

ATARI

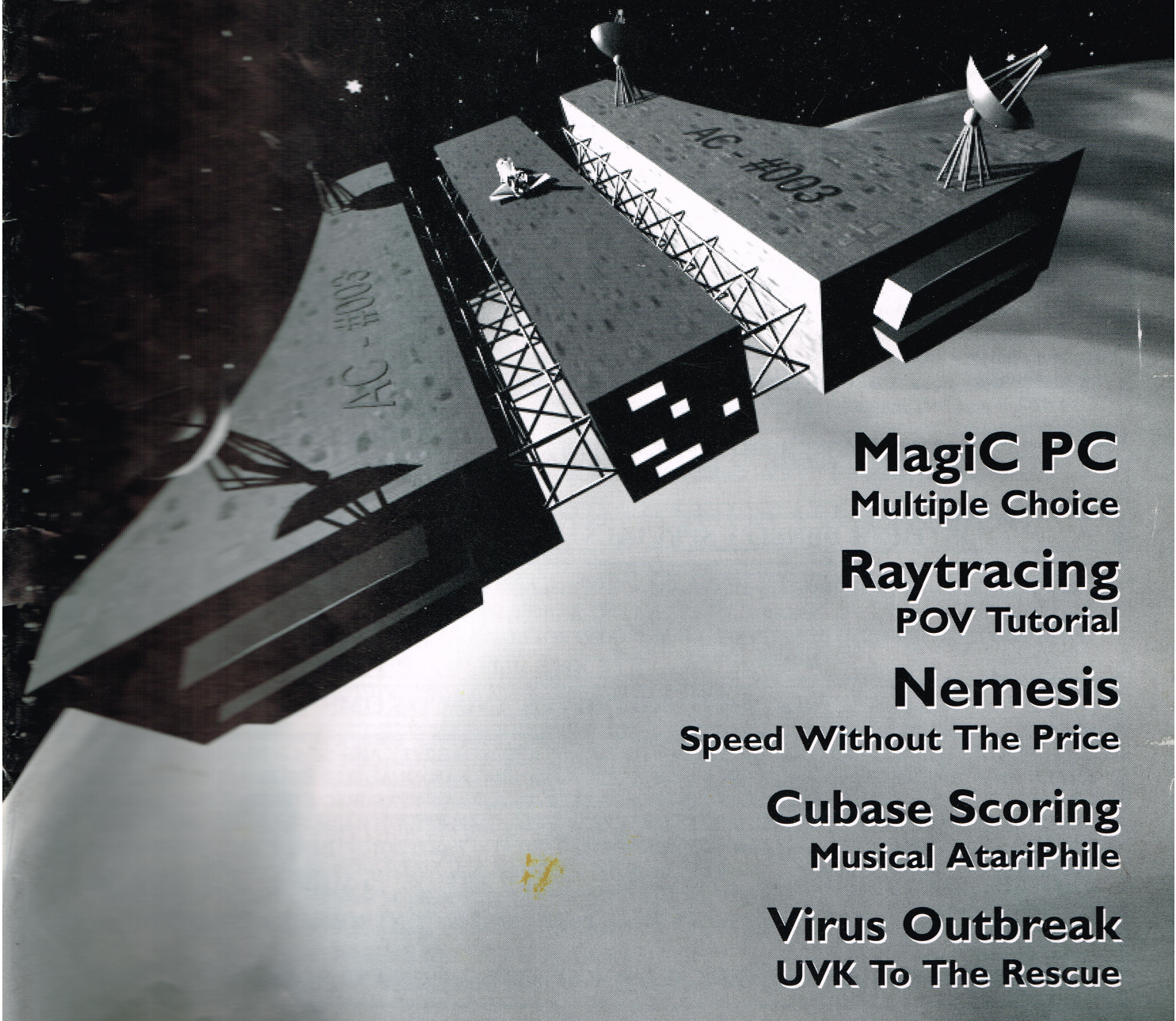
COMPUTING

Issue 3 • February 1997

£3.00

Last Issue?

Yours not ours...



MagiC PC

Multiple Choice

Raytracing

POV Tutorial

Nemesis

Speed Without The Price

Cubase Scoring

Musical AtariPhile

Virus Outbreak

UVK To The Rescue

Reviews: EscAPE Paint • Braindead 13 • USR Modem • Oases

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EDITORIAL/ADVERTISING/GENERAL ENQUIRIES: All editorial, advertising and general enquiries, along with letters and review material, should be addressed to the following points:

Atari Computing, "Rois Bheinn", Overton Crescent, Johnstone, PA5 8JB, SCOTLAND

Email: ataricomputing@cix.co.uk or NeST:90:100/315.0@nest.ftn

Unfortunately we cannot enter into personal correspondence to answer Atari-related questions - although we will naturally do our best to help you through the Q&A section of the magazine. It would also be helpful if letters, subscription enquiries and editorial material were on separate sheets within the same envelope. Ideally letters and editorial material should be on disk in ASCII format.

SUBSCRIPTIONS ONLY: Brian Stanton, 73 Bentinck Drive, TROON, Ayrshire, KA10 6HZ, SCOTLAND.

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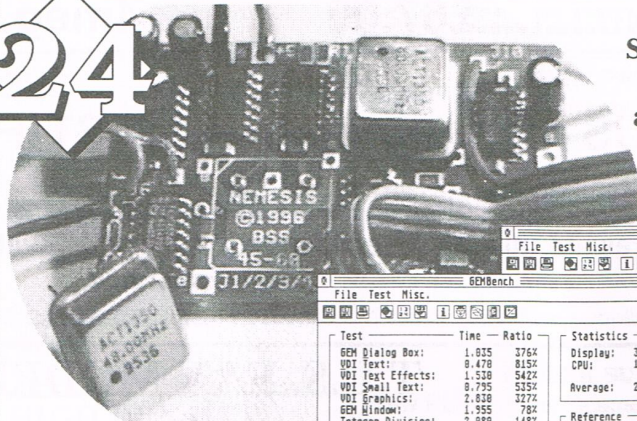
ABOUT THE COVER

Ed McGlone created and rendered the 3D model on a Pentium PC using 3D Studio Max. It was converted to greyscales on a Falcon using Imagecopy v4 and dithered using the Floyd-Steinberg dithering routines



ATARI COMPUTING

24

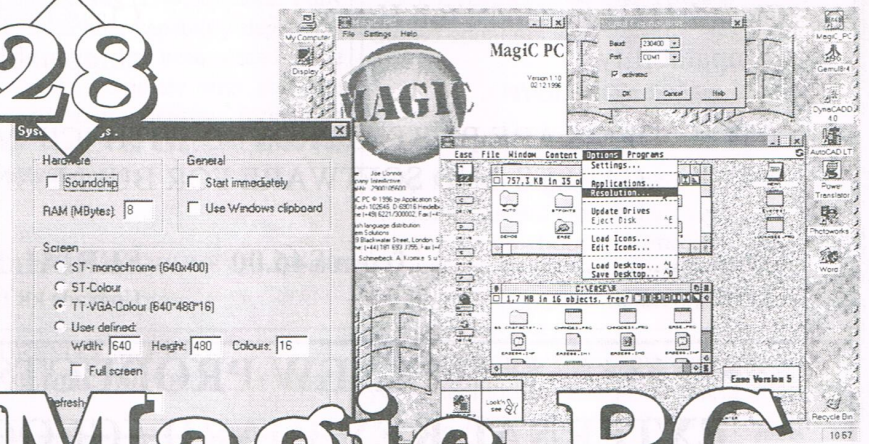


Supercharge your Falcon with this amazing upgrade

Test	Time	Ratio	Statistics
GBM Dialog Box:	1.935	376%	Display: 338%
VDI Text:	0.478	815%	CPU: 143%
VDI Text Effects:	1.538	542%	Average: 277%
VDI Small Text:	0.795	535%	
VDI Graphics:	2.528	327%	
GBM Window:	1.555	78%	
Integer Division:	0.888	148%	
Float Math:	2.828	139%	
RAM Access:	1.275	123%	
RAM Access:	1.575	147%	
Blitter:	1.87	21%	
Blitter:	0.9	83%	

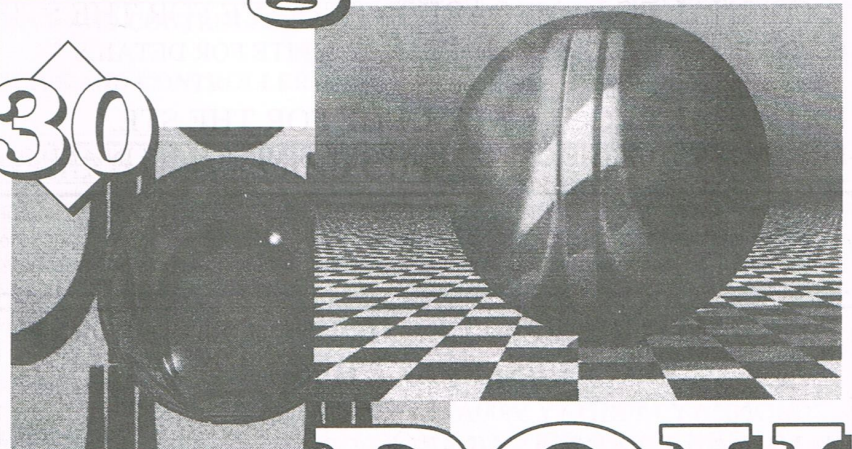
Nemesis

28



Magic PC

30

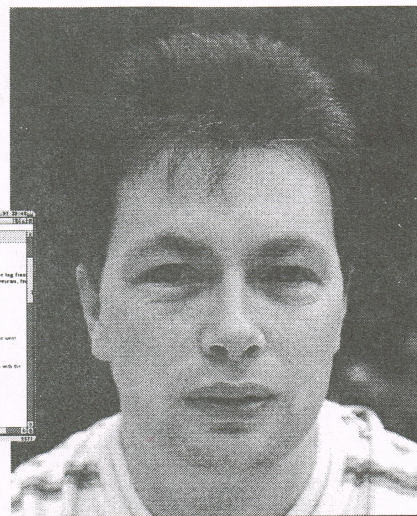
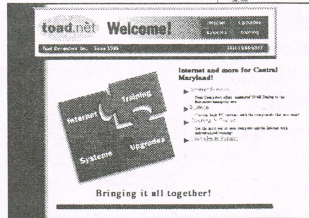
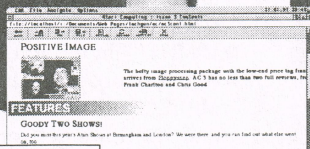
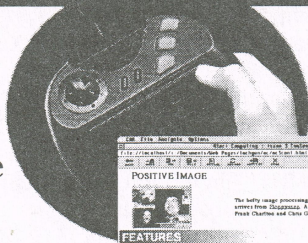


Find out how to produce amazing 3D scenes, such as those which grace the cover of Atari Computing

POV

FEATURES

- 8 Readers survey
- 13 Freedom 2 preview
- 16 Viruses
- 26 Atari Computing website
- 30 Persistence of Vision
- 35 Enhanced joystick port
- 38 Displaying files
- 40 On the NeST
- 43 Websites to visit
- 52 Maggie
- 54 Atariphile



WE MADE IT!

Hooray! We've made it to AC#3, the original goal the AICIG set itself. We decided the shock tactic employed on the cover was necessary to grab everyone's attention. Over half of you took out a three issue subscription commencing with issue one and if you don't re-subscribe this will be YOUR last issue - but we're planning to stick around for a long time yet!

The AICIG has demonstrated its commitment to the Atari platform and we'd like to take this opportunity to thank each and every one of you for your support to date, in particular the contributors whose efforts have been phenomenal.

Despite the likelihood of increasing production costs we're confident enough in the future for the magazine to urge everyone to consider taking out a six issue subscription. If enough of you do this we won't need such a blatant reminder every three issues and we'll be in a better position to develop the magazine and efficiently organise its long term management and planning. If your subscription ends with this issue, and you wish to continue receiving Atari Computing you will need to fill out the form on page 10. We will not be sending out renewal notices, so check the top line of the label on the envelope this magazine came in to see when your subscription ends.

The Reader Disk continues to grow in popularity and we've strived to include software and extras you can't find anywhere else. On this month's disk we welcome the Atari Computing database in ST-Guide format compiled by AICIG member Norman Bland, take a bow Norman.

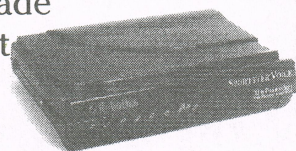
We're also delighted to introduce Frank Charlton to the editorial team as online editor for our website. From the survey returns compiled by AICIG member Martin Milner we know nearly half of you own a modem so do stop by the website.

All that remains is for me personally to welcome you to our third issue, we hope you enjoy it as much as we know you enjoyed the first two!

Joe Cornum

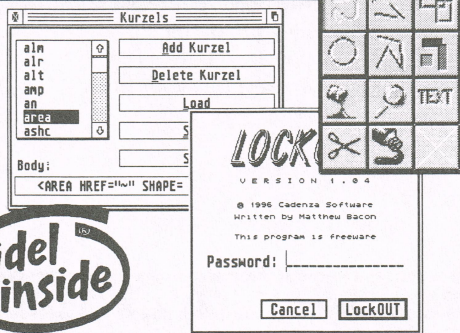
REVIEWS

- 15 Font House typeface catalogue
- 18 Braindead 13
- 19 Oases
- 21 Falcon memory upgrade
- 22 Destruction Imminent
- 24 Nemesis
- 28 Magic PC
- 34 USR 33.6k Fax/Voice Modem



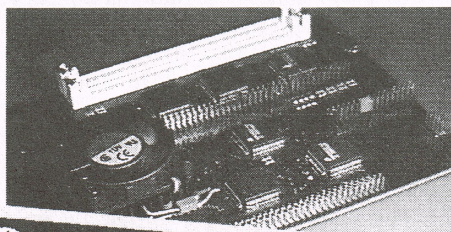
SHAREWARE

- 45 Edith Pro
- 46 Cadenza utilities
- 48 Antmail
- 48 Videl Inside 2
- 49 ESCAPE Paint
- 50 Super Tetris
- 50 COPS



REGULARS

- 6 News
- 10 Subscriptions
- 11 Letters
- 36 HTML coding
- 42 User group news
- 42 STOS corner
- 44 Reader disk
- 56 Calamus User
- 57 Questions and Answers
- 59 Advertisers index





Browser rumours

Just as the dust settles on the release of CAB v1.5 and the demo versions of the French WebSpace browser we hear reports of another browser under development by Oregon Research Associates in the US. This, as yet unnamed browser is capable of running on all Atari computers.



News of other browsers cannot overshadow the imminent release of CAB v2 which has undergone a major rewrite of the HTML Parser routines to offer improved performance and an unrivalled combination of features including:

- Frame support - yippee!
- Faster display of both text and images
- Support for many new tags
- Enhanced table support
- Sound support via external GEMjing utility

Atari Ethernet at last?

Norbert Wiczorek, the German developer of the Link 96 SCSI interface has announced work is underway on an ethernet interface for the Atari platform which could be of enormous benefit to owners of several machines. The proposed specification is as follows:

- Connect via ACS/SCSI bus to all Atari computers using one ID address

- TCP/IP protocol to connect Atari to PC (Windows, Linux, UNIX computer)
- Usable under MINT and LINUX for Atari
- Drivers for CAB, MINTnet
- Interface should cost around 300,- DM
- 10MHz Thin ethernet (BNC) cable
- Network protocols include MIDICOM (Atari specific), TCP/IP and Windows network
- For more details contact:
Norbert Wiczorek
Tel: +49 2305 962030
FAX: +49 2305 962031
URL: <http://members.aol.com/norwicz/>
Norbert Wiczorek, Habichtseck 43, 44575 Castrop-Rauxel, Germany

Our mistakes shirley?

Last issue our printers said we can either have detail in the dark grabs or lose the grey tints down the edges of the page and product boxes. We decided to keep the detail in the grabs - we figured there wasn't much point having them otherwise. We didn't realise this would render the scores in the product boxes illegible on most pages so here's the scores. Get your pens out:

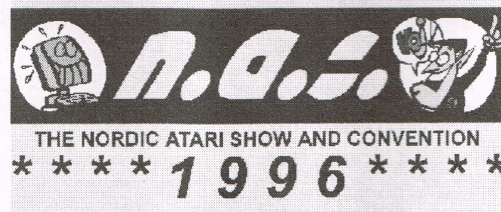
p13 Papyrus Gold 4.0	95%
p15 Positive Image	84%
p16 Positive Image	85%
p18 Lottery companion	90%

p20 Sound Chip Synth	85%
p29 Jaguar CD-ROM	65%
p31 Atari Karts	84%
p35 Photoline	90%

We've taken precautions by changing the page design to ensure this doesn't happen again. We also published the wrong telephone number for HiSoft. The correct number is: +44 (0)1525 718181

Nordic Atari Show '97

This is the third annual get together held in Gothenburg and has established itself as a must for all Atari enthusiasts. The show will take place from Friday June 13th until Sunday June 15th. The doors will open at 1 pm Friday and close at 6pm on Sunday.



The exhibition hall will be for dealers, distributors and shareware programmers. There will be a swap meet area where you trade items and a soldering corner to install those upgrades and make repairs.

The hacker hall will be hosted by the Swedish NoCrew who will look after other demo crews and programmers.

Seminars on a variety of subjects will be held throughout the weekend along with more light hearted events such as the 'A-Z on the Keyboard' and 'hard disk throwing' challenge, with prizes for the winners.

A three day pass costs SEK 100 (around £8.50) with day passes at SEK

1997 UK ATARI SHOWS

Mike Goodman, the organiser of the successful Atari Shows last September, has confirmed two Spring Atari Shows will be taking place in April at the same venues as last time:

- Saturday 26th April: National Motorcycle Museum, Birmingham - probably in the Compton Suite.
- Sunday 27th April: Osterley Four Pillars Hotel, London.
- May? Possible Glasgow show although details still have to be confirmed.

Both shows will be open from 10am to 5pm, and most of the exhibitors from the last shows plan to attend. Mike confidently expects some new exhibitors, of which more news to follow.

Atari Computing have a stand at both shows, so make a note in your diary to show support for the Atari scene and tell us face to face what you'd like to see in the magazine. Even better bring along some articles or software we can use in the magazine!

Full details will be included in Atari Computing issue 4 but if you'd like to exhibit or require more details contact:

Tel: +44 (0)1782 335650

Fax: +44 (0)1782 316132

Goodmans, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent, ST3 1SW (enclose SAE for reply).

50 and include access to all activities. For more information contact:

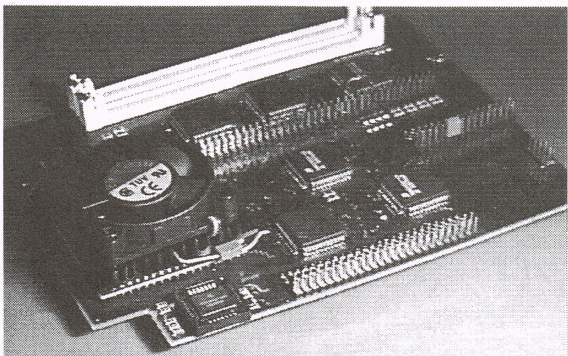
URL: www.tripnet.se/sak/nas
STraight BBS +46 31 336 39 73
Email: Rolf Johansson at
rojo@tripnet.se

Afterburner040

After the extra speed injection added by a Nemesis upgrade has worn off you may also like to add an Afterburner040 accelerator to your TOS 4.04 Falcon. An AfterBurner040 board equipped with an 68040 RC processor costs £499.00 including VAT (£424.68 export). Features include:

- Motorola 68040 producing 16.5/33/66MHz (Bus/CPU/Pipeline)
- Nemesis support further boosts performance to 20/40/80MHz
- Two 72-pin SIMM sockets for optional memory expansion up to 64Mb Fast-RAM
- Falcon Bus through port for Expose, Screeneye, FalconSpeed, etc.
- MC68040 Toolkit, produced by BSS to control Afterburner settings
- Compatibility with Atari software

The Afterburner doesn't fit inside the Falcon case but Titan can offer the new C-Lab MK X case for £199 including VAT (£169.36 export) which are ideal for this purpose.



The addition of Fast-RAM increases the performance further with figures showing a 9.5 times speed increase over a standard Falcon with Fast-RAM and Nemesis incorporated!

Prices mentioned do not include carriage and Afterburner orders are batch produced so for more details contact Titan:

Tel: +44 (0)121 693 6669
Fax: +44 (0)121 414 1630
URL: ourworld.compuserve.com/homepages/TITANWEB/
Email: 100345.2350@compuserve.com
6 Witherford Way, Selly Oak,
Birmingham B29 4AX, UK

Music Maestros?

If you'd like to learn how to use your Atari to create music there are specialised courses being run at Glasshouse Studios in Coventry. Training is given on Atari ST's using

Cubase, CLab Creator and Steinberg Pro 24 along with state of the art 16 track digital equipment.

The course are accredited by CAN (Central Access Network) and on successful completion of the course, students receive a certificate detailing their achievements.

The studio itself can also be hired by musicians to record their own music. So you can work your tracks up at home then bring them into the studio to polish them up before being recorded and mastered. For more details contact Glasshouse:

Tel: 01203 223892
Email: Glasshouse@dial.pipex.com
Glasshouse Productions, Upper York St,
Earlsdon, Coventry, CV1 3GQ

Protex bounces back

Following the closure of Arnor and Compo the distribution rights for Protex have returned to the programmers who are continuing to develop Protex across a range of platforms. When asked recently about the re-release of Protex for the Atari platform, Protex co-author Mark Tilley, replied:

After a period during which Protex was not available for purchase, the Atari version of Protex v6.6 is now available again.

Protex Software is a partnership of four people including the original developers, Mark Tilley and Gavin Every.

The latest release is a consolidation rather than a major update (and is not significantly different from the earlier v6.6), but we have thoroughly revised the documentation for the first time since v6.0. We

are working (albeit part-time) on v7 - more details in due course.

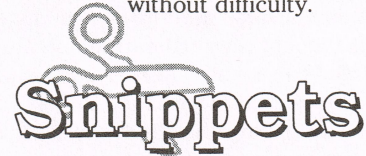
The relaunch price is £40, please make cheques payable to 'Protex Software'. Because this is a new venture we cannot, at this time, offer discounts or upgrades from earlier versions. However when v7 is released upgrades from earlier versions will be available. Retail sales are by mail order only. To place and order or for more details contact:

Tel: + 44 (0)1353 777006 (Contact:
Brian Watson)
Fax: + 44 (0)1353 777471
Email: mtilley@cix.co.uk
Protex Software, 39 High Street,
Sutton, Ely, Cambs, CB6 2RA

NeST problem

Just before we went to press, news reached us that all computer equipment belonging to Daron

Brewood has been confiscated by the police. Daron is the coordinator for Zone 90 - NeST Central Control. This is the top zone where NeST (the international online Atari users network) traffic is collected and passed on to Atari users worldwide. Despite the loss of equipment, including the main server, moves are currently under way to provide an alternative NeST backbone. Hopefully normal service can be restored without difficulty.



Atari Music Fair/Gig

This show is planned for 31st May 1997 at the Crown Court Hotel in Inverness. All artists using Atari hardware/software are invited to attend and play from 12am till 12pm. If you're interested in attending or playing contact Donald McColl on +44 (0)1463 221895

WebSpinner, The HTML creator, under development by Simon Coward now has competition from the 'Home Page Penguin', an HTML creator currently at v1.6 by German author Matthias Jaap who got the inspiration for the program from HomePage Wizard on the PC. Matthias has also programmed several other useful looking internet utilities. For more information point your browsers at:

URL: <http://www.hh.schule.de/hhs/mjaap/programme.htm>

Croft Soft changes

Croft Soft Software has launched its new web pages, which includes details of its games including Mole Mayhem and the latest news about the Atari Times disk magazine. Contact:

Tel: 01454 313352
URL: <http://www.users.zetnet.co.uk/polonowski/index.htm>
Email: polonowski@zetnet.co.uk
The Croft, Hope Rd, Nibley, Nr Yate,
Bristol, BS17 5JH

SCSI CD-ROM

Titan can now supply the Panasonic 8x speed SCSI CD-ROM for £179.00, or as an external device cased for £249.00 including VAT.



News? Gossip? Why not let everyone in on the secret - send it to us at: Atari Computing, "Rois Bheinn", Overton Crescent, Johnstone, PA5 8JB, SCOTLAND.
Email: ataricomputing@cix.co.uk or NeST:90:100/315.0@nest.ftn

SURVEY CONCLUSIONS

The survey forms were collated by Martin Milner with conclusions by Martin Milner and Joe Connor...

First of all thanks to the 314 readers who sent in their survey forms. 10 respondents found the editorial style too simple, 14 found it too complicated and the remaining 92% thought it was about right. 8% wanted free or paid Reader ads.

Requests for more Tutorials, DIY and Q&A's have been duly noted. The most popular sections of the magazine were News, Reviews and Tutorials. Although more people own scanners than modems the number of respondents online and interested in comms is higher than any previous survey of Atari readers.

The most popular application was (unsurprisingly) word processing, followed by graphics, games, database, communications, DTP, music and programming, spreadsheets and education in that order.

Respondents collectively own 517 computers, with less than 5% using emulators. Despite the legendary unpopularity of the STe range over half the respondents use an STe or Mega STe - games programmers take note!

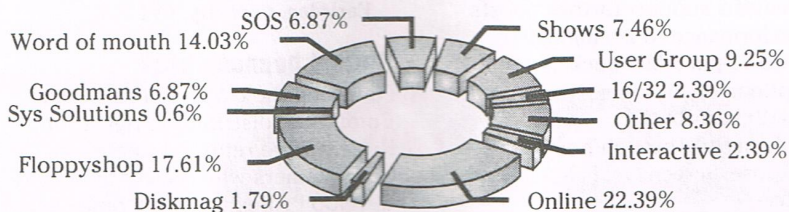
Around three quarters of users have used Atari machines for at least five years with only a handful of users still struggling with less than 1Mb of memory and floppy based systems which means we can turn our attention to screen displays. Almost half of the respondents are using colour monitors or TVs, presumably in medium resolution. We'd encourage you all to add a mono monitor - leaving colour for games sessions. ST mono resolution is much easier on the eyes and will enhance your enjoyment of Atari computing dramatically!

Nearly three quarters of respondents use TOS with a surprisingly high number of people using MultiTOS. Despite its almost universal acceptance amongst 'power' users, MagiC has not replaced TOS as the OS of choice but is clearly more popular than Geneva. Added together around 25% of respondents are multitasking.

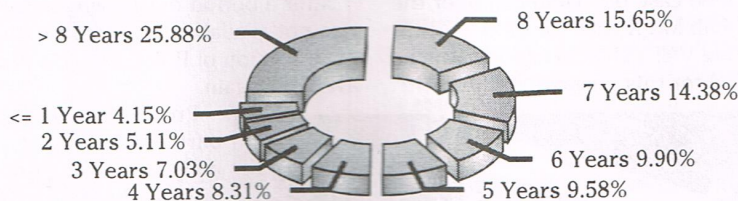
Although the largest group of people heard about Atari Computing online we owe Floppystore a pat on the back for their efforts promoting the magazine.

Survey results

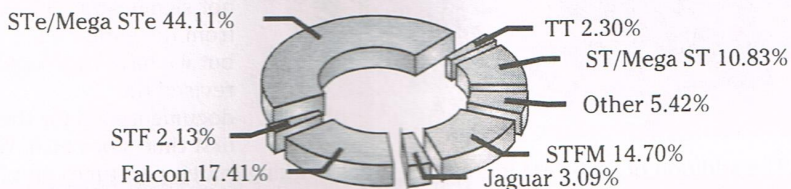
Where you heard about Atari Computing



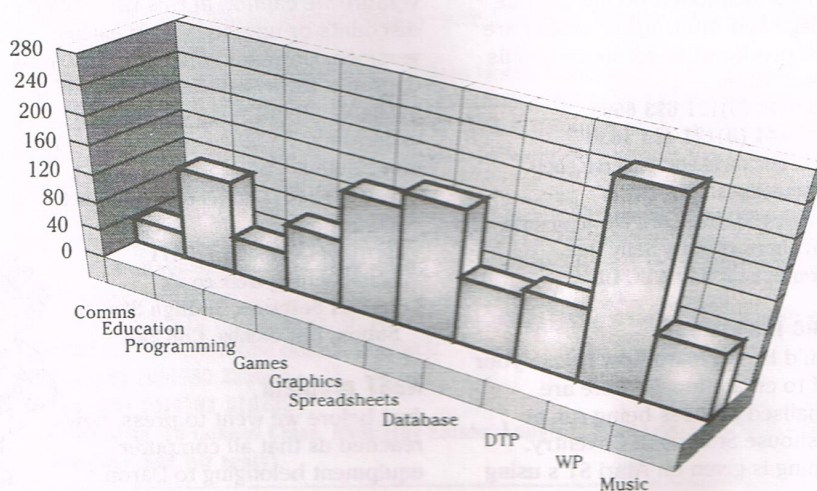
How long have you used an Atari?



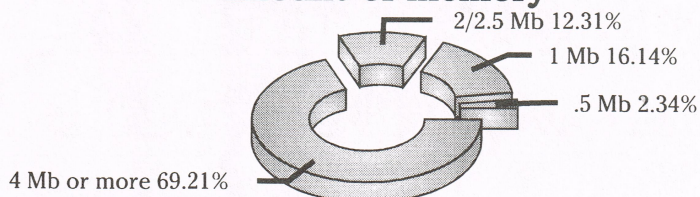
Computer types owned



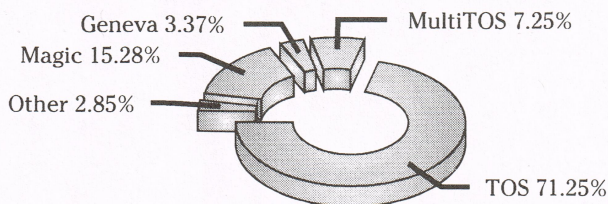
What do you use your Atari for?



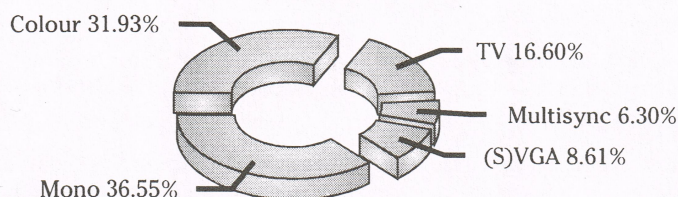
Amount of memory



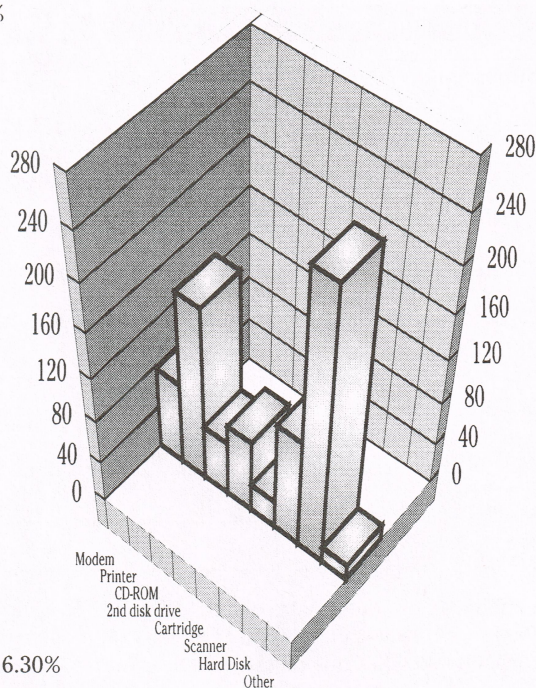
Operating systems used



Display types used

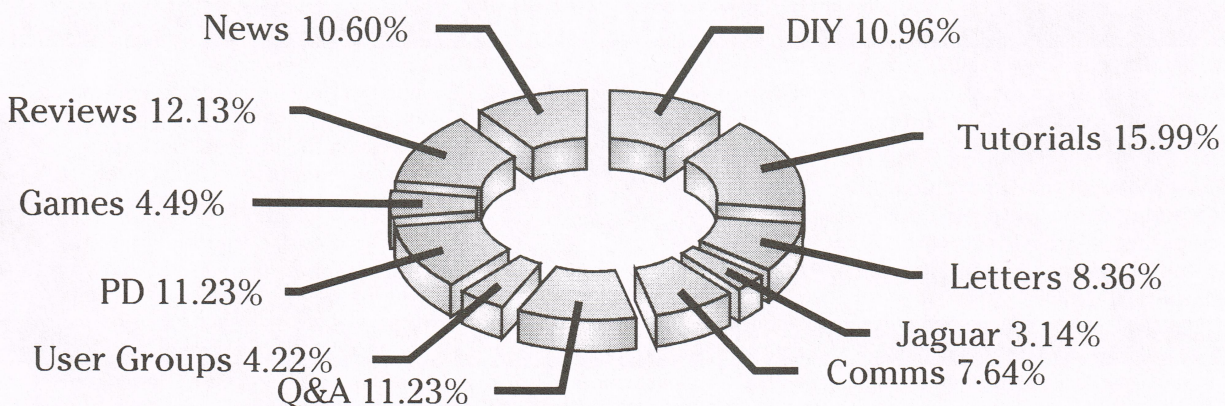


Peripherals

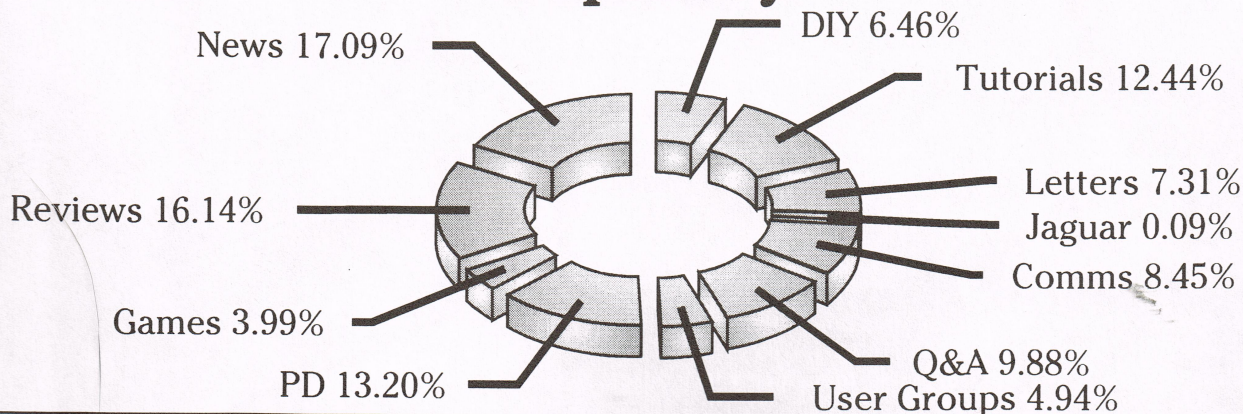


RELATIVE SUBJECT POPULARITY

Requests for more



Popularity



ATARI COMPUTING Subscriptions and reader offers

Subscription	UK	EUROPE	USA	OTHER
3 Issues, magazine only:	£ 9.00 <input type="checkbox"/>	£11.50 <input type="checkbox"/>	£12.00 <input type="checkbox"/>	£13.00 <input type="checkbox"/>
3 Issues, with Reader Disk:	£15.00 <input type="checkbox"/>	£17.50 <input type="checkbox"/>	£18.00 <input type="checkbox"/>	£19.00 <input type="checkbox"/>
6 Issues, magazine only:	£18.00 <input type="checkbox"/>	£23.00 <input type="checkbox"/>	£24.00 <input type="checkbox"/>	£26.00 <input type="checkbox"/>
6 Issues, with Reader Disk:	£30.00 <input type="checkbox"/>	£35.00 <input type="checkbox"/>	£36.00 <input type="checkbox"/>	£38.00 <input type="checkbox"/>

Photocopies or details written on plain paper are acceptable.

All prices in Sterling. Please send me Atari Computing starting with issue: _____

Name: _____

Street: _____

Town: _____ Postcode: _____

Country: _____

Telephone: _____ E-Mail: _____

I enclose a cheque/postal order (UK only), Sterling Eurocheque/Post Office payment (Europe), Sterling Post Office Payment/International Money Order (Commonwealth) or an International Money Order (Rest of world) for £
Please make all funds payable to the "Atari Computing Group"

Data Protection Act 1984: I consent to The Atari Computing Group holding my subscription record on computer. I also consent to this information being disclosed to other members of The Atari Computing Group. I understand my entry is available for inspection under the provisions of the UK Data Protection Act 1984.

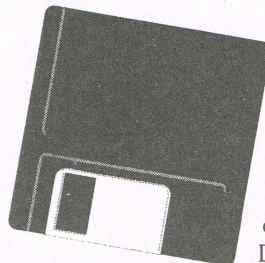
Signature: _____ Date: _____

Return this form with payment to: Atari Computing (Subscriptions), 73 Bentinck Drive, TROON, Ayrshire, KA10 6HZ, Scotland, United Kingdom.

READER DISKS

Reader disks are now available on an issue-by-issue basis for just £2.50 inclusive of UK post and packing, £2.75 Europe and £3.00 Rest of World.

Please make all funds payable to the "Atari Computing Group" and send orders to: Atari Computing, Reader Disk Order, "Rois Bheinn", Overton Crescent, Johnston, PA5 8JB, SCOTLAND



UK: Cheque/postal order

Europe: Sterling Eurocheque/Post office payment

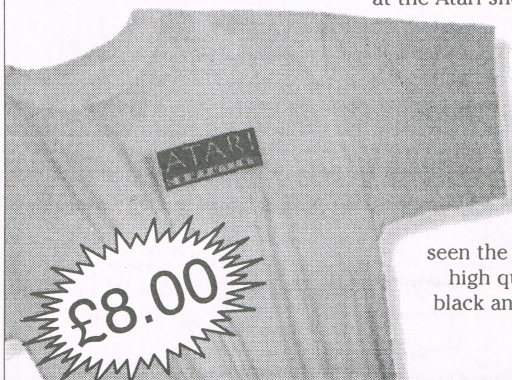
Commonwealth: Sterling Post Office Payment/International Money Order

Rest of world: International Money Order

If your copy of Atari Computing is delivered from one of our distributors please obtain your Reader Disks from them.

READER OFFERS

To celebrate the launch of Atari Computing we had a limited number of unique Atari Computing T-Shirts made. These were on sale at the Atari shows at both Birmingham and London and sold very well.



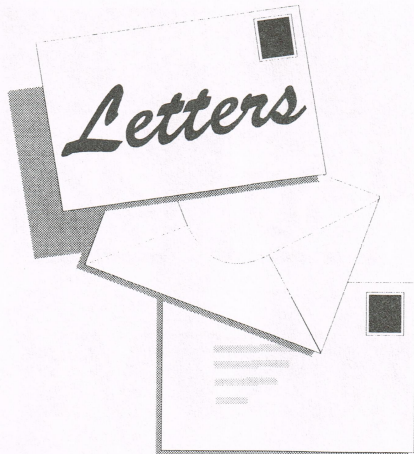
They are white with the black and yellow "Atari Computing" logo on the left breast. We are now able to offer these (while stocks last) to anyone who didn't make the shows.

Cost including p&p is £8 each (remember to state your size - Medium, Large or eXtra Large)

Those of you at the shows may also have seen the mouse mats we had made. These are very high quality thick rubber mouse mats with the black and yellow "Atari Computing" logo. Cost including p&p is £10.50 each



Send your cheques (payable to Atari Computing) to A|C|G T-Shirt/Mouse Mat offer "Rois Bheinn", Overton Crescent Johnstone. PA5 8JB. And remember to include your address.




In AC#2 you reviewed a program called Dump-It in the PD/Shareware section. Could you please inform me of how I can obtain this program? Thank you for a very interesting and informative magazine, much needed. Wishing you every success in 1997.

Mr M J A Beale, Chandlers ford, Hampshire

Most of the software reviewed in the PD/Shareware section is available from Floppyshop, Goodmans and LAPD libraries, refer to the Advertisers index on page 60 for details.

Occasionally we review software which is only available on our Reader Disks and these can be ordered individually, refer to the Reader disk page for details.

In most cases the software is also available from online services, on the Internet it's always worth checking our web pages or logging into 42BBS.

42BBS 

01256-895106

There have been a few changes over the last few months. 42BBS is now a HUB for NeST and FanFiles so the system addresses have changed to 90:100/300@neat.fln and 95:150/300@fanfiles.fln. Also, we hope to be re-connected into both AtariNet and TurboNet in the very near future.

We now have a support site for Atari Computing Magazine. This joins the already established Atari Net Locator, Croft Soft Software, InterActive, Meggie, Reservoir Gods, STAG and WAG areas. Oh yes, not to forget the AtariPhile support area too!

FaST Club and Titan/BSS/Gribnif support areas are expected to be added in the not too distant future.

The CyberStrider area has closed. You can still contact Deneah (Danny) Bhabets on any of his published email addresses or write to the usual Post Box.

Jon Nott tells me he is working on the WWW site for 42BBS. We hope to bring you more news on that at a later date.

Th-Th-Thats All Folks!

Christmas past, present and future.

In 1995 I didn't believe things could get any worse for Atari enthusiasts, having seen the loss of Atari ST Review after 35 issues - barman make that a double. Add to that Atari's merger with JTS and times were not good. Then Compo launched Atari World and Vic and the team were back - barman make that a bottle! Vic left, Andrew took over and in mid December 1995 Atari World issue 8 graced two Christmas shows and things were looking good.

1996 turned sour, Compo closed taking some fine software and hardware products but worst of all it took Atari World. Despite losing money I was truly saddened.

Gradually we struggled to our feet, Titan Designs picked up the Gribnif products and

System Solutions launched some fine new products. ST Format enjoyed a brief resurgence, despite its dwindling page count, but finally the suits moved in and ST Format was closed at issue 86 in September - barman, no don't bother.

Within a few days the atari.st conference on CIX was plotting a replacement and I enjoyed watching the plans take shape. It's a tribute to Mike Kerslake, Joe Connor and the rest of AICIG that the first issue was ready to make its debut at the excellent Atari Shows last September and shows the dedication the AICIG have to the Atari platform.

1996 ended well and with some excellent products in the pipeline, spring shows planned, new PD/Shareware releases and several excellent disk magazines 1997 could be the best year ever! All it needs is active support for the magazines, commercial companies and PD/Shareware author's and we can keep this platform alive - whatever machine you run it on. With every subscription, purchase and registration you breath new life into our platform - barman, I propose a toast to the ghost of Christmas future.

Leslie Charles, ataricomputing conference, CIX

Nice one Les!

Although I have had my Atari for several months, I have not yet got to grips with it. I'm a complete beginner, never having used a computer before. In fact, to be honest, I am a bit scared of it and really need an 'idiots guide' to the Atari. I hope your new mag can help.

Mrs. J. P. Featherstone

There's no reason to be scared, Atari machines are as friendly as computers get. We do try to de-mystify jargon and are happy to answer specific enquiries through the Q&A pages but realistically between issues the best way to get help on a day to day basis is to get a modem, follow our NeST series, and get online to your local BBS.

Thanks for Atari Computing, which is both welcome and interesting. The overall setup and content is well balanced and I hope you can keep this balance in forthcoming issues. My only reservation is the Reader disk concept.

The last few ST Format disks contained duplicates of programs I already had from PD libraries. Please print plenty of letters and Q&A pages and if possible add a regular For sale column. When ST Format closed I almost moved over a PC with all the costs and learning curve it would take to get back to square one! Atari Computing has come as a great relief and I wish you every success.

Bill Reid

Our Reader disks only ever include the very latest versions of programs. Our daily contacts directly with the best Atari programmers around the world means

our Reader disks will always contain the best software available, along with items not available anywhere else. We decided against a For sale page because we feel the gap between issues is too long and the content would be outdated - we recommend getting online to your local BBS where items change hands regularly at realistic prices.

You're off to a great start, in the tradition of ST Review and Atari World. I suggest you spend the money on quality and quantity of articles rather than hi-tech colour at this point in time.

T. C. J. Spencer

I got two envelopes in the post this morning, both A4 size, one brown and one white, I opened the white one first, it was the Demon internet Dispatches magazine, I skimmed through it and although vaguely interesting I quickly got bored and opened the brown envelope...

What a difference, 64 pages crammed with relevant AND interesting articles for only £3! I cannot put into words the gratitude I feel to the team of the AICIG for starting this mag, except thanks and a big(ish) hug. I have just upgraded my STe to 4Mb's and will treat myself to MagiC and stick with the Atari platform - a decision strongly influenced by Atari Computing.

Will, by email

I really enjoyed the MiNTro article, it actually encouraged me to go on a quick trip around the web. I now have a nice working system running oAESis. More articles on extending our systems please!

Simon, ataricomputing conference, CIX

It was a brave decision to go ahead with a new Atari Magazine, especially after two had recently gone to the wall, and you have my grateful thanks for doing so. Atari Computing is immensely readable with a good editorial style. Why aren't PC magazines written in a similar manner? I found the articles on desktops and MiNT in issue 2 particularly interesting and, at last, someone has explained what the various number of bombs mean when my STe (occasionally) crashes. I wish you a happy new year and every success to all associated with Atari Computing.

J L Wayman, Scarborough, N Yorks

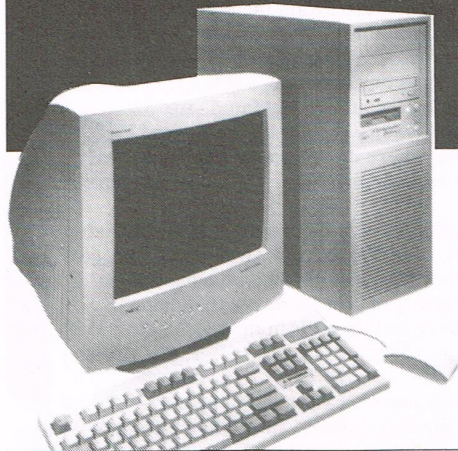
Just when I thought the world was ending Jagain(!) my copy of Atari Computing thudded through the letter box. Many, many congratulations and thanks to the team that produced it! Such obvious dedication, for our benefit, deserves the highest praise and support. May all subsequent issues be as greatly packed with goodies. Never mind colour/glossy paper or other expensive embellishments.

Charles T Stanley, Aberdeen

These letters sum up the AICIG's thoughts and really make us feel our efforts are worthwhile, please do keep them coming.



Letters and editorial contributions should be sent to:
Atari Computing, 65 Mill Road, Colchester, CO4 5LJ.
Email: acg@inactive.compulink.co.uk



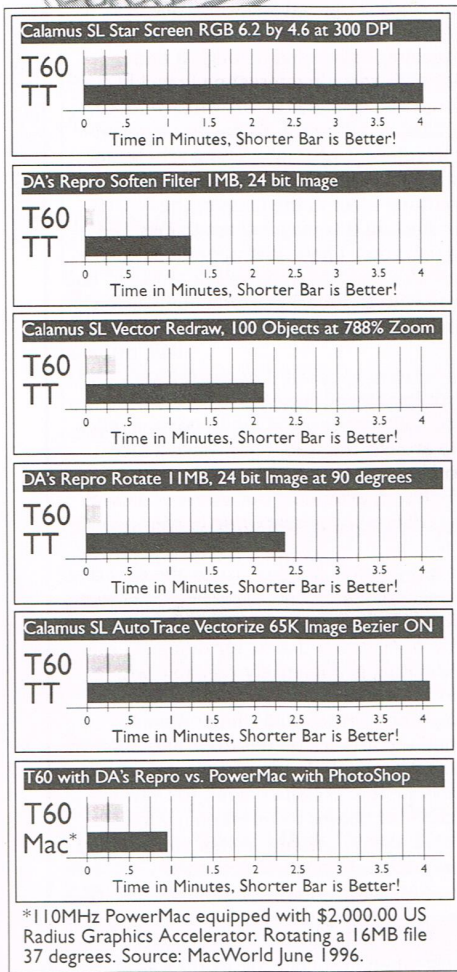
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60

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40

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Do You Need More Speed?

DirectT40 and DirectT60 are here and these new Atari TT030 Compatibles will satisfy even the most demanding need for speed! Highly TT030 compatible and designed for processor intensive tasks such as Desktop Publishing, Image Editing, Ray Tracing, Rendering and Database Management as well as high speed word processing, DirectT40 and DirectT60 will increase your productivity!

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DirectT60 is based on the 120 MIPS MC68060-60MHz processor providing 30x's the speed and power of a Falcon030! The lower priced DirectT40 is based on the 29 MIPS MC68040 32/64 MHz processor offering 15x's the processing power of a Falcon030! As an example, a Rendering task that takes 4 hours on a Falcon030 will be finished in mere minutes on a DirectT60! Get more done in less time!

How easy is it to expand?

DirectT40 and DirectT60 are designed to use PC / IBM compatible peripherals such as ISA or PCI Graphics Cards, EIDE and SCSI hard drives, keyboards and standard PS/2 memory SIMMS! Memory is expandible to 1 Gigabyte via simple plug in standard SIMM memory modules! Plug in a future Pentium on PCI card for total DOS / Windows compatibility! A new SoundCard with DSP has been recently designed for total hard disk recording and editing! DirectT40/T60 - Built in Canada by the company that brought you the DirectT30 compatible, you can be assured of receiving top quality product, service and support!

What about Compatibility?

DirectT Atari compatibles have always been known for their high degree of compatibility! DirectT40 and DirectT60 follow this path of higher speed with excellent compatibility. Generally, if it runs on a TT030 it will run on a DirectT40 or DirectT60. Our use of a special version of TOS 3.06 (TT030 TOS) maintains a high degree of backwards compatibility. Cleanly written GEM applications run smoothly and faster than ever! Extensive testing with Calamus SL, Digital Arts products, Atari Works and more have proven these new machines to be highly useable!

Complete Systems

Complete DirectT40 and DirectT60 systems include 4Mb RAM, 850Mb EIDE hard drive, DD, HD Floppy Drive, 1 Mb DRAM Graphics card with NVDI4, AT Style Keyboard, Mouse and are installed in an attractive Mini-Size CSA/UL Approved Tower Case! Also includes DirectT Tools, a special suite of software. Options can include larger hard drives, CD ROMS, more memory, removeable drives and more! All DirectT computers are built to order allowing for custom packages, call us for your personalized quote!

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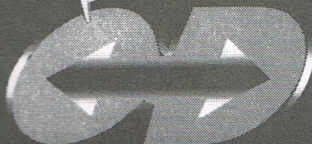
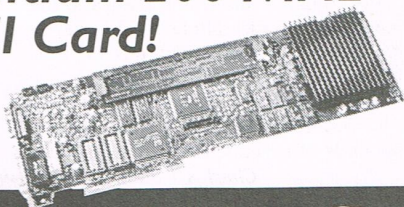
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Freedom 2

Freedom 2, implies version 2, which it is, but it has another meaning.

Freedom 2 now performs two distinctly separate functions, a file selector and Xcontrol replacement. In addition to cosmetic enhancements to CPXs (Control Panel eXtensions) Freedom 2 introduces a new eCPX (Extended Control Panel eXtension) standard along with a sporty new look and configuration eCPX.

I can already hear people muttering 'Jack of all trades' to which I respond with one word: Memory. On average, after comparing Freedom 2 with Freedom v1.15 and Xcontrol there's a saving of around 30Kb (58Kb

compared with Zcontrol and 34Kb with COPS).

Like other XControl replacements, Freedom 2 can open as many CPX's as required, all in separate windows and all multitasking. However, in addition Freedom 2 offers eCPX's which, unlike CPXs, are not restricted to Xcontrol sized windows - instead of squeezing features into multi-page CPXs a single window eCPX could be programmed instead.

Selecting any CPX then left clicking on the info icon displays options not found in other Xcontrol replacements. An auto-start option opens the e/CPX window after Freedom 2 has finished loading and another option stores the window position and re-displays it at the same position. If you like the 3D look you can even force CPXs to be displayed in 3D, which works most of the time but can be toggled off for individual CPXs, if you encounter any display problems. Finally the individual CPX flags such as the archive and read only bits can be set as desired.

Like the COPS Xcontrol replacement, Freedom 2, used together with a suitable replacement desktop, can run e/CPX's and e/CPZ's by double clicking on them - without opening the Freedom 2 window. Unlike COPS the selected control panel runs immediately without reloading other installed control panels again.

Four eCPX's are supplied with Freedom 2 (there are others in the pipeline); Modification, Trbubble, Freedom 2 Config and Windscreen.

Modification

Modification is a MOD player supplied in two versions. One version supports the Digital Signal Processor (DSP) chip only available in Falcon machines and the other version is designed for owners of STE machines.

Trbubble

Trbubble provides a help system similar to the bubble help found on the Mac and under Windows95. Holding the mouse

Key Beardsworth previews Freedom 2, the Rolls Royce of file selectors on any platform?...

pointer down over buttons and icons in supporting applications displays a speech bubble along with a brief description of the selected item. Details (currently only in German) are included so programmers can implement bubble help inside their own programs.

Windscreen

This nifty eCPX adds fully configurable real-time window actions to your system, similar to those provided by Win Commander and WinX. Re-sizing and moving windows using the

right mouse button is performed in real time and the action is silky smooth - more smoothly than either WinX or Win Commander in my judgement.

Freedom 2 Config

Freedom 2 can be configured without getting your hands dirty inside a text editor which eliminates the worst limitation in Freedom v1.x. Every aspect of Freedom 2 can be configured from this neat, well laid out eCPX split into sections:

General

Settings that affect the whole program. Options include how alerts are displayed, how drag and scroll actions behave along with options to decide how Freedom should behave when it's in the background.

Freedom

Set whether folders should be opened with a single or double click, whether a single right click simulates scrolling, a double left click or shift left click. Set how the cursor reacts when it gets to the end of a list,

should it wrap back to the top or simply stop? There's even an option to set the height of popups relative to the screen height.

Looks and more looks

These two sections determine the look and feel. Set the colours, the format used to cut filenames and paths to the Clipboard, which side the window scroller appears, which way round the OK and Cancel buttons appear and so on - you can even 3D each individual filename if you like!

Paths

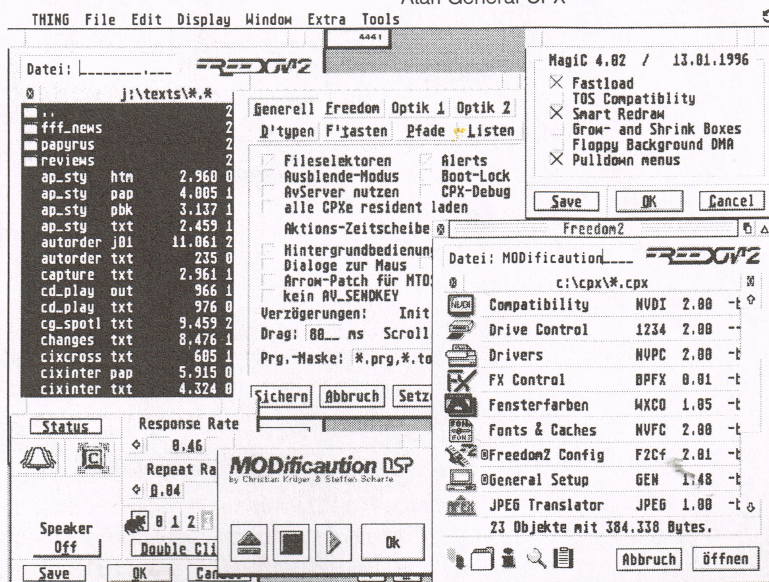
This section sets the default paths, masks and defines sort priorities. Up to forty functions key short cuts can be configured and they're easy to define - a popup containing every available option is displayed.

Lists

Set how Freedom reacts to programs calling the file selector. Some older programs still have problems with Freedom or other aspects of modern Atari systems. Options to ignore Freedom and call the system selector or call Freedom modally or non-modally are available.

Freedom 2 is one helluva update! A look at the options in the configuration eCPX should be enough to convince most people to upgrade. I once described Freedom as the Rolls Royce of file selectors, Freedom 2 doubly deserves the accolade - unfortunately at \$32, with registration via InterActive, it now has a price tag to match! Existing users can upgrade for \$21 so why not check out the demo version and decide for yourself...☺

↓ Freedom 2. Notice the file and control panel selectors and the 3D look given to the Atari General CPX



The One Stop Font Shop!

For years buying just the typeface that you needed has been inconvenient and costly. Atari users have not had the luxury of large indexed type libraries that PC and Mac users have enjoyed. For the average Atari user finding the typeface that they need usually meant a call to their local PD library. Once there they had little choice but to buy large collection of fonts on disk, in the hope that one would be useful for their job.

Introducing.

FONT
H O U S E

Now Atari users have a typeface source that will build into the only place to buy fonts for their applications. Using the PC and Mac type libraries as a model this catalogue offers the user an easy means to buy the typeface they need. The advantages are clear:

- Choose just the font that you need. No more buying dozens on disk that you may never use.
- Buy one or the entire collection. At £1 for the PD fonts, the price allows the user to buy as many or as few as they need.
- All fonts are in Calamus' CFN format, the closest to a standard they we have. Each typeface has been checked and loads into Calamus version 1.9n.
- All PD typeface have at least the minimum of: Upper and lowercase letters. Full set of numerals and basic punctuation. The user does not have to modify the font in any way, or add missing characters.
- Font conversion service for one-off jobs as needed.
- Font Club. The catalogue will be up-dated on a monthly basis. At least 10 new faces will be added each month. New catalogue pages will be issued to all registered users of the catalogue. Purchasers of the catalogue receive one full year of Font Club membership saving them £10 on the usual membership fee.



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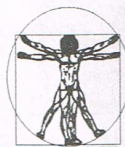
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Font frustration

I'll admit right now I'm an avid font collector, one of my first software purchases was Timeworks DTP followed by as many extra GDOS fonts as I could afford. When I moved over to Calamus I started all over again, this time collecting CFN fonts.

Collecting fonts is the easy bit, being able to find one when you want it is a different matter. Printed reference pages provide quick and easy access to your hoard and, especially if you undertake commercial work, a resource clients can use to select fonts.

Matching a typeface supplied by a client can be frustrating and time-consuming. I'd always wondered if there was a better way and recently one such solution arrived on the Atari scene.

Dave Howell, of Walsall based Nexus Publishing, has recently launched a new combined font catalogue and font disk service, dedicated to taking the hassle out of font finding.

The Font House service involves buying a hefty ring-bound printed catalogue of all the fonts currently available from Nexus, along with the entire FaST Club's STC font collection. The catalogue costs £10.00, which includes one year's membership of the Font Club. Thereafter an annual fee of £10.00 is payable - effectively the catalogue is free!

Club members receive a monthly mailing of new catalogue pages - Nexus plan to release ten new faces every month. Each new face costs £1.00 each - the same price as the majority of the existing PD fonts in the catalogue.

A large proportion of the catalogue is devoted to CFN format display fonts but there are still plenty of font 'families' which offer italic, bold, light, condensed and other variations on the basic theme. Font 'families' vary in price depending on the number of faces on the disk.

The catalogue itself is neatly laid out in A5 size format with cross references to the alphabetically ordered faces, which makes finding your way around pretty painless. Each

Can't find a suitable font to use in your masterpiece? Mike Kerlake finds a possible solution...

individual face has its own section including a full printout of all available characters - so you see exactly what you are buying before parting with your money.

Nexus points out many of the fonts, with the exception of the commercial STC ones, are shareware, and a further payment might have to be made to the font designer. Details accompany such fonts, where required.

Font House Font name Black Chancery	Font Finder FONT REF B-8-00015
Font name Bodacious	FONT REF B-8-00016
Font name Bodily - Bold	Font House
Font name BoldFace - Italic	Font name Black Chancery.
Font name Bowershadow	FONT REF B-8-00015
Font name Broadway	ABCDEF GHIJKL MNOPQR RS TU VWXY Z
Font name Buckman	abcdefghijklmnopqrstuvwxyz
Font name Burlington	1234567890
Font name Bodnoff - Bold	! \$ & () , - . : ; ?
Font name Epp	Font name Bodacious.
Nexus Publishing	FONT REF B-8-00016
	ABCDEF GHIJKL MNOPQR STUVWXY Z abcdefghijklmnopqrstuvwxyz 1234567890 ! " # \$ % & ' () * + , - . / : ; < = > ? @ [\] ^ _ ` { } ~
	Page: B-8 Nexus Publishing

Ultimately, the catalogue is part of a service, and only contains fonts available from Nexus. It does not pretend to be a complete catalogue of every CFN font obtainable and collectors will probably already have many of the fonts in their collection, quite possibly under different names.

However, existing collectors can still make good use of the catalogue as a reference guide. I have a vast collection of fonts, but despite playing with the various PD and shareware cataloguing programs, I've never found anything suitable - all too often they involve laborious loading and unloading of fonts, with one program insisting on a complete A4 sheet for each font! This printed catalogue

provides a relatively cheap albeit partial solution to this problem.

Since the introduction of Speedo, TrueType and PostScript fonts on the Atari platform the use of CFN format fonts has declined so I was pleased to hear Nexus are making progress on a TrueType edition of the catalogue. A TrueType catalogue and font service would be a welcome cross-platform service and I look forward to developments on this front.

In conclusion, the catalogue and font service idea is a good one, although probably several years too late for many Atari users. If you have a small CFN collection and plan to

FONT
C L U B

expand it selectively, this is the place to start. If you already have a large CFN collection, you probably won't find many new fonts here but as a reference work it's still a lot less hassle than printing your own catalogue.

I have one reservation. For the cost of each Font House face I could order a disk full of fonts from a PD/Shareware library. However, bearing in mind the time and effort required to put together such a well produced, easy-to-use catalogue and its secondary use as a guide to existing collections the Font House catalogue and service are both recommended.☺

FONT HOUSE CATALOGUE

Publisher

Nexus Publishing
101 Webster Road, Walsall, West Midlands, WS2 7AP
Telephone: 01922 442597
Email: davehowell@cix.co.uk
Cost: £10.00 - free first year membership, £10.00 per annum thereafter

Pros

✓ Hundreds of fonts already catalogued and available, convenient and easy-to-use.

Cons

✗ Price per face high, currently CFN format fonts only

70%

Cursed Existence?

Richard Karsmakers keeps on top of viral developments on the Atari platform,...

Richard Karsmakers, author of the 'Ultimate Virus Killer' (UVK) and the 'UVK Book' spin-off project has recently upgraded his software and made the book available 'on disk' - both events triggered by recent viral developments.

Ever since the first computer viruses appeared on the Atari platform, during late 1987, a steady flow of new viral strains and mutated incarnations appeared. In recent times newly discovered viruses were simple variations of earlier strains and it appeared virus innovation had ground to a halt completely. The days of the the dreaded 'Beilstein' virus seemed far behind and the gap between UVK updates increased as we relaxed - believing the perpetrators had migrated to other platforms. That was the position until developments during the summer of 1996 made it necessary to re-activate counter-measures.

Curse of the pharaohs

Early in 1996 I received a disk with an ominous 'new virus' message written

VIRUS TYPES

Viruses on the Atari platform can generally be divided into two kinds: Bootsector and link viruses. Bootsector viruses infect your computer when booting with an infected disk in the drive. They usually infect any other write-enabled floppy disk you insert, which means these disks will also infect a computer if they are in the disk drive during the boot process. There are around 100 bootsector viruses on Atari platform. Link viruses do not operate from a disk's bootsector, instead they attach themselves to executable program files and infect a computer system from there. Once a system is infected, the virus spreads as other files are executed. Because the virus typically 'appends' itself to the original executable, infected program files grow in size, which makes them easier to detect bootsector viruses. There are five known bootsector viruses on the Atari platform.

THE 'ULTIMATE VIRUS KILLER BOOK'

The 'Ultimate Virus Killer Book', originally released in July 1995, is now available 'on disk' using a specially programmed version of the 'ST NEWS' disk magazine interface. The book and UVK will be updated approximately bi-annually.

The unregistered version is available for ftp from: ftp.uni-kl.de in the path /pub/atari/misc or by post on receipt of three International Reply Coupons. The registered version costs £5.

on it. With the general near-dependency I had subsided into, I took my time with the analysis - in fact, and I admit this with a degree of embarrassment, it was late summer when I got around to investigating the disk! It appears the disk was sent to me by the author of the virus itself, and included an assembler

source file to assist me figure out what was going on. This turned out to be a particularly nasty bootsector virus (see boxout). First of all the virus was reset-proof, which means it would not be removed from memory by pressing the Reset button, and secondly it employed an intricate combination of encoding algorithms to prevent detection by virus

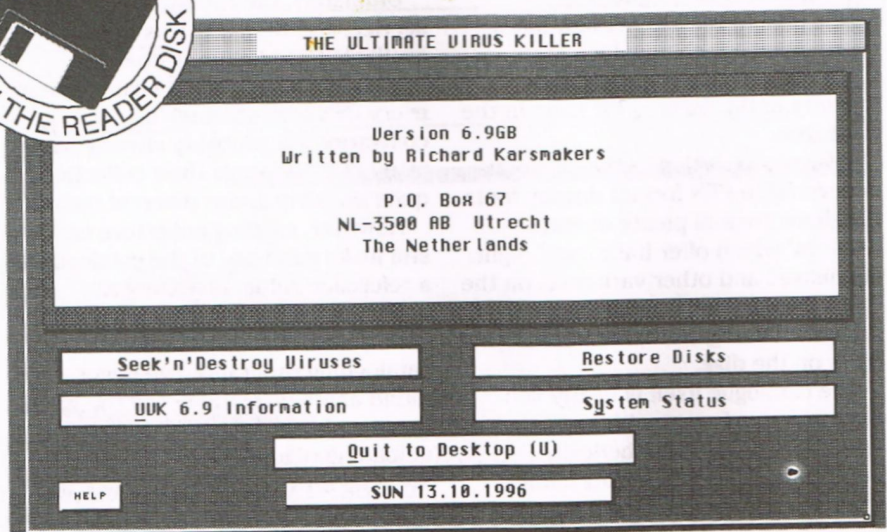
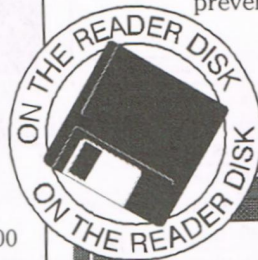
killing software. I had to take the unusual step of rewriting sections of

We relaxed - believing the perpetrators had migrated to other platforms. That was the position until developments during the summer of 1996 made it necessary to re-activate counter-measures.

the 'UVK' bootsector virus recognition code to cope with this new virus. It combines two encryption processes on top of a variety of structural alterations in the viral code to create a potential total of almost $5 \cdot 10^{23}$ different versions

of itself, around 500,000,000,000,000,000,000,000 - a whole whopping lot! Imagine if every disk ever owned by all the Atari enthusiasts in the entire world ever were infected, no two copies of the virus would appear the same - in fact you'd be more likely to win the National Lottery several times than encounter two identical strains so you

↳ 'Ultimate Virus Killer' v6.9 upgraded and ready to repel the latest viral threats to all Atari systems



can imagine it's not easy for virus detection software to get to grips with. After a night involving the usual quantities of blood, sweat and tears (and lots of disks infected for test purposes) UVK was finally able to recognise all possible manifestations of the so-called 'Pharaoh Virus'.

Seize the day

The next day I was finishing up the updated release version of UVK when I remembered another archive I'd been sent recently. The archive supposedly contained a new link virus (see boxout). Over the years I've

UVK V7.0 NOW AVAILABLE!

UVK works on all Atari systems (including Geneva, Magic, MultiTOS, Stonx and Gemulator) and is available from:

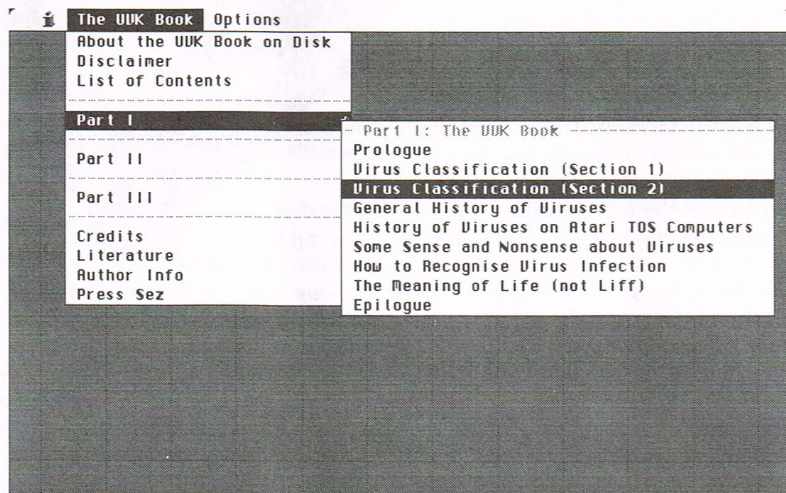
Douglas Communications
 P.O. Box 119
 Stockport
 SK2 6HW
 Tel: 44+(0)1625 850270
Cost: £13.95

Richard Karsmakers
 P.O. Box 67 NL-3500 AB Utrecht
 The Netherlands

Cost: £10 Cash or cheque made out to J.P. Karsmakers only

infamous creator of viruses and I broke out into beads of sweat when forty seconds later the text 'BO[BJOF' appeared at the top left hand side of

trying to disinfect my own system and later trying and find out exactly how this virus went about its business. It eventually became apparent a file called CARPDIEM.PRG was a bogus program, a so-called 'Trojan Horse', which installs the virus in the computer's memory, infects any floppy currently in the disk drive, and writes a tiny hidden file called '~.PRG' into the Auto folder of hard disk partition C. Hidden files are normally created by changing the program header flags from the desktop, in the same way files are made Read Only. For the time being, contra-viral activities are once again in step with the threat. To eradicate this virus completely it's necessary to remove all instances of viral infection. However, when booting with an infected floppy disk the virus would re-install the hidden '~.PRG' file onto the hard disk and booting with a clean floppy disk the hidden '~.PRG' file on the hard disk re-infects the floppy again. Either copy of the virus infects

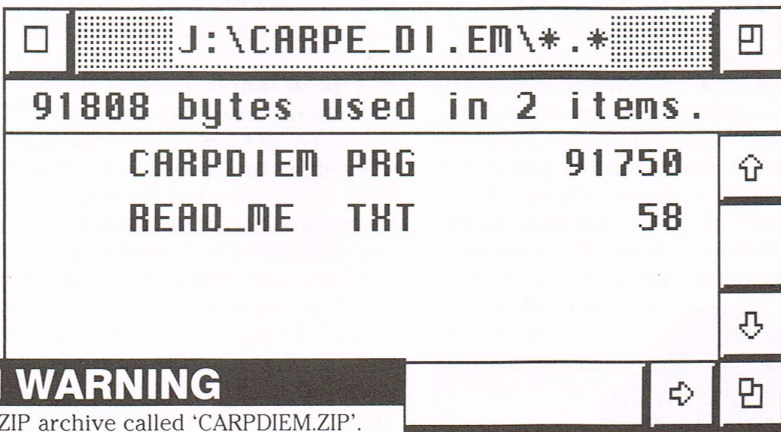


↑ Up-to-date and thoroughly revamped, the 'Ultimate Virus Killer Book' is now available in an 'on disk' shareware version

the screen and my computer crashed shortly afterwards!

I spent another night spent fervently hacking at the computer, initially

received dozens of hoax messages, archives and disks like these so I expected this to be another one to add to the list. I set about casually analysing the ZIP archive's contents and after several minutes, let out a heartfelt expletive as my hard disk became infected by a virus I hadn't seen before. For a brief moment the text 'Ruth Marcs Development Inc. (Dedicated to the memory of Lucky Lady)' flashed on-screen, then nothing. Lucky Lady was a particularly



CARPE DIEM WARNING

The 'Carpe Diem Virus' originates from a ZIP archive called 'CARPDIEM.ZIP'. The archive contains a file called 'CARPDIEM.PRG' (91,750 bytes in size) and a small text file reading 'Seize the day, and run this great falcon enhanced game!!' (sic). Upon running this 'game' keen observers may spot the text 'Ruth Marcs Development Inc. (Dedicated to the memory of Lucky Lady)' displayed briefly before the Desktop reappears and the virus is now installed in memory and on the floppy disk currently in the drive. There will be a small, hidden, '~.PRG' file in C:\AUTO\ and after around forty seconds, the text 'BO[BJOF' appears at the top left side of the screen to signify the virus has been activated and causes both Falcon and ST systems to crash repeatedly.

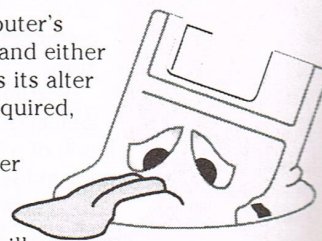
Do not de-archive any ZIP files called 'CARPDIEM.ZIP'. Do not run the program 'CARPDIEM.PRG' contained in it!

'Ultimate Virus Killer' v6.9 or later can recognise and can help you get rid of this virus completely and includes step-by-step instructions explaining how to disinfect your system and hard disk.

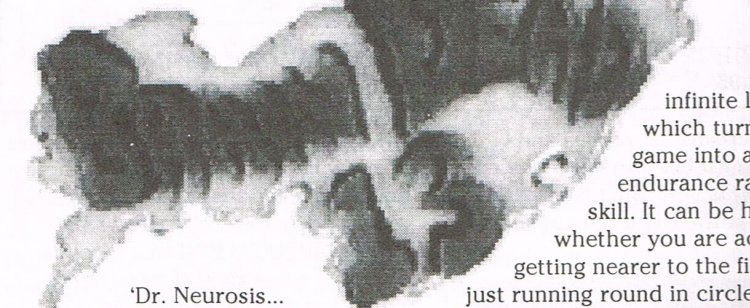
↑ 'Carpe Diem' - seize the day, might be all the time you have left once this virus strikes!

the computer's memory and either re-installs its alter ego as required, nasty!

I wonder what the next six months will bring? For now, at least, UVK is once again up-to-date. To be continued?...



Xav flips the lid on his Jaguar CD and discovers, like many reviewers before him, graphics alone are not enough...



'Dr. Neurosis... Dr. Nero Neurosis!' 'You ain't one of those mad, disembodied scientist guys, bent on taking over the world, are you?' 'How did you know?' 'Man, I've played a lot of video games.'

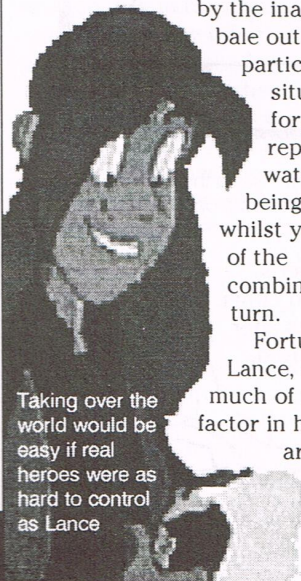
So speaks Lance, the hero of 'Braindead 13.' Unfortunately, while he may have played a lot of video games, it seems his creators haven't - well, not highly playable ones, anyway.

For those of you with previous experience of them, it will suffice to say this is a ReadySoft game. For the uninitiated, or those with poor memories, ReadySoft were responsible for ST tiles such as 'Dragon's Lair' and 'Space Ace'. These are also available for the Jaguar CD, and plotlines and graphic details aside, this review of 'Braindead 13' would do for all three!

This seems a little unfair but, from the player's perspective, it is essentially true. The gameplay in all three games is identical, consisting of a series of cartoons linked through the player's actions. This would be fine if the player had some choice over the actions to take, but in any given circumstance there is only one 'right' way to escape. The game boils down to little more than a test of memory and timing, and is made even harder

by the inability to bale out of a particular situation, forcing you to repeatedly watch Lance being killed whilst you try each of the combinations in turn.

Fortunately for Lance, death isn't much of a limiting factor in his dash around Dr. Neurosis' castle, because he has



Taking over the world would be easy if real heroes were as hard to control as Lance

infinite lives which turns the game into a test of endurance rather than skill. It can be hard to tell whether you are actually getting nearer to the finish, or just running round in circles.

Fortunately you can save your position in the game at any time - IF you have the Memory Track cartridge, don't even think about buying any of these games if you haven't because these are not the kind of games you can enjoy playing from the start each time.

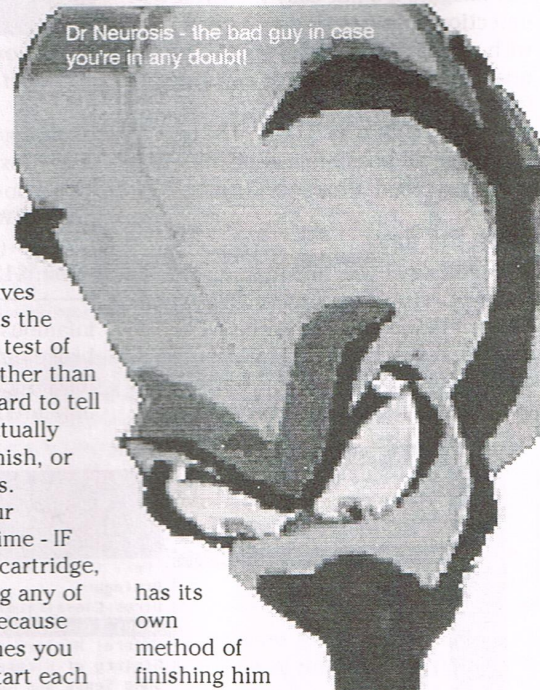
The aim of the game is to make your way around the labyrinth of rooms and passages which make up the castle, avoiding Dr. Neurosis' henchman, Fritz, and a host of other beasties and demi-humans who are intent on killing you in the most imaginative of ways. Ultimately you should find yourself one-on-one with Fritz, before moving on to do battle with Dr. Neurosis himself. Hardly the most novel of storylines, but actually quite a refreshing change from the over complex ones which seem to accompany most games these days.

Not quite Tom & Jerry

So is there actually anything to commend 'Braindead 13' to the game starved Jaguar CD owners out there? Well, actually there is. For a start, there are the graphics; when I described them as 'cartoons' earlier on, it was not without good reason. They are beautiful to look at, despite a case of the jaggies due to lack of aliasing, and the introduction alone is worthy of a space on 'Rolf's Cartoon Time.'

Even the gameplay is bearable in most parts - although there are a few sections where you need to remember far too many steps to complete them. My main criticism here is that the moves you have to make are not necessarily those that seem sensible given the layout of the room, and with the exception of some junctions in passageways, there is no real choice of moves.

Despite such things, the real fun of 'Braindead 13' comes from the myriad ways in which Lance (who bears a disturbing resemblance to myself) can be killed. Each monster or situation



Dr Neurosis - the bad guy in case you're in any doubt!

has its own method of finishing him off, most of them amusing and imaginative, and all gloriously animated. Whilst the violence is stylistically of the cartoon variety, it is a slight step above 'Jerry hits Tom with a frying pan,' and often includes decapitations or bones being unceremoniously extracted. It's not that disturbing, but if you expect the game to be played by a young child, it may be worth checking it out for yourself first.

Having said that, I would suggest doing your best to try out this, or another ReadySoft game before buying it. It could be said that everyone should own at least one of their games, as they represent a unique genre that really shows, graphically at least, what can be done with modern technology. Of course, it also represents a rather expensive and frustrating way of watching a cartoon, so try it out and decide for yourself whether 'interactivity' is really worth the price of three Disney videos.☹

BRAINDEAD 13

Publisher
ReadySoft

Contact
<http://www.readyssoft.com>
RRP: \$49.99

Requirements
Jaguar CD

Pros
Brilliant graphics, amusing animations

Cons
Appalling gameplay, poor aliasing

47%

Oases

Frank Charlton revisits this cross-platform operating system...

Changing platforms has been an issue close to the hearts of Atari users for several years now. In an ideal world, every computer would be capable of running the same programs. We're not talking about a global corporation shoving their system down our throats, just a decent level of interoperability between platforms. Esquimalt Digital Logic thinks so too, and was the idea behind Oases.

OMEn of Doom?

Oases is an operating system which runs across multiple computer platforms. The idea is any software written under one version of Oases should run instantly on any other version. Originally, Oases was released as OMEn, the Open Multitasking Environment and Esquimalt began development on the PC, Mac, Amiga and Atari platforms. Currently Amiga and PC development seems to have stalled which somewhat dents the lofty aspirations.

Oases is an operating system, just like TOS/GEM and MagiC, except Oases doesn't run Atari software at all! Software has to be programmed specifically for Oases, which brings us to the first major obstacle. For Oases to succeed as a true cross-platform solution, software authors on the PC and Mac - especially the world-dominating PC - would need to

re-develop their flagship applications from scratch. Without several major new applications Oases is destined to remain a curiosity.

Steamy Windows

Oases runs under a graphical windowed system, similar to XWindows used on UNIX machines and looks nothing like GEM. The basic desktop has no drive or program icons - everything is controlled via the Oases File Manager. To open a window containing a drive's contents, you click on the 'Disks' section in the

Manager. Likewise, programs are launched by clicking the crude text display offered by Manager windows. To open a document, you either have the choice of clicking the file itself

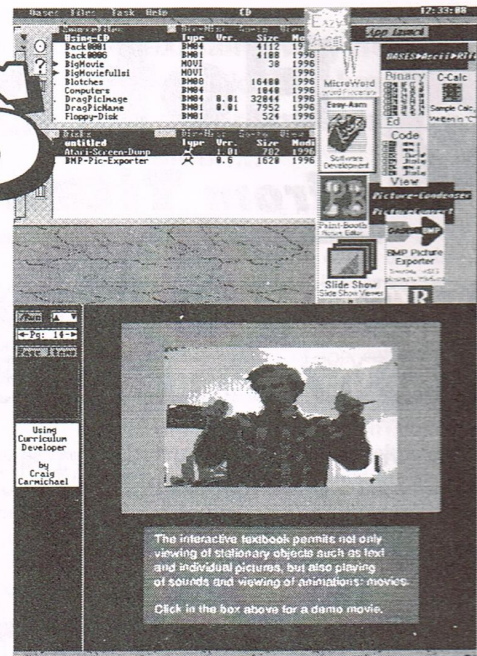
to launch the parent application, or picking up the file from the Manager window and dropping it into the open window of a program you're already running. This drag and drop system makes file selectors redundant, but it's difficult to get used to. Windows can be closed and moved as with GEM, but without close boxes and title bars, it can get confusing.

The core of the Oases system seems stable, providing a solid working environment but the fly in the Oases ointment is obviously software, or rather the lack of it. When I first looked at Oases years ago, it included a few simple applications - a basic paint program, a word processor and a few file conversion utilities. Years

later they're still there but worst of all none of them come close to holding a candle to current Atari equivalents.

Multimedia Mayhem

The one major addition to the Oases stable is called Interactive Author. Basically, it's intended to be a multimedia development system and can create 'Interactive Textbooks' for educational



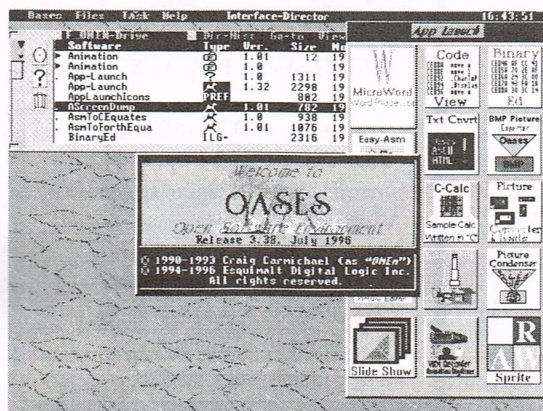
↑ Interactive Author is used to create multimedia documents. It's easy to use, but lacks power features

The fly in the Oases ointment is obviously software, or rather the lack of it.

or home use. Each book can contain text, sound, video footage (thankfully a program to create your own using the Vidi digitisers is supplied) and hyperlinks to other elements. Although Interactive Author is fun to play around with it doesn't break any new ground and you could create more stylish true cross-platform documents on a basic ST using HTML and a copy of CAB.

Oases is a brave attempt at solving the thorny question of cross-platform compatibility. Unfortunately, the slow development - it seems no more advanced than the old OMEn ever was - coupled with the dire software available is likely to kill any hope it ever had of succeeding. Oases has not significantly penetrated the PC and Mac markets which leaves it an interesting curiosity rather than a serious alternative to any of the established operating systems.

↓ The basic Oases Desktop offers windows like GEM, but no drive or program icons



OASES

Publisher
Esquimalt Digital Logic, Canada

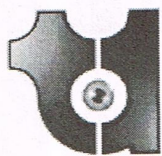
UK distributor
Floppyshop
Tel: 01224 312756
Cost: £22

Requirements
1Mb memory minimum

Pros
✓ Solid pre-emptive multitasking

Cons
✗ No software, no prospects

40%



Hot News

from Titan Designs

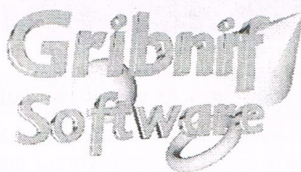
Geneva + NeoDesk 4

Now only £79.95!

Geneva + NeoDesk 4*
Bundled suite - saves nearly £40!

ST Format - 91%

"Once you've tried this combination,
you won't want to be without it"



Now available from Titan Designs.
Suitable for any of the Atari 680x0 range of
computers - ST, TT or Falcon. Demo disks
available. * = at least 1MB required.

Geneva* - £59.95

The best multitasking operating system for
the Atari ST/TT/Falcon series. Solid, reliable
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Split Windows, Group Windows, File Filter.

STalker 3 - £39.95

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modem, STalker lets you connect to any of
the electronic services available world
wide. Excellent for use with STeno.

STeno - £24.95

Superb text editor which can be used as a
Desk ACCessory - ideal when using other
programs. Full editing facilities and works
great with STalker.

Arabesque Pro* - £39.95

Bitmap and Vector based program to
create, import, edit and save graphics in
standard Bitmap and Vector formats.

Convector Pro* - £79.95

The ultimate auto-tracing software for the
Atari. Takes bitmap images and converts
them automatically to vector images.

ST Format - 91%

"Someday, all software will
be this easy to use"

Demo Disks available on all
Gribnif Software products

Thought! Ideas Processor

The ultimate development tool for your Atari

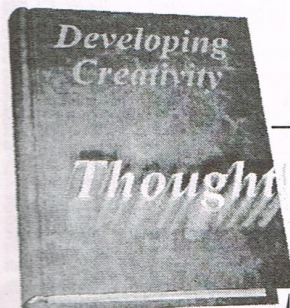
Thought! provides a graphical means to
structure complex ideas using easily
identifiable Symbols. Any Symbol can be
linked to any other program within the
Structure, which can then be loaded, along
with an associated file. After editing the file,
quit the application and you are returned
automatically to the Thought! shell.

Thought! is a deceptively powerful program
that has, quite literally, hundreds of uses and
applications. Special features include drag
and drop, clipboard, Macro creation, and
many more innovative features.

Thought! is suitable for any Atari computer
with 1MB memory and is fully compatible
with Geneva.

Thought! v2.2 - £79.95

Demo disk available



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[http://ourworld.compuserve.com/
homepages/TITANWEB/](http://ourworld.compuserve.com/homepages/TITANWEB/)

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FALCON 14MB MEMORY

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specifications liable to change without prior notice

For more details contact;

Titan Designs Ltd

6 Witherford Way, Selly Oak
Birmingham B29 4AX. UK.

Tel: +44 (0)121-693 6669

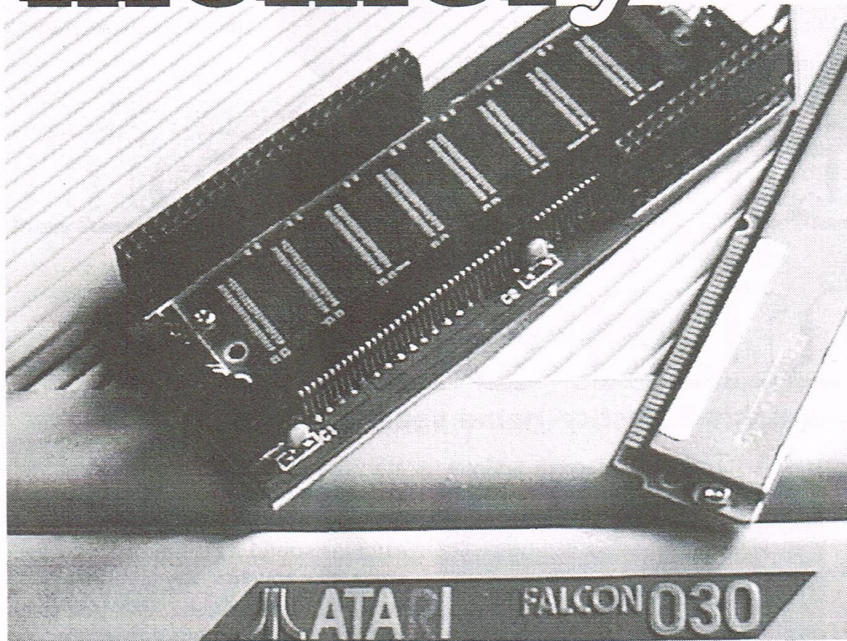
Fax: +44 (0)121-414 1630

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See our advert elsewhere in this issue
fordetails on leading-edge,
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Commit to memory



The Atari community has always had a love-hate relationship with the PC world. On the one hand, we have lost thousands of users, and some of our best programmers, to the glorious colours, whizzy processors and large user base of the IBM compatibles. On the other hand, the growing popularity of the PC has seen the price of peripherals dropping rapidly as vendors continually try to undercut each other in a market which has too many players.

For Atari users this has meant cheap modems, printers, scanners, hard drives and CD-ROM players because most of them can also be used on Atari machines. With Windows 95 requiring at least 16Mb of memory to run comfortably the price of memory has also been dropping rapidly.

The memory on PCs commonly takes the form of Single In-line Memory Modules (SIMMs) which provides a simple and modular upgrade path using components which are broadly compatible across most platforms. 30 pin SIMMs can often be picked up cheaply as PC owners switch to 16Mb SIMMs and they are perfect for use in both STE and STFM machines using suitable upgrade boards.

Although the ST series cannot currently break through the 4Mb memory barrier, the Falcon can access up to 14.3Mb directly. Using one of the new breed of Falcon accelerator boards it's possible to move beyond this limit, but being of modest means I opted for the the cheapest option. Atari typically decided not to use SIMM memory, instead opting for their own proprietary designed board. Naturally this problem was promptly circumvented with various third party manufacturers producing adapter boards to convert the non-standard Atari connector to accept standard SIMMs in various configurations.

Due to the Falcon hardware design, a Falcon can only be fitted with 1Mb, 4Mb or 14.3Mb of memory as standard. Frankly, a 1Mb Falcon is a waste of time, and anyone obtaining such a machine should upgrade their memory at the earliest opportunity. A 4Mb machine can run most software comfortably under a single-TOS environment unless you want to run heavyweight applications, such as direct to disk recording systems or graphics programs to edit large colour images. However if you find yourself running in less less colours, fonts or accessories than you would really like it's time to start saving for an upgrade.

So is there any point upgrading to 14Mb? For many users the straight answer will be no, but if you're running a multitasking operating system, such as MultiTOS, MagiC or Geneva, you'll find extra memory will allow you to work far more productively. If you are in this category and thinking of upgrading it's well worth following the price of memory as it fluctuates wildly from month to month and time your purchase accordingly. A SIMM motherboard costs about £40, so it should be possible to upgrade to 14Mb for around £130. In practice, the PC world is awash with slightly different memory variations, each with its own peculiar foibles, so unless you know exactly what you're buying I'd recommend you buy the board and SIMM together from an Atari supplier - but shop around - I purchased mine from Titan Designs at just under £150 but one company quoted me £299!

The upgrade, as supplied, had the SIMM already fitted, and simply required the removal of the old memory board and its replacement with the new one. The job is simplicity itself - which is good, because no instructions were supplied - consisting of

Xav explains why he finally took the plunge and added more memory to his Falcon...

nothing more than the removal of a few screws from the casing and shielding and the subsequent swapping of the boards. Testing the installation is just as easy - simply turn the machine on and let it perform its built-in memory test!

There are a handful of applications which don't like 14Mb Falcons but for the most part the problems will go away as the applications are upgraded. MultiTOS seems even more sluggish than usual, although I suspect this might have something to do with the number of applications I can now have running simultaneously! Overall, the pros far outweigh the cons and I have set my machine up with a user interface the envy of some of my Windows 95 owning friends. I'm able to run at a high resolution, using ScreenBlaster, with NVDI supplied scaleable fonts, and long filenames accessed through the Thing desktop and Freedom file selector.

All this may sound like a typical set-up but when you run these applications simultaneously, you'll reap the benefits. For example, I can now 'Drag&Drop' files between the desktop, file selector and running applications to a degree I have yet to see implemented on ANY other platform, and as more applications fully support the Drag&Drop protocol, I expect to be able to 'pick up' selections of text or images and simply drop them into the window of another application. Running MultiTOS to work on my Web pages I can now simultaneously run CAB, a text editor and a graphics program, no matter how large the page I am editing. In fact, try as I might, I have been unable to practically use more than half my memory, without contriving situations involving dozens of high colour images.

Needless to say, I am extremely pleased with the upgrade, and so long as the prices of SIMMs hasn't gone through the roof since I wrote this I recommend upgrading to anyone running out of memory or running a multitasking operating system.☺

MEMORY UPGRADE



Manufacturer

Titan Designs Ltd
Tel: 0121 693 6669

RRP £129.95 including VAT and carriage



Requirements

Atari or C-Lab Falcon



Pros

Let's you use more fonts or accessories - ideal for multitasking



Cons

Some compatibility issues

85%

After being captured and held in an underground base you've assaulted a guard and escaped with a gun. Your plan is to get to the centre of the complex, destroy it, and save humanity. In case you're left in any doubt this is another Doom clone.



Attacking creatures are not 'in your face' enough to be scary and the weapon sticks halfway up the screen so it looks like you're always aiming too high - although I did get used to it eventually. Sometimes the weapons seemed to

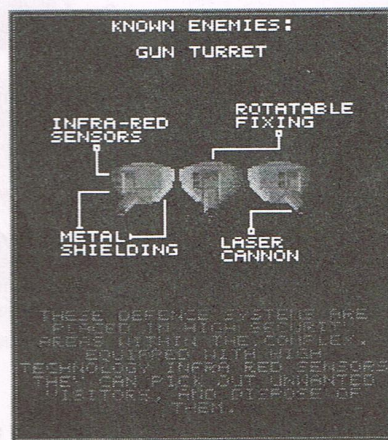
Destruction imminent?

Martin Milner's efforts to escape this 3D action game seem doomed...

Destruction Imminent is supplied on a single floppy disk along in a clear A5 wallet with eight page booklet explaining the controls, and game scenario along with hints and tips to get the most out of the game - a nice touch. Both joystick and cursor key controls are supported although some actions can only be performed via the keyboard.

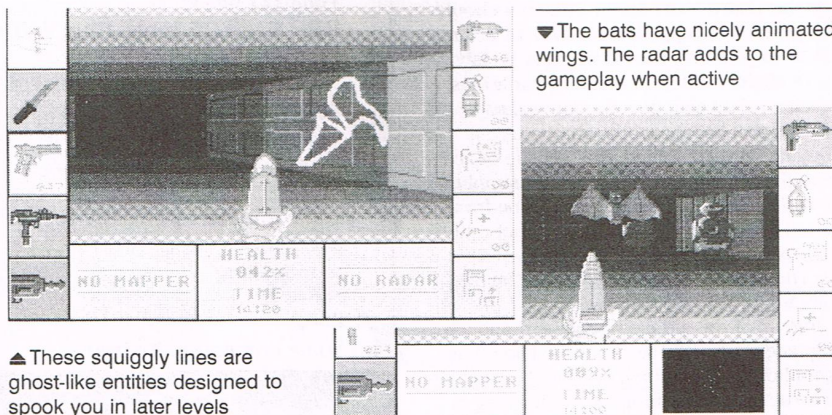
The game has to be auto-booted from floppy and cannot be run from the desktop. After displaying its title screen the dance/techno style intro music is loaded and played - a promising start. If you wait long enough other screens describing the scenario and profiles of the various components of the game along with their attributes are displayed, press fire to start the game.

Each level has a password which, if entered correctly, avoids starting back on level one. In play the controls are precise and responsive. The 3D rendering is detailed, smooth and convincing - even on a standard ST. Objects, including weapons, keys and medikits, are collected by simply walking over them and selected for use by pressing the appropriate key.



▲ These ceiling mounted gun Turrets are tricky to see until you're on top of them - approach from an angle to take them out

Like Substation, the colours are moody and subdued but with only 16 colours to play with that's no surprise. Unlike Substation the creatures become more detailed as they approach - watch out for giant beetles, rock monsters, robots, mutants, giant bats and ghost-like entities.



▲ These squiggly lines are ghost-like entities designed to spook you in later levels

▼ The bats have nicely animated wings. The radar adds to the gameplay when active

start firing all on their own (I was only cleaning it - honest guv) and with no background music the samples sound a bit timid. There are some nice touches, my favourite is watching the weapon pause to reload with ammo from time to time.

Definitely a game in the 'just one more try' category. I got to level five in under an hour before a bunch of mutants persuaded me to get on with this review instead.

Destruction Imminent, in contrast to Substation, runs on a standard ST. I'd like to see the radar and mapping screens active most of the time, some beefed up samples, more aggressive creatures and scarier graphics but as it stands it's one Doom clone you can let your kids loose on without fear of giving them nightmares!

DESTRUCTION IMMINENT

Publisher
Micromagic Software

Distribution
Goodman International.
Tel 01782 335650
£9.99

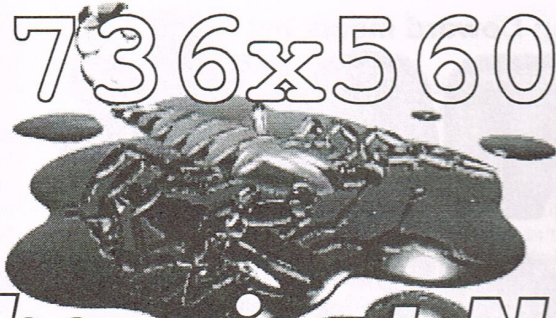
Requirements
Any ST, 1Mb memory minimum.
Falcon via Backwards (set low resolution, unpatched STe)

Pros
Good gameplay, responsive controls, raunchy music

Cons
lacklustre creature graphics, no background music, not scary enough

73%

150% 736x560 900%

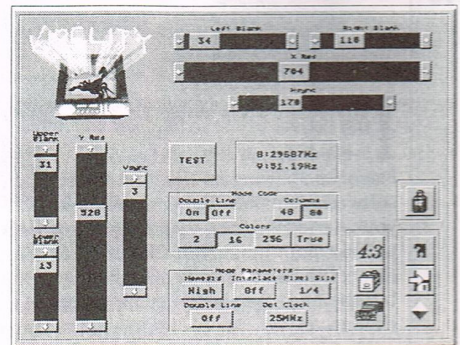


More than just Numbers

A new dawn for the Atari Falcon

With Nemesis and Videlity your Falcon takes on an added dimension. **150% extra speed** and super-high **736x560 true-colour** resolutions are the new standard.

For true power performance, adding Afterburner040 to Nemesis provides **in excess of** an unbelievable **900% speed increase** over a standard Falcon.



nemesis

SYSTEM ACCELERATOR

The stunning new Black Scorpion development which offers true 24MHz performance, meaning the **ENTIRE SYSTEM** is running 150% faster. Coupled with 48MHz DSP and FPU speeds, Nemesis just can't be beaten!

Apart from pure acceleration, Nemesis can cure many of the problems that are found on even standard Falcons. If you've ever had noisy audio and/or unreliable SCSI, then Nemesis provides the answer - crackle-free 50KHz audio playback and 100% glitch-free DMA.

Adding Afterburner to a 'Nemesised' system just places the Falcon into Warp drive - a performance increase in excess of 9x of a standard Falcon.

Nemesis also gives incredibly high software and hardware compatibility with the further advantage from the 24MHz bus that can enable 640x480 16-bit true-colour Desktops.

Nemesis @ 24/48MHz. 16-bit true-colour, non-interlaced resolution, on 14" VGA monitor quoted.

Vidality Video	BUS (MHz)	CPU (MHz)	Refresh (Hz)
640x480	24	24	60.10
736x560	24	24	50.14
1024x768 2/16/256	24	24	49.11

PRICES:

Nemesis (APEX users only).....£49.95
 Nemesis (non-APEX users).....£59.95
 Afterburner040.....£499.00
 Fitting charge (Nemesis).....£40.00
 Fitting charge (Afterburner)£40.00
 RGB Mod & Switch..... add £5.00
 Videlity.....£14.95

Contact Titan Designs for more info.
 6 Witherford Way, Selly Oak,
 Birmingham B29 4AX
 Tel: +44 (0)121-693 6669
 Fax: +44 (0)121-414 1630

e-mail: 100345.2350@compuserve.com

Web: <http://ourworld.compuserve.com/homepages/TITANWEB/>

VIDELITY

SCREEN EXPANDER

Although superb to use with a standard Falcon, Videlity can be considered as a "must have" option for Nemesis.

Videlity is a perfect complement for Nemesis, and can be used to configure the highest resolutions possible for the Falcon. Videlity also includes built-in external hardware support.

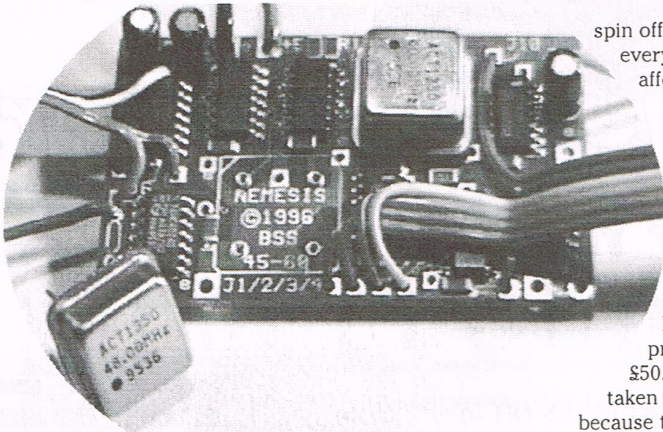
Used with Nemesis extends the video performance to a massive 736x560 true-colour or 1024x768 (2, 16 or 256-colour) resolutions on **standard** 14" VGA monitors.

Vidality Feature List

- ❖ 4:3 aspect ratio enable
- ❖ Load/Save configurations
- ❖ Monitor Protect support
- ❖ Full support for Nemesis
- ❖ Other accelerator support
- ❖ Frequency Lock enable
- ❖ External video hardware support
- ❖ RGB & VGA support

Simon Coward meets his

Demerits



spin off is an accelerator every Falcon owner can afford.

After the hype came the hard work, the plans for the board looked tiny, and my first thought was 'Is that it?' followed by 'How much?' I was shocked when David mentioned a price tag of under \$50. The release has

taken longer than planned because the team kept finding ways to squeeze more speed out of the board and fix a variety of minor Falcon hardware bugs at the same time.

Fitting Nemesis

Nemesis is available for DIY installation but I took my Falcon to Titan Designs and watched Dave Murphy install the board. Dave has fitted a number of boards already and is getting faster all the time but it quickly became clear you have to follow the manual - to the letter!

After watching the installation I believe I could have done it, I'm competent with a soldering iron - but no electronics engineer.

Some of the tracks which require cutting are less than 1mm thick - and then they have to be soldered to. I'd recommend

In 1993 the Falcon looked fast, in 1997 the Falcon is showing its age. The latest software demands higher overheads, if you've tried working with Papyrus or CAB in 256 colour mode you'll know what I mean, the Falcon needs a Turbocharger, but the need for speed usually means expensive!

Last April David Encill of Titan Designs, distributor of the Black Scorpion Software (BSS) products, showed me the early designs for Nemesis, an accelerator which boosts the central processing unit (CPU), accelerates the DSP, FPU (if fitted) and increases the bus speed at the same time! This results in an overall increase in performance and enables usable TrueColor at 640x480 resolution. BSS built the board to complement its Apex software range - the

practising on old circuit board before trying the real thing and follow the constant testing procedure described in the manual. Dave constantly tested the machine throughout the procedure which is likely to take around five undisturbed hours of concentration. If you're not confident about your ability use the fitting service offered by Titan or The Upgrade Shop.

The manual

Judging from the draft manual it is much more than a set of instructions, with loads of helpful hints and tips Titan have learnt through experience along with photos and diagrams which take you through the installation step by step.

Full steam ahead

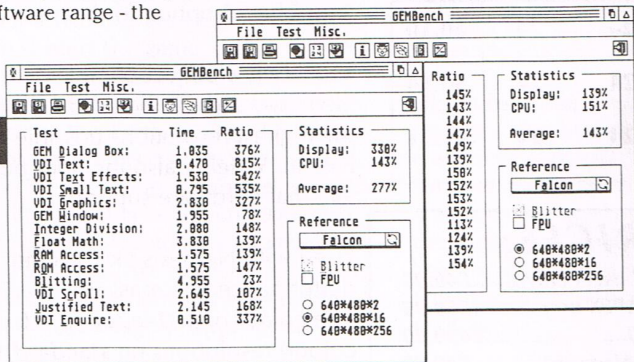
Once installed Nemesis uses three patch programs which run from the Auto folder. These enable Nemesis to run and select between the two clock speeds provided.

As soon as the Falcon was back together I couldn't wait to test it and, as you can see from the results (see boxout), I was not disappointed.

We ran Bad Mood, the Falcon Doom clone, which I've played on a Pentium, but with Nemesis accelerating the DSP, CPU and the Bus running in TrueColor I know which machine I'd rather play on. I look forward to this project being completed.

Extended video

Because Nemesis accelerates the entire system, not just the CPU, it's possible to extend the video modes. Using my SVGA monitor TrueColor running at 640x480 resolution is rock steady - and fast enough for me to write this article in Papyrus. Could this be a turning point for Falcon software? I've just loaded a TrueColor image into Papyrus which means TrueColor DTP work on a Falcon even without a graphics card is possible today - to say I am impressed would be an understatement. I can't wait to get my hands on the forthcoming Titan/BSS Vidality software to squeeze even more pixels out of my monitor!



← The bare system results at 48MHz are impressive...

PERFORMANCE TESTS

16 colours	1	2	3	4
Compile Hbasic	72.94	75.2	45.03	46.3
Spreadsheet load/calc	1:19	1:15	54	33
Spreadsheet calculate	33	33	21	20
Trueimage load/display	1:35	1:33	1:05	1:05
Rotator test ROT	—	22	—	14
Papyrus scroll 10 pages	—	1:06	—	39
CAB display APEX page	15	15	10	9

256 colours	1	2	3	4
Compile Hbasic	93.38	92.23	52.12	52.44
Spreadsheet load/calc	1:41	1:35	1:01	56
Spreadsheet calculate	41	43	23	24
Trueimage load/display	1:43	1:37	1:06	1:06
Rotator test ROT	—	29	—	17
Papyrus scroll 10 pages	—	2:09	—	1:04
CAB display APEX page	27	27	16	16

TrueColor 40 column/double on	1	2	3	4
Trueimage load/display	1:37	—	1:02	—
JPEG viewer load/display	15	—	10	—

640x480 TrueColor	1	2	3	4
Compile Hbasic	—	—	—	79.21
Spreadsheet load/calc	—	—	—	1:20
Spreadsheet calculate	—	—	—	36
Trueimage load/display	—	—	—	—
Rotator test ROT	—	—	—	26
Papyrus scroll 10 pages	—	—	—	3:20
CAB display APEX page	—	—	—	—

↑ ...In 16 colours with MagiC and NVDI on-board you're running a power users system!

The following real-life tests were performed (the caches were flushed before each test):

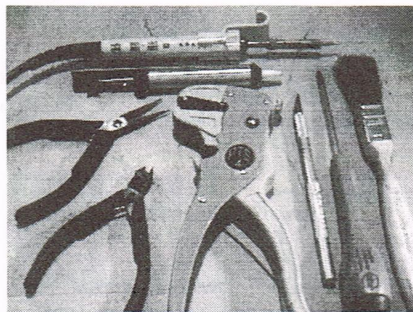
- HiSoft Basic: Compile a 117Kb program to RAM
- Kspread spreadsheet: Load and calculate a 443Kb spreadsheet, then re-calculate.
- Trueimage art package: Load and display a 796Kb IFF image
- Rotator: Display a 40 level ROT file
- Papyrus document processor: Scroll

through 10 pages of text

- CAB Web browser: Load and display the APEX Alpha page from AtariPhile 4
- APEX JPEG viewer: Load and display a 145Kb image

Four different system configurations were tested:

- 1 bare system
- 2 MagiC 4/NVDI 3
- 3 bare/Nemesis
- 4 MagiC/NVDI/Nemesis



↑ The tools for job, soldering iron (low wattage, small tip), solder sucker, side cutters, small nosed pliers, scalpel/craft knife, wire cutters/strippers, circuit/continuity tester, cross head screwdriver, small socket to remove nuts on the various ports, soft brush and a clear clean workspace

Compatibility

It's all very well going faster at higher resolutions and colour depths than ever before but what about compatibility?

Titan/BBS have spent a lot of time checking Nemesis compatibility with a wide range of software and all of my software is happy with the 48MHz clock - I've never had to revert to the lower speed. The only niggle I have encountered is a momentary screen flicker as my modem dials out - but the system remains perfectly usable anyway so it's only a tiny glitch.

Part of the installation modified my buffer and I get the distinct impression my system is the more stable than it's ever been. The attention BSS have devoted to fixing the Falcon hardware seems to have paid off handsomely.

Nemesis at work

While Gembench figures are a useful indicator my Falcon doesn't sit around running performance tests all day long so what difference does it make in daily use?

As you can see from the real-life tests, Nemesis accelerates across the board. In my experience disk intensive tasks didn't benefit as much as processor intensive tasks but, in theory at least (because the DMA is accelerated to 24MHz), there should be a similar performance increase - unless you're using ICD driver software which is not compatible with Nemesis.

Heavyweight applications such as Papyrus are much nicer to use, especially when loading large images, in fact anything that uses NVDI specific calls gets an incredible boost - check out the Rotator figures! Web surfing in TrueColor on a 'real' Atari is now a reality using CAB - move over NetScape.

Finally for all the APEX enthusiasts this is the product you've been waiting for, used together with the forthcoming APEX Alpha, programmed to take full advantage of Nemesis, you will not be disappointed.

Nemesis is one of the best Falcon products ever to be released - even including the fitting charge you'll get change from £100.

Nemesis has totally transformed my machine - I switched it off during testing and now that's over I never intend to switch it off again!

Fitting Nemesis

Before making any changes Dave tested my Falcon using the Black Scorpions own NemBench test to check my Falcon was up

to specification. The machine was then completely stripped down to the motherboard and gently cleaned with a soft brush to remove the huge amounts of dust and debris that had found its way into the machine.

The memory board was removed followed by the fan and its casing. Nemesis sits in the space previously occupied by the fan, which is moved above the power supply unit (PSU) providing much better cooling which is very important because an accelerated machine generates more heat. The fan housing was hard to remove because it's soldered into position but some determined solder sucking eventually did the trick. Next three surface mounted resistors were removed and after making sure no debris remained in the machine it was time for the buffer modification.

The buffer modification is fitted below where the keyboard would sit, roughly under the 'G' key. The board is backed with card to insulate it and taped to the mother board using double sided tape and soldered to various points on the board. An eye was kept on the wire offcuts to make sure they didn't fall onto the mother board and then the machine was tested. This involves switching the machine on to checking the Atari logo appeared - if it doesn't the manual details what might have gone wrong and what to do next. The next step fixes the Direct Memory Access (DMA). Considerable skill is needed to cut one of the very fine tracks and, after cleaning away the resin, solder one wire to the track, which is first attached to a capacitor then soldered to one leg of a chip, taking great care not to cook the chip by overheating it. Once again the machine is tested.

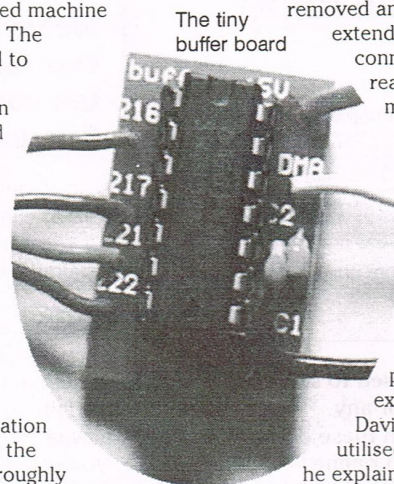
The buffer modification is a worthwhile because it cleans up various signals resulting in increased stability in most machines, mine included. After further testing it's time to fit the Nemesis board. Dave carefully made a bracket out of a paper clip(!) and soldered this to the Nemesis board then to the old fan mounting points. I was amazed how strong the bracket was (owners who have already re-cased their Falcons can skip this step). Once fitted a small earth wire is attached and an inductor is removed to isolate the old clock. After cutting some legs on a couple of chips and soldering various wires to them another test took place and if the results are satisfactory modifications are made to the DSP - which involves cutting another fine track and soldering wires to the remains. Dave commented it is vital when cutting the tracks to make sure they really are cut which is where the circuit tester comes in handy. Once the wires were soldered in place it was time for yet another test.

Next the FPU was clocked. Although this is optional, Dave fitted a FPU for test purposes - I was amazed at the difference

an FPU makes to the overall performance with some applications and intend to fit one when finances allow. Once all the wires have been attached to their various points and some capacitors have been disconnected, the wires are taped firmly into place, the cable routes are very important to prevent interference.

At the new fan location a 38mm hole was cut in the top metal casing with a drill (exchange service for DIYers available for an additional £10), the sharp edges

removed and the fan bolted into place, extending the fan leads to connect it to the PSU before reassembling the whole machine.

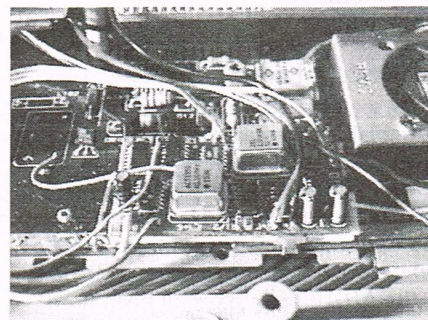


The tiny buffer board

Technical Specification

A standard Nemesis board produces a 24MHz Bus and CPU, with a 48MHz DSP and FPU (if fitted). By accelerating the entire system proportionally it remains stable which makes it possible to obtain the extended resolutions. I asked

David Encill why Titan had not utilised the expansion port and he explained that it didn't offer any benefits for Nemesis and kept it free for other expansion cards such as the Exposé video digitiser and the Afterburner 68040 accelerator either of which can co-exist happily alongside Nemesis to turn your Falcon into one mean machine.☺



↑ Nemesis board fitted in position

NEMESIS



Developer

Black Scorpion Software (BSS)

Distributor

Titan Designs
Tel: +44 (0)121 693 6669
Cost: £59.95 or £49.95 to APEX users. Fitting by Titan/TUS: £40 plus £10 return carriage



Pros

Value for money, fixes other hardware faults, fitting service available

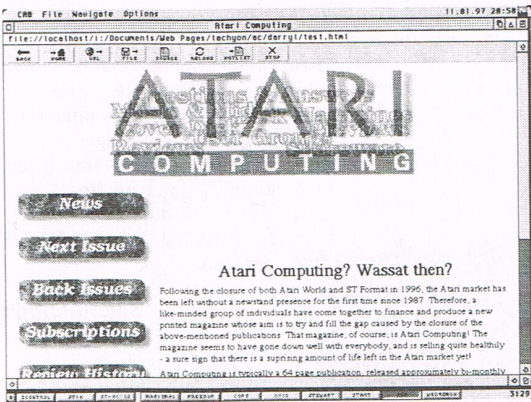


Cons

DIY fitting not for the faint hearted!

90%

www We have lift off!



↑ Our entire website runs from one central menu, and we're playing with lots of different designs...

You'd be hard pressed to see a paper magazine for any computer platform these days that doesn't also have an online presence, thanks to the World Wide Web. Here at Atari Computing, we're no exception either. We've been beavering away for quite a while now to bring you the best Website we possibly can, and now we can let you behind the scenes to see what's happening.

Where's it been?

Yes, we have to own up here. We originally talked about the Atari Computing website last year, when plans for the magazine itself were still in their infancy. So why have you had to wait until now to see something up and running? The main reason is time - the AICIG team have all been hard at work producing the fine magazine you see before you now, and there simply isn't enough hours in the day to come up with a website as well! I've been lost in the wilderness that is PC and Mac work, so I haven't had time either. Finally, we've managed to wring the juice out of what little free time we have left, to establish an Atari Computing presence on the World Wide Web.

What can we expect?

One thing you won't see is the entire magazine on the web - we're not about to take the entire mag and slap it on a webserver. It wouldn't be practical or cost-effective, and we probably wouldn't sell any of the real thing! What we will be doing is producing an online companion to the magazine. We'll be taking the best from each issue, and providing you with sneak peeks and teasers of what you can expect to see in the printed version. If

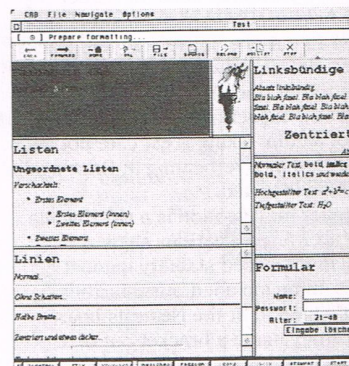
We've finally made it onto the World Wide Web! Our new Online Editor Frank Charlton is here to tell you what you can expect to see when you fire up your web browser...

you're outside of the UK, that means you can drop in to see what's coming in the

current issue before it lands on your doormat.

The full-colour nature of the web means we can also let you see some of the screenshots in the magazine as they were originally taken - if we review a new graphics package for example, you can get online and see just how it really looks on-screen. We'll also be able to provide direct links to the sites provided by many Atari companies, so you can jump directly to their web pages and read more about their products.

↓ The forthcoming CAB v2 and WebSpace supports frames, so we may add them to our site later on



We intend to present an occasional web-exclusive. We certainly don't want to detract from the magazine itself - the website is a companion, remember - but we may just sneak the odd article in there which hasn't seen the light of day. Please don't feel left out if you're not online, though - the choice cuts will always appear in the magazine first.

What do I need?

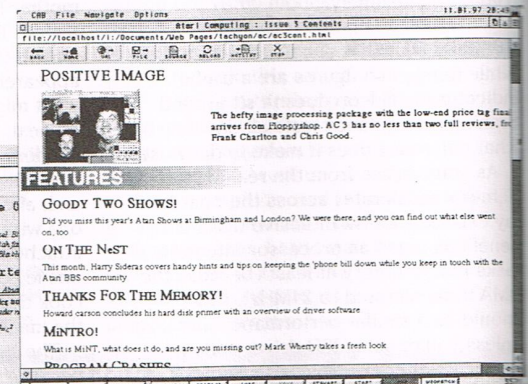
Simply, an Internet connection and a web browser - the STiK/CAB combination is ideal. In common with other user groups, we might be persuaded to produce an offline version of the pages, ready to read

straight from disk. Let us know if you're interested, and we'll see...

Where is it?

Point your browser at this URL: <http://www.tachyon.demon.co.uk/ac/index.html> Make sure you add the address to your hotlist/bookmarks, so you can drop in regularly. There will be a major update with every new issue of Atari Computing to reflect the current magazine, and we'll also sneak in extras whenever we can - even between issues.

Is that it?



↑ You'll be able to see what each issue of Atari Computing has in store - even if you're still waiting for your copy to arrive!

Not at all - like any web publication, we'll be relying on your feedback. Tell us what you want to see on the website, and what you don't want to see. Don't be afraid to complain if you think something doesn't look right, or if you want to see more of a particular thing. We'll read every piece of feedback we get and strive to give you the best online addition to Atari Computing we possibly can. You can write to us via the office, or for a faster response (to website related enquiries only) drop an email to: webmaster@tachyon.co.uk

Whichever method you choose, please do let us know what you think.☺

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CoNnect v2.46 £29.95
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14.4K baud XLink £79.00
33.6K baud XLink £139.00
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CD-ROM Systems

4X Speed Falcon System:
NEC Drive, SCSI III Cable £189.00
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above systems include ExtendoS Pro v2.4 and a free Mega Archive Volume 2 CD.

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BlowUP 030 - Hard 2 £69.95
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Hades 040/060

The fastest Atari on earth. The ST Magazine in France now uses the Hades to layout their mag. Here are some benchmarks:

Render a 3D scene with Raystart 3:

ST - 230 mins Falcon - 72 mins
TT - 40 mins Medusa T40 - 10 mins
Hades 060 - 5 mins

Load a vector object with Calamus SL:

ST - 59 secs Falcon - 28 secs
TT - 20 secs Medusa T40 - 4 secs
Hades 060 - 3 secs

Load a vector object in Calamus SL PC:
P-133 - 29 secs Hades 060 - 13 secs

Calculate a POV-Raytracer scene:

TT - 24 hours Hades 060 - 16 mins

Rotate an image with StudioPhoto:

Falcon - 9 mins TT - 4 mins
Hades 060 - 10 secs

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NVDI 4

Features enhanced Speedo font support, with the ability to use True Type fonts. Up to 9 times faster than Speedo GDOS v4. Works with all TOS versions on all Atari computers. Comes with 8 Speedo fonts. A Hard Drive is required. Includes new Colour printer drivers for Inkjet printers.

NVDI 2.51 (accelerator only) £29.95
NVDI 4.11 £59.95
100 Font Pack 1 or 2 £39.95
500 Font Pack CD £49.95

ST Mono Monitors

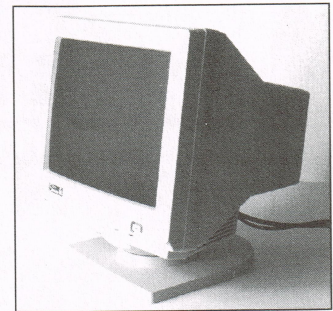
The SM14 High Resolution mono monitor replaces the Atari SM124/5. The 14" FST display has a crisp, sharp image. A Tilt & Swivel stand is included and it is a plug-in-and-go unit, with no adaptors required!

"Essential Buy, 90%"

ST Review, May 93

SM14 (without audio) £129.95
SM14s (with audio) £149.95

See Cubase Special offer for bundle discount!



MiniS II & EZ Flyer Hard Drive Systems

The MiniS II Hard Drive Systems can have drive capacities up to 4.3Gb. This full SCSI system is hardware compatible with all Atari computers, Mac's & PC's. They are unrivalled in size, noise, speed, and style, and come with a thru port for expansion. The On/Off switch is now located at the front.

The SyQuest EZ230 Flyer drive is the successor to the highly popular EZ 135 drive. Perfect as a first hard drive or as a backup system to larger drives. SyQuest have made this drive even smaller measuring a tiny 5.5"x7.5"x1.5".

NEW! 105Mb drives in stock.
Ideal as a first hard drive for an ST(FM/e) computer, or as an extra drive for your external sampler.

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SyQuest EZ 230Mb	£279	£349
EZ 230 Cartridge	£24.95	
EZ 230 Cart (3 Pack)	£65.00	
EZ 230 Cart (5 Pack)	£99.00	
105Mb MiniS II	£109	£159
520Mb MiniS II	£199	£249
SyJet 1Gb inc Cart.	£479	
2Gb D2D MiniS II	£499	

STfm and STe drives come with the ICD Link II

C-Lab Falcon 030 Systems

The C-Lab Falcon is still the reliable choice for 8/16 track digital recording, with powerful programs such as Cubase Audio, AudioTracker and AudioMaster using it to its full potential. You can combine MIDI, Direct-to-Disk recording, Mixing, Equalising, and writing gold master CD's in your own studio. Only the Falcon can deliver such incredible value for money.

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LOOK! New
230Mb EZ Flyer



Ideal for Backups & Samplers



ZERO X - Digital Sound Processing

ZERO-X is exciting news for anyone using a sampler, sample-player or hard disk recording system. It uses advanced techniques to analyse and alter your samples in a huge number of ways - all with the minimum of human intervention.

ZERO-X will automatically create smooth loops, with gate and XFade transformations for samples that normally wouldn't loop. With the click of a button it will rip out a drum track from a sample and create a MIDI file,

enabling you to time-stretch almost any drum track to fit your needs. It will let you edit, convert and upload samples to a wide range of samplers. ZERO-X runs on any Atari, from an ST to a Falcon - it's the software you need for all your sampling requirements. Try it before you buy - ask for the Demo Disk.

ZERO-X Software £169.00

MagiC PC and NVDI 4 PC

Do you have a PC? Are you thinking/being forced to buy one? If so take a look at the new MagiC PC. This amazing software will allow most Atari ST software to run on any PC with at least 8Mb of RAM and Windows 95/NT, although a Pentium processor is recommended for speed. We use Papyrus, Twist, DA's Layout TC and DA's Picture all on a Pentium 100. MagiC PC will take advantage of your PC's real RAM, virtual RAM, hard drives, CD ROM and printer. Even special mice and digitising tablets can be used.

NVDI 4 PC will enhance MagiC PC to give much faster screen redraws, and the unique ability to create any screen resolution for MagiC PC, from 256 to a stunning 16 million colours, switchable at any time. Make full use of Windows truetype fonts for your SpeedoGDOS compatible programs. Note: Cubase and Notator will not run under MagiC PC. Please call for a demo disk.

MagiC PC including EASE 5 £149.00
NVDI 4 PC £69.95
MagiC PC, EASE 5 + NVDI 4 PC £195.00

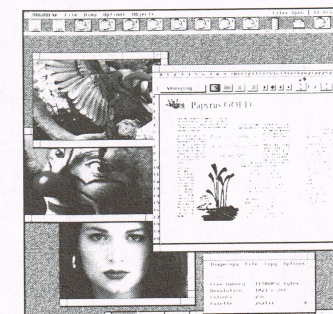
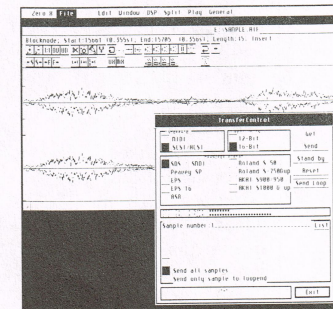
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All repairs are carried out by qualified personnel. If you would like a quote, please ask for an estimate. Need it back in a hurry? Then ask for our professional next-day service. Call us to discuss your upgrade requirements. We fit all quality upgrade products available. We can collect and deliver by courier.

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ATARI
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Magic PC

REVIEW

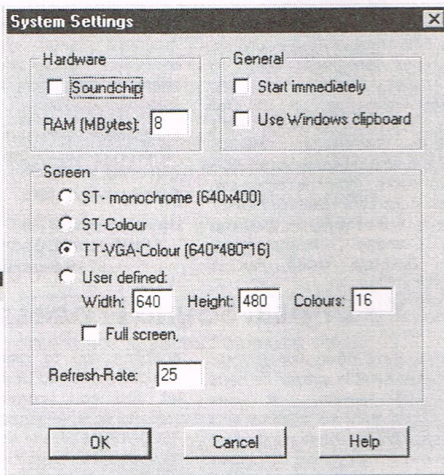
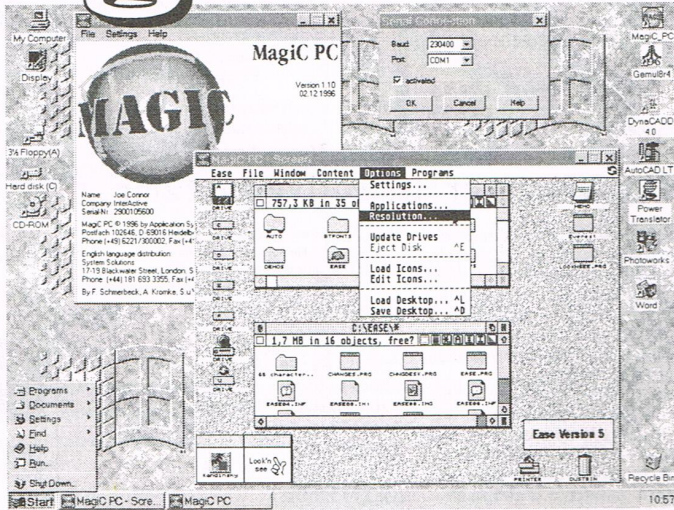
MAGIC PC

MagiC PC can turn any Wintel machine into an Atari clone which, for less than £150, outperforms a TT! Magic PC requires Windows 95 or Windows NT to access system peripherals and can be used with or without Ease v5 (included) and with or without NVDI PC which is available separately (or bundled with MagiC PC). The

mid-range Pentium used for the review turned in Gembench results around twice as fast as a TT equipped with FastRAM and FPU in TT medium resolution (640x480x16 colours) without NVDI PC - which means we're talking about a seriously useful emulator capable of running most serious applications. MagiC PC, like Gemulator, currently supports resolutions from mono up to 16 colours (4-bit).

Windows matters

MagiC PC is supplied on two HD disks along with a couple of (outdated) A5 spiral bound manuals. Installation takes advantage of the Windows 95 setup wizard. Feed in the master disk, enter your personal details, select a destination, then select which MagiC PC components to install (MagiC PC, Ease v5 and documentation). There's a useful uninstall option should you need to disentangle MagiC PC from your Windows folder at a later date.



Which ST?

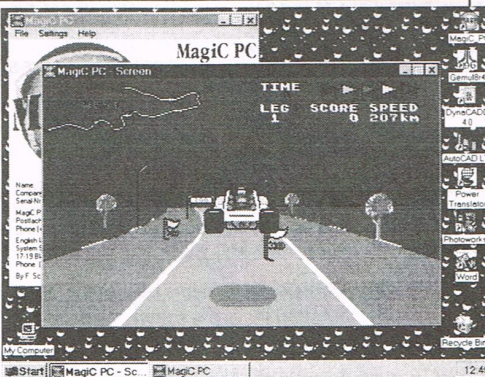
Deciding which options to emulate is a trade off between speed and usefulness. The manual suggests allocating half the system memory to MagiC PC, so any machine with 24Mb or more memory can specify the maximum 14Mb of memory (13Mb under TOS).

The Yamaha sound chip emulation requires a Soundblaster compatible sound

THE MAGIC PC TOS EXTRACTOR

MagiC PC installs the MagiC OS by default but this painful sounding Freeware utility can extract the ROM (TOS/GEM system code) from any ST for use with MagiC PC (or Gemulator). So long as you own the ST and don't use it while you're running the ROM you'll remain on the right side of the law.

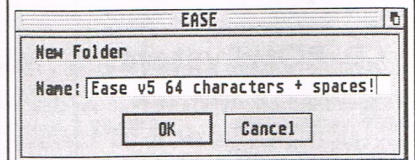
A criticism often levelled at MagiC is that it only supports 'cleanly programmed GEM applications' - this typically rules out games. Running MagiC PC with a ROM image means some software MagiC doesn't get along with can be persuaded to run - you can even create floppy disk images and run autobooting games!



↑ Buggy Boy on a Pentium - the sound is clunky but it works!

As a regular user of both the Atari and Mac versions of Magic Joe Connor can't decide where to cast his spells...

NICE AND EASEY

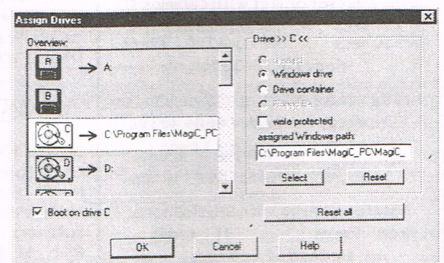


The review copy included Ease v5 and we'll take a more detailed look at Ease v5 next issue. No doubt Ease enthusiasts will be pleased to hear Ease v5 offers long filename support up to 64 characters including spaces. It is pretty much an essential for Ease to achieve compatibility with the Windows 95 file system because MagiC PC can access files on windows partitions directly.

Ease has also junked its own iconify routines in favour of standard iconification and this is another welcome step in the right direction. Like MagXDesk, Ease can now also launch desktop accessories from the desktop and they appear under the Desk menu. Unfortunately the dialogs are still modal which really does limit its usefulness as a multitasking Desktop.

card. If one isn't available or sound isn't needed clear the checkbox to divert precious processor cycles towards better performance. The 'Refresh rate' sets the number of times per second the MagiC PC window is redrawn. The higher the value the smoother screen redraws appear - but at the expense of overall performance.

Drives



Here's where devices can be assigned real windows destinations or 'Drive containers' which, like Gemulator's 'Virtual drives' are one large file. These can be created any size up to 32Mb. MagiC 'Drive containers', unlike Gemulator 'Virtual drives', do not grow dynamically as their contents increase but reserve the total size even when empty so think carefully if hard disk space is at a premium.

Floppy drives can also be assigned Drive containers and using the options provided in the 'Assign Drives...' dialog autobooting floppy disk images can be created. To boot TOS, instead of MagiC, Drive containers must be used and Windows partitions and floppies cannot be accessed directly. To get around this

ATARI COMPUTING ISSUE 3

28

limitation there's a special 'O' drive which allows access to real partitions and floppies - neat.

Currently there's no convenient way to set up the drives to allow boot time selection between TOS or MagiC. It can be achieved easily enough by installing MagiC PC twice and selecting between them but one solution which springs to mind is to add the ability to select between different Drive 'Sets' - in much the same way boot managers work.

Atari MagiC

Once the Desktop appears the only operational differences compared to other MagiC versions are the special key combinations used to switch between Windows and MagiC, the alternative Help/Undo keys and keys to access the Program Manager. Special characters are supported using the [Alternate] + ASCII code entered on the number pad method.

Compatibility

MagiC PC is remarkably compatible. Any software which runs under MagiC on a real Atari machine, with the following exceptions, should work fine:

- Most games (try booting in TOS)
- Software which requires a maths coprocessor (FPU)
- Software which requires the Falcon DSP
- Software which requires a dongle
- Software which accesses the MIDI or cartridge ports

The ability to boot TOS is an important edge over MagiC Mac (v1.2.5).

Auto folder

MagiC handles the execution of Auto folder programs differently to TOS - which executes programs in the order they are copied into the Auto folder. Under MagiC PC the Auto folder includes a batch file, called AUTOEXEC.BAT, containing a list of programs in running order - a simple and practical solution. This file can be edited as desired using any suitable ASCII text editor (Everest/Edith).

Comms

Comms works well, with support for all four COM ports and speeds between 2400 and 230400 bps - although you'll need a fast Pentium to get reliable data transfer at higher speeds. The mid-range Pentium was set to 38400 and tested as follows:

- ConNect: Manual login to 42BBS, file download and browsing.
- Semper/LED/IOS Point setup: Automated session exchanging packets and file transfers - Semper doesn't work properly under MagiC Mac (v1.2.5).
- Cixcomm/Cixread: Automated sessions (blinks) and manual online browsing.

I did experience a problem with GSZRZ v6.3 which kept aborting transfers and exiting with protocol errors but these went away after a trial and error session tinkering the GSZRZ switches - turning off -L and -S worked for me. The serial port can be de-activated if not required.

Floppy foibles

Floppy handling under MagiC PC is a lot better than MagiC Mac (v1.2.5). Data was

MAGIC PC V1.10



Publisher

Applications Systems Heidelberg (ASH)

UK distribution

System Solutions
 Contact: + 44 (0)1753 832212
**MagiC PC £149, NVDI 4
 MagiC PC £69.95, or both for
 £199, all inclusive of VAT**



System

486/Pentium IBM compatible running Windows 95 or Windows NT with 16Mb memory minimum



Pros

Seamless, uninstall possible, resolutions from ST-Low to TrueColor (with NVDI PC), seamless CD-ROM access, upgrade your PC and MagiC will run even faster



Cons

Slow maths routines, limited sound support, documentation lagging behind.

90%

exchanged happily with a double-sided 10 sector/80 track floppy and a single sided 10 sector/81 track also worked despite graunching noises and complaints from Windows. Floppies can be converted to disk images and read from hard disk using Drive containers, providing a method to launch autobooting or disk-keyed software.

However if you're thinking of switching to MagiC PC and selling your real Atari machine you could run into difficulties.

Most PCs use internal IDE drives with SCSI support an unusual extra. This makes it inconvenient to transfer large amounts of data between machines. For example, you can't plug a SCSI ZIP or SyQuest in the back and move stuff across. At some point you'll need to install software from floppy and several of the install programs I tried refused to cooperate and I was left with no alternative but to clone pre-installed setups from my Falcon and recreate them under MagiC PC.

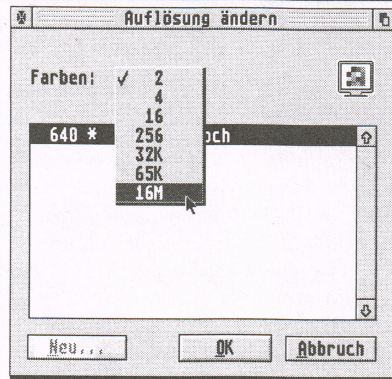
Printing

Output from applications which require GDOS, such as Kandinsky and CAB, requires NVDI PC and is trouble free and fast. It might be possible to get output using other GDOS programs but NVDI PC is made for the job and hassle free.

However, printing from the desktop, or from programs such as Calamus, That's Write or Papyrus using bitmap fonts were tested and all worked fine without NVDI PC.

MagiC PC won me over. I was convinced my 040 equipped Mac was the fastest emulation I'd ever see on the Atari platform but the mid-spec Pentium PC was around 10% faster! Unless MagiC Mac v2 improves disk handling and offers the ability to boot into TOS I'll probably switch platforms.☺

NVDI PC



MagiC PC, used with NVDI PC, can boot into any resolution and colour depth irrespective of the Windows settings. For example, with Windows in 256 colour mode MagiC PC can be booted into TrueColor - this is achieved by dithering the screen output.

Although NVDI PC is an optional extra it dramatically improves redraw speed and gets faster with each new release because the original Motorola code is systematically being stripped out and replaced with native Intel code. Add to this the printer driver support, including colour printers, and NVDI PC starts to look indispensable - the choice is yours.

Left: With NVDI PC. Right: MagiC only. In addition to adding support for more than 16 colour resolutions NVDI PC offers increased performance across the board.

To break the 16 colour barrier NVDI PC is required. This supports all colour depths from mono (1-bit) all the way up to 24-bit (16.7 million colours) and includes off-screen bitmap support.

Test	Time	Ratio
GEM Dialog Box:	0.430	813%
VDI Text:	0.470	723%
VDI Text Effects:	1.080	693%
VDI Small Text:	0.485	773%
VDI Graphics:	2.815	310%
GEM Window:	0.820	170%
Integer Division:	0.550	563%
Float Math:	3.635	146%
RAM Access:	1.265	173%
ROM Access:	0.770	272%
Blitting:	1.640	68%
VDI Scroll:	0.420	628%
Justified Text:	1.160	281%
VDI Enquire:	0.325	486%
New Dialogs:	1.320	337%

Statistics	Value
Display:	480%
CPU:	288%
Average:	429%

Statistics	Value
Display:	292%
CPU:	248%
Average:	280%

Persistent vision

Thomas Mains explores the Persistence of Vision Raytracer...

The Persistence Of Vision Raytracer (POV-Ray) is a relatively new software package which transforms any Atari computer into a powerful graphics tool. POV-Ray allows you to create stunning and realistic three-dimensional images. Even if you don't possess traditional artistic drawing skills, with POV-Ray you will be able to create beautiful Truecolor images with perfect shading and perspective.

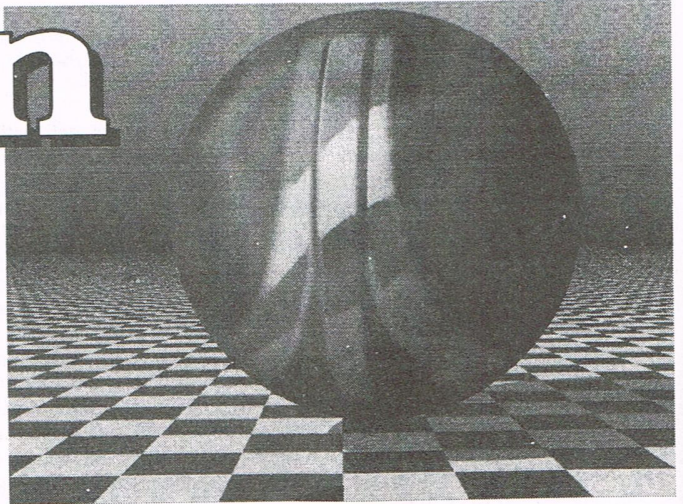
System requirements

The POV Raytracer runs on all Atari computers, but because of the nature of its output, 24-bit Truecolor images, it really requires a Falcon or ST/TT equipped with a graphics card. POV-Ray's renderings are maths-intensive so fitting a maths-coprocessor (FPU) significantly increases the speed images can be rendered and is recommended.

What is Raytracing?

Raytracing is a way of rendering pictures in three-dimensional space by describing objects which exist in that space and the light sources shining on them. For example, when we look out into the night sky and see a crescent moon, we see an object (in this case a sphere) which is only partially illuminated by its light source (the sun). If we were to trace the rays of light emanating from the sun, we would see some of them strike our object, forming the visible crescent, and others blocked by another object (the earth) which would form the shadow on the moon. The procedure of tracing rays of light to determine which objects are illuminated and which are not forms the basis of raytracing.

Raytracing is not limited simply to light and shadow. Colour intensity, texture, and reflection also play an important part. Let's bring our example down to earth. Imagine putting a tennis ball on a table and illuminating it with a desk lamp placed directly overhead. Viewing the tennis ball from table level, notice the top of



the ball appears to be a brighter colour yellow than the ball's base. The gradation in the ball's colour from bright to dark yellow enhances our depth perception and allows us to see the ball as a

sphere rather than a flat disk. A raytracer uses the same technique of colour shading to simulate a three-dimensional object on a computer screen.

The texture of a tennis ball also determines how we perceive light reflecting from it. For instance, a tennis ball is relatively dull and fuzzy compared to the smooth sheen of a marble. If the tennis ball was replaced with a white marble we would still see a gradation of colour on the marble but, because of the smooth and lustrous texture of the marble, other effects would become noticeable. For example, the marble's surface would

have a spot reflecting the light source. This was unnoticeable on the tennis ball because its texture allowed for the spot's absorption. The spot of light on the marble that reflects its light source adds a greater degree of realism to our scene. We perceive the texture of objects without touching them using this kind of visual information all the time without realising it!

A raytracer uses texture information to calculate the way light should reflect from objects. A selection of textures are pre-defined in the POV-Raytracer, allowing realistic three-dimensional scenes to be easily created. Finally we need to consider reflectivity. We have explained how rays of light reflected from textured objects influences our perception now we have to consider how direct reflections from other surfaces are added to give objects realism. Replacing the marble in our example with a pinball we see the pinball not only as a sphere with shading, reflecting a light source, but we can also see the reflection of other surfaces upon its face. For example, we may see a representation of all the other objects in the room wrapped around its shape. The pinball acts as a mirror of the space surrounding it. Of course, because a pinball is spherical, the image is distorted. A raytracer

Even if you don't possess traditional artistic drawing skills, with POV-Ray you will be able to create beautiful Truecolor images with perfect shading and perspective.

GETTING POV-RAY

The POV-Raytracer is freeware and available from all good PD/Shareware libraries and on-line services. Dirk Klemmt in Germany has compiled version 3.0 of the program for Atari computers and is working on a graphical shell interface to make using the program even easier to use. If you have internet access be sure to check out his page at:
<http://zeus.informatik.uni-frankfurt.de/~klemmt>

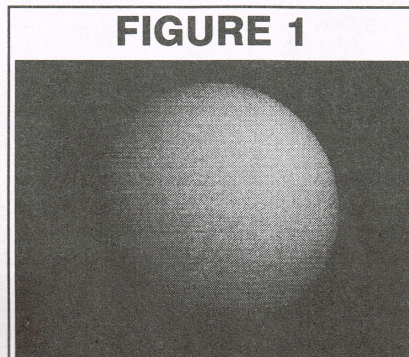
mathematically calculates the amount of distortion of reflected objects appearing on the face of a sphere with a mirror finish and 'maps' or wraps the distorted picture, onto the sphere to achieve the illusion of three-dimensional realism on a two-dimensional computer screen.

POV software

The Persistence of Vision Raytracer is a unique program in the graphics field. It's actually text based! Unlike traditional painting and illustration programs the POV-Raytracer creates images from text input, instead of drawing using a mouse or graphics tablet you describe the scene using a simple scene description language. POV-Ray uses this information as a screen description file to render the final image.

It's only words

On well established theory asserts the two hemispheres in our brains support different types of thinking. The 'right brain' supports intuitive, creative, and artistic reasoning whereas the 'left brain' is oriented more towards analytical and rational reasoning. Since POV-Ray uses mathematics and a computer programming language to render its scenes, it's logical to conclude



```

#include "colors.inc"
#include "shapes.inc"
#include "textures.inc"
camera {
    location <0,2,-3>
    look_at <0,1,2>
}
sphere {
    <0,1,2>,2
    texture {pigment {color
        Yellow}}
}
light_source { <2,4,-3> color White}

```

POV FROM THE DEVELOPERS OF POV

The Persistence of Vision Raytracer was developed by a dedicated team of computer programmers and graphic artists who meet on-line regularly to discuss raytracing. Versions have been created for almost every computer platform including the IBM-PC and compatibles, Apple Macintosh, Commodore Amiga, Unix workstations, and of course the Atari platform. The Atari version produces identical output to all the other computer versions and all versions share the same standard 'include' files. The ability to switch platforms and continue working is of major importance to users of minority platforms like ourselves and as a result of this cross platform approach the POV-Ray format has become a standard in the graphics field and a vital application in my arsenal of quality software on the Atari platform.

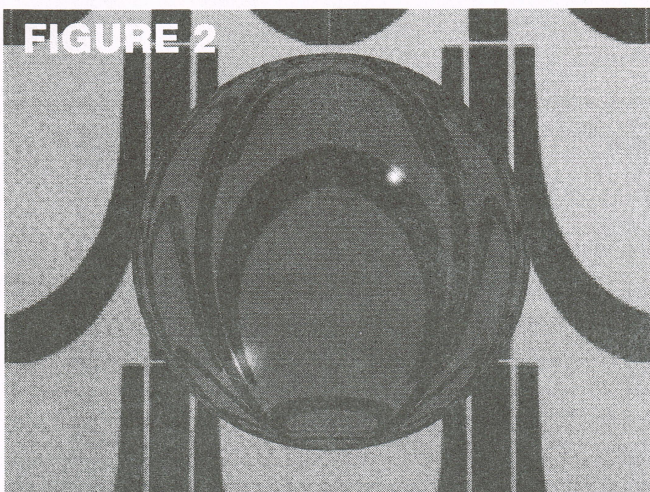


FIGURE 2

paid attention during your maths lessons now now eh? The third part of the file specifies the object to be placed in the scene is a yellow sphere. Finally, the location of a light source is given to illuminate the object.

What's in the package?

POV-Raytracer comes complete with step-by-step tutorials, comprehensive reference documentation and some pre-defined textures and sample scenes ready to render. There are far too many to list here, but to give you a flavour here's a selection of pre-defined textures

you'll be able to use:

- Classic white marble with red veins
- Jade
- Grey-blue agate pink granite
- Basic blue sky with clouds
- Cherry pine
- Rosewood
- Luminous, mirror and glass finishes
- Brass, gold, bronze, copper and silver textures

Figure 2 uses the glass texture on a sphere with a pre-drawn background consisting of the Atari Fuji logo.

An array of basic shapes is also included with the POV-Ray distribution including spheres, cones, boxes and a multitude of geometric and original shapes. POV-Ray can include bitmap graphics into scenes and bitmap images can be wrapped around boxes, cones and any other object in your raytraced picture! The title image is an Atari Fuji logo I created using a paint program then mapped onto a sphere using the POV-Ray package.

And there's more...

There wasn't room here to include many POV-Ray tools but I can't resist whetting your appetite by mentioning animation. Creating raytraced animation's is relatively simple because once you have created a scene, it's simply a matter of rendering additional frames to create animation's - you could simply move the camera position or do much more - the only limit is your imagination.☺

POV-Ray is a 'left brain' activity - indeed, it does have a logical and straightforward structure which often intimidates creative people. I see POV-Ray as a marriage requiring 'left brain' activity during implementation and 'right brain' activity during the design phase and I believe the results are better as a result. POV-Ray's Scene Description Language (SDL) does seem daunting to anyone bought up using a mouse but I assure you the time spent learning a few commands is rewarded many times over when you see the quality of the scenes you can render with this amazing application. Mastering the POV-Ray SDL does take time but within half an hour anyone can render impressive looking images. Let's look at an example.

Figure 1 shows a complete POV-Ray file to render a sphere on your computer screen. The first three lines tell the raytracer to use some pre-defined colours, shapes, and textures in this scene. Using these 'include' files, saves us the trouble of defining these picture elements ourselves. The second part of the file specifies where the 'camera' should be located. In other words, from what perspective shall the scene be viewed. Notice the locations of the camera, sphere, and light source are all given using three numbers. These numbers represent the object's location in three-dimensional space on the x, y and z axes. I bet you're wishing you'd

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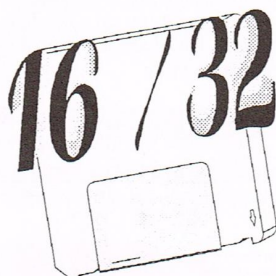
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CD10 - Colour Games	16.00
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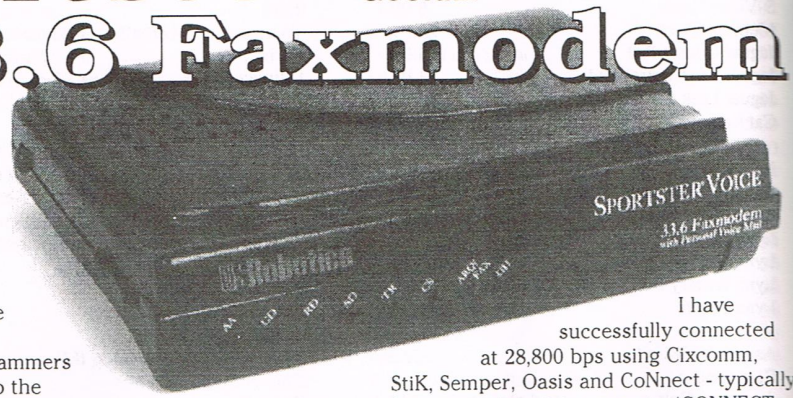
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USR Sportster Voice 33.6 Faxmodem

Plug 'n' play with AI Goold...



The phrase 'Plug 'n' play' was introduced as a key new feature in Windows 95 but in the case of the new external Faxmodem from US Robotics and my Falcon it certainly fits.

I bought my first USR Sportster modem, a 14,000 model, a couple of years ago and it's still in everyday use by a friend. I replaced the 14,400 model with a Sportster V1 (28,800) which stopped working last September so I took it back to PC World who told me it had been superseded by the USR Sportster Voice 33.6 Faxmodem and very little formality I was soon heading home with a new Sportster modem and five year warranty at no additional cost to me and is one of the reasons I've never regretted paying a small premium for a named brand.

At first glance the box is identical to the 28,800 model but on closer inspection a small red flash proclaims 33,600 capability and a small manual addendum describes the new features. It's a bit academic at the moment with only a few other 33,600 modems around. In fact the only full speed connections I have had are with the CiX Internet service.

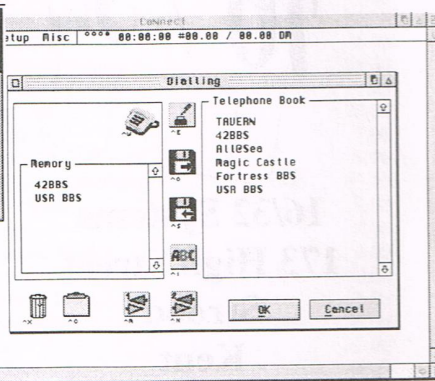
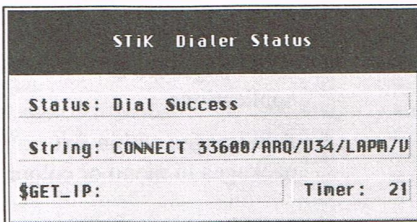
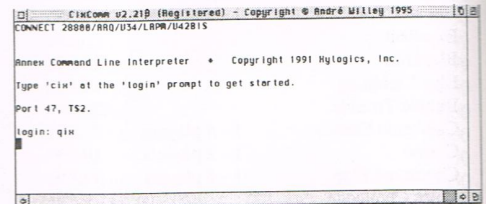
before Atari programmers rise to the challenge and add support for these features.

Installation

Replacing an existing modem couldn't be simpler. After plugging the modem in just tweak your comms software to take advantage of the higher throughput. 115,200 bps works fine on my Falcon but the serial port on standard ST machines is limited to 19,200 bps - although DIY and commercial serial port upgrades are available.

If you're setting up a modem for the first time there are a few ground rules worth following:

I have successfully connected at 28,800 bps using CiXcomm, StiK, Semper, Oasis and CoNnect - typically the connection string reports: 'CONNECT 28800/ARQ/V34/LAPM/V42BIS' and so far I haven't experienced a single dropped carrier. Until everyone else gets a 33,600 bps modem, that's the best I can expect.



The modem is BABT approved and additionally supports V34 (28,800), V32 (14,400) and Class 1 and 2 fax machines up to 14,400 bps.

The package includes a 9 pin serial cable - TT, Mega STe and Falcon owners can plug this straight in, along with a 9 to 25 pin adapter for use with ST models, standard BT RJ11 phone cable (see boxout), power adapter and PC software for Internet use, which went straight in the bin.

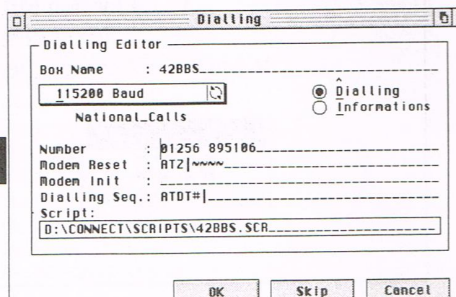
Finally USR have abandoned the cream coloured 'Stylophone' look of its predecessors in favour of dark grey. It feels solid and looks good. The modem is roughly 150x100x25 mm and can sit flat or upright, using the integrated stand. The on/off switch is located at the left side (or top if used upright) where it can be easily reached and a useful volume control leaves the rest of the household unaware of midnight comms sessions.

As the model title suggests voice recording and playback is supported but as usual there will be a delay

HOT TIP

Use the RJ11 cable supplied with the modem. I didn't and couldn't log on anywhere until I fitted it - you have been warned!

- Use a simple comms package. Teddy Term is Freeware and recommended to newcomers. CoNnect is comprehensive and available from System Solutions in the UK, other software is available from PD/Shareware and online services.
- Install the Shareware utility HS-Modem in your Auto folder. Most TOS versions have buggy serial port routines, HS-Modem replaces these with faster bug free code.
- Start with ATZ as your modem initialisation string and test the modem with a local BBS and take it from there.



Support

USR have their own UK Support BBS which offers technical support for their products on +44 (0)1734 692200, or by email at: uksupport@usr.com

Conclusion

Although you'll pay a small premium for this leading edge modem USR are an established company in an ever changing marketplace - which means they'll probably be around to honour the five year warranty and offer technical support.☺

33.6 MODEM

Manufacturer

US Robotics (USR)
650 Wharfedale Road, Winnersh,
Wokingham, Berkshire, RG41 5TP
Tel: +44 (0)1734 228200
Fax: +44 (0)1734 695555
Tech support: +44 (0)1734 441000
USR BBS: +44 (0)1734 692200
Email: uksupport@usr.com
RRP: around £180

Requirements

All Ataris

Pros

Plug 'n' play - if you're lucky, semi-future proof, established manufacturer

Cons

Only seems to work with the bundled RJ11C cord, ST's require a serial port modification to go faster than 19,200 bps.

90%

Extended play

Xav begins a new mini-series looking at enhanced joystick ports. If you haven't got an STe, Falcon or Jaguar you may like to turn the page now...

If you've made it past the intro under the impression your Mega STe counts, sorry, this mini-series concerns hardware you haven't got: the enhanced joystick port (EJP).

OK, now we're alone, take a look at the pair of EJPs on the right hand side of your machine, just below the keyboard - unless you own a

Jaguar, in which case they are the 'joypad ports' on the front. See them?

Little 15 pin affairs you might

occasionally plug a joypad into, or use to power your Screenblaster or BlowUp.

Good. Now you know what I'm talking about, I'll explain why I'm talking about them.

You might find it odd we think these inconspicuous ports justify a series of articles? Well, these ports have never been fully explored and you may be surprised to discover what you can potentially plug into them:

- Joypads
- Analogue joysticks
- Mice
- Digital joysticks
- Rotary controllers
- Light pens/guns
- Temperature sensors
- Lots more!...

I can't promise to cover all these in depth but the series is going to revolve around an ongoing series of various experiments and circuit ideas, some of which might never be coaxed into working. Hopefully the more adventurous amongst you will try some experiments and between us we can get the ball rolling...

What I can promise you is a selection of explanations, circuit diagrams, and sample code which should provide a foothold from which we can all explore the potential of the EJP, whether you're a programmer, an electronics enthusiast, or a games

player. Not everyone will find all the projects of interest, some will be aimed at Jaguar owners, others at computer owners. This isn't to say the projects can't be used by both groups, but rather the necessary software support

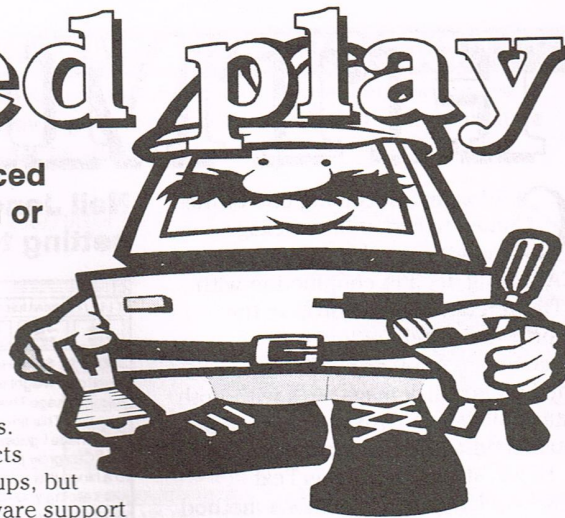
isn't present in the current selection of games and applications. In an attempt to help remedy this situation, however, I intend to include sample code wherever possible, so the programmers amongst you can actually use the hardware I'll be describing.

Tooling up

If you're going to join me over the next few issues and build at least a few of the ideas I'll be covering you'll

almost certainly need a selection of common tools. To save me repeating this list every issue lets get it out of the way now:

- A soldering iron
- Solder (preferably 22SWG)
- Seven stranded hook-up wire



- Wire cutters and strippers
- Needle-nosed pliers
- A sturdy craft knife

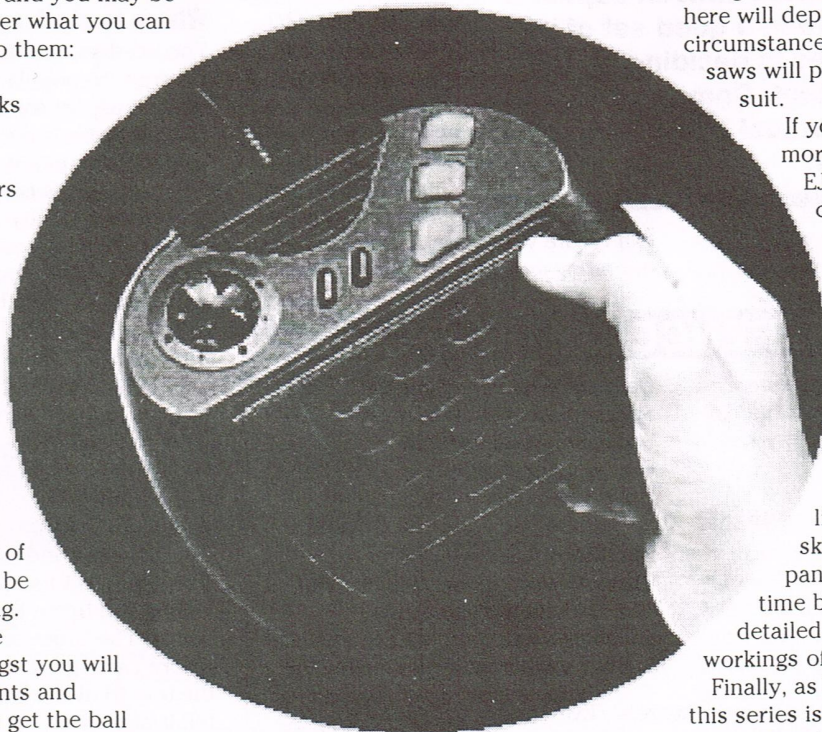
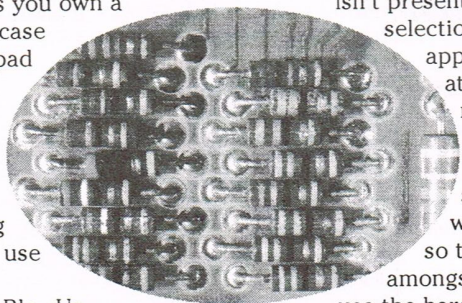
Although not essential, a multimeter or continuity tester will be very useful for checking your connections. A battery and bulb will do the trick, but if you can get your hands on a multimeter you'll find life a lot easier. Any components, unless otherwise stated, will all be available from Maplin electronics, whose catalogue is available in larger newsagents. Where appropriate, I'll list Maplin order codes for any parts in brackets after their description. I won't be saying much about boxes and enclosures, though, as the exact requirements here will depend on your own circumstances. Similarly, drills and saws will probably be required to suit.

If you want to delve into the more esoteric aspects of the EJP you'll also need a C compiler and a basic understanding of the language. If all you want to do is build some hardware to use with other people's programs, this won't be necessary.

Coming soon...

If this seems like a long list of tools to gather and skills to learn, then don't panic - you've got plenty of time because I'll be casting a detailed eye over the inner workings of the joypad first of all.

Finally, as I've mentioned already, this series is intended to inspire the more intrepid hardware hackers amongst you to get a hands-on feel for the capabilities of the EJPs. Because of this, I'd like to hear about your successes and failures, as well as your opinions on the content and level of the series, so if you're online feel free to mail me at: xav@compsoc.man.ac.uk



HTML intro

CAB is fast becoming one of the most talked about packages on the Atari platform. Not only is CAB being used in conjunction with STiK and MiNTNet to browse the World Wide Web, offline it is becoming a popular publishing medium for disk magazines with both AtariPhile and ST Applications published as HTML documents.

HTML stands for 'HyperText Mark-up Language', and it's a method of describing how pages of text and images should be formatted and linked together - that's the Mark-up bit. HTML also provides a way of linking pages together - that's the Hypertext bit.

HTML was conceived as a standard language capable of being displayed irrespective of the hardware/software used - so a document created using CAB on an Atari would look the same when viewed in Netscape or Explorer on a Mac or PC etc. Things rarely turn out as planned, and thanks to individual companies adding non-standard

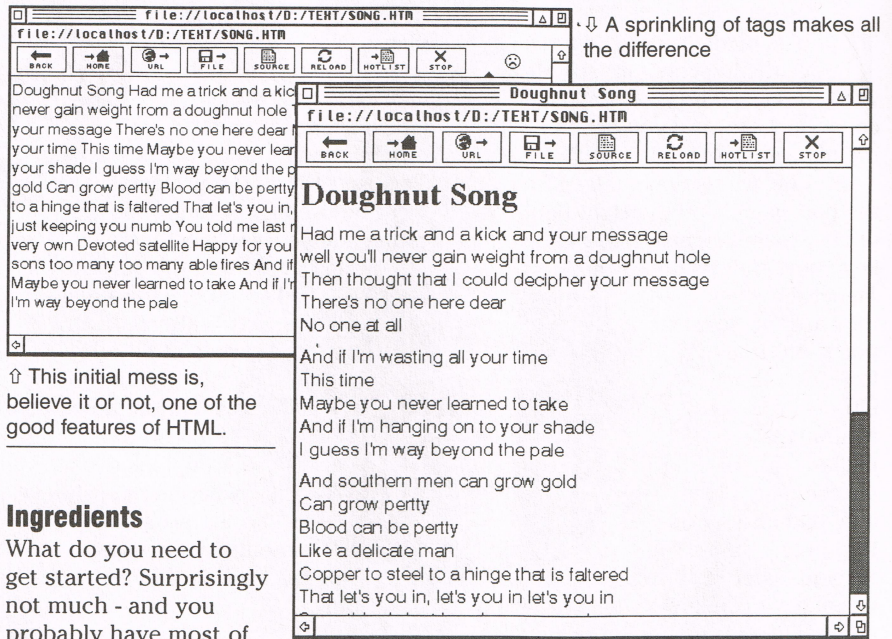
HTML tags which require particular browsers and/or hardware we are left with a fairly 'unstandard' standard.

However, with a bit of planning and common sense it's possible

to write HTML documents which display fine in most web browsers.

Contrary to popular belief, the most difficult aspect to creating a good set of Web pages is deciding on the content. Compared to that, the actual HTML coding is easy!

Neil Jones-Rodway introduces a regular new series getting to grips with HTML coding...



↑ This initial mess is, believe it or not, one of the good features of HTML.

Ingredients

What do you need to get started? Surprisingly not much - and you probably have most of the software already.

You'll need a plain vanilla text editor. Everest, Edith, QED, or similar will do fine. An HTML browser to view your work - CAB is currently the best choice. You'll need to source some images, naturally if you're creative you

can create your own. A multitasking operating system such as MagiC,

MultiTOS or Geneva will make development easier but it's not essential.

Where to start

You need something to write about. Contrary to popular belief, the most difficult aspect to creating a good set of Web pages is deciding on the content. Compared to that, the actual HTML coding is easy! Before writing the pages establish as clearly as possible WHAT you want in your pages and HOW you are going to organise it. Remember, linking pages together is one of HTML's founding principals, so make good use of it.

The decisions are down to you, but just to illustrate a few examples I've entered