  
Press Releases... GENie and GE press releases  
Aladdin Bulletin Board... for users of the free GENie PC Aladdin program  
GENie Users Bulletin Board... for all users of GENie

### Admin:

Set... terminal settings  
Manual... online GENie manual  
Bill... check your bill  
Password... change your password

### Electronic Mail:

Read Mail  
Send Mail  
Search GE Mail Directory... to find the email address of another member  
GEmail Command Mode... advanced mail functions like REPLY and FORWARD

### News:

US News.. top stories from the wire services  
World News... top stories  
Weather... from our news wires  
Sports... top stories from the world of sports  
Bowen "A Networker's Journal"... weekly column on telecomputing  
Computing Across America... travelling on a high tech bicycle  
Gutman "Computers & Technology"... personal computing column

### Money Matters:

Personal Loan Calculator... amortize loans  
Closing Stock Quotes... database of stock prices  
Dr. Job... weekly column for job seekers

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Charles Schwab Investors Bulletin Board... discussions for all investors  
Home Office/Small Business Bulletin Board... work at home discussions  
Real Estate Bulletin Board... for realtors and home buyers/sellers

#### **Education:**

Groliers Encyclopedia... research tool for students, updated quarterly  
Education Bulletin Board... for teachers, students, and parents  
Rensselaer Polytechnic Institute Bulletin Board... engineering school

#### **Entertainment/Games:**

Black Dragon... descend through the dungeon and slay the black dragon  
Castle Quest... dungeon adventure  
Original Adventure... classic text adventure game  
Adventure 550... advanced version of Adventure  
Dor Sageth... dungeon adventure  
Banner Maker... create your own text banners (for printout)  
Show Biz Quiz... test your knowledge  
Rainbo... online reviews of books, movies  
Cineman... movie reviews  
Hollywood Hotline... news from tinseltown  
Soap Opera Summaries... keep up with the soaps  
Show Biz Bulletin Board... discussions on TV and movies  
Music Bulletin Board... talk about records  
TeleJoke Bulletin Board... the latest humor

#### **Hobbies & Leisure Bulletin Boards:**

Hobby... all hobbies from model railroading to stamp collecting  
Sports... sports talk  
Pets... for pet lovers  
Radio & Electronics... people who like to solder  
Aviation... for pilots, professional and amateur  
MIDI/WorldMusic... electronic music talk  
Writers... for writers, poets, and hopefuls  
Spaceport... the latest news from outer space  
Science Fiction... fantasy, science fiction, comic books, movies, and TV  
Genealogy... trace your ancestors  
Scuba... underwater fun  
Photography... for professionals and amateur shutterbugs  
Military... for soldiers, ex-soldiers, and interested parties

#### **Human Interest Bulletin Boards:**

Public Forum... current events around the world, plus non-profit news  
Japan Bulletin Board... Japan and Japanese culture  
Deutschland Bulletin Board... news from Germany  
Law... for lawyers  
Medical... for doctors and those interested in medicine  
Jerry Pournelle... talks about science, computers, and the world  
Law Enforcement... for cops  
Religion & Ethics... talk about religion and the way we should act

#### **Travel:**

EAASY SABRE... American Airlines and others, schedules and reservations  
Travellers Information Service Bulletin Board... talk about travels  
Destination Florida... Florida attractions discussions

#### **Shopping:**

Gift Of Time... give GENie time to a friend  
GENie Classified Ads... buy, sell, and promote  
GiftQuick... quick guide to online bargains  
Alaska General Store... items from the frozen north  
AT&T... phones and more  
Autoquot-R... car prices  
Computer Express... computer supplies  
Computer Shopper... subscriptions  
Direct Micro... computer supplies at discount prices  
Engraving Connection... brand name items  
Gimmee Jimmy's Cookies... cookies by mail  
Godiva Chocolatier... chocolate by mail  
Hearthside Books... great books  
21st Century Hobbies... online hobby shop  
Hypermail... catalogs  
Walter Knoll Florist... flowers  
Long Distance Roses... roses by mail  
MacUser... subscriptions  
MaryMac... Tandy products  
Noteworthy Music... compact discs at discount prices  
OAG Mall... information on the Official Airline Guide  
PC Computing... subscriptions  
PC Magazine... subscriptions  
Programs Plus... Apple software  
Safeware... computer insurance  
Sears... the Sears catalog online  
Software Discounters... software for home computers  
Superstore... consumer electronic goods  
Tall Tails... pet items  
Tiffany & Co... gifts  
TRW Credentials... enroll in personal credit service  
Wall Street Journal... subscriptions♦

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# An Interrupt 60 Example—Part II

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J. Patton

This is the final part of the article started last month regarding Interrupt 60 functions.

```
;
; Assembly version of I60 Fn 1 test (Turbo assembler or Microsoft Assembler)
; The editor begins in the last state (Insert mode) the insert key was pressed.
;
```

```
.model small
.stack 100h

.data

ESC_KEY EQU 001bh
RET_KEY EQU 000dh

edt_strng db 'practice string...to be edited',0,0
boxtitle db 'Editing',0,'=>',0,0
key_array dw ESC_KEY, RET_KEY

ep_targ dd edt_strng
; far ptr to string to be edited. Result
; edit is also placed here. All strings
; zero terminated. Initial
; string placed in target buffer.

ep_pos dw 2 ; initial position, in bytes, into the
; text on entry (starting at zero).

ep_max dw 35 ; max length of edited string.
ep_xpos db 6 ; screen xpos (starting at 0)
ep_ypos db 2 ; screen ypos (starting at 0)
ep_mode db 0 ; When set to 2 the string will be cleared
; as editing starts (eg. files load); If
; set to 0, the string is not cleared
; (eg. editing a worksheet cell)

ep_hit dw ? ; Initial keypress to be processed before
; getting keypress from user. Typically
; used for preprocessing characters.

ep_tit dd boxtitle
; box title and prompt in the form:
; db 'TITLE',0,'PROMPT',0,0.

ep_exit dd key_array
; array of keycodes that allow
; exit from the editor.

ep_fn dd GetKey ; address of the getkey routine. Routine
; should return a 16 bit keycode in AX.
; Normal ASCII characters represented as
; AL=ASCII code, AH=0. Extended keycodes
; represented as AL=scan code, AH=1. DIP specific
; keycodes represented as AL=code, AH=2/3.

ep_wid db 20 ; Maximum box or screen width including lines for box
ep_wind db 1 ; Set to OFFh for no box, 0 for a single
; line box, 1 for a double line box.

ep_res dw ? ; Reserved
dw ?
```

---

## ■ An Interrupt 60 Example--Part II

```
ep_udel    dd    Undel    ; address of the undelete routine. This
                    ; routine is called every time a character
                    ; is deleted. If not needed, use a dummy
                    ; routine (ret far). DS:BX points to the
                    ; deleted text. AH is 0 for the left delete
                    ; and 1 for the right delete. Avoid changing
                    ; segment registers.

        .code

;use editor
        mov     cx, @data
        mov     ds, cx
        mov     si, OFFSET ep_targ
        mov     ah, 1h
        int     60h

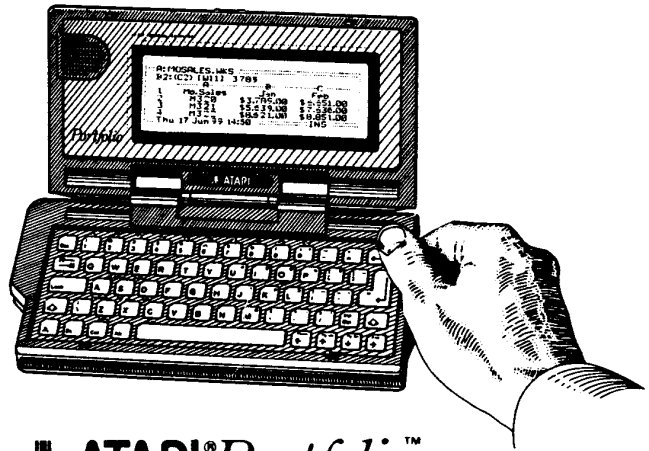
;terminate
        mov     ah, 4ch
        int     21h

;Need to pass the ASCII character back to the editor in AL and dump
;the scancode.
GetKey:
        mov     ah, 0
        int     16h
        or      al, al
        je      ext_code
        xor     ah, ah
        retf

;extended keycodes
ext_code:
        mov     al, ah
        mov     ah, 1
        retf

Undel:
        retf

end
```



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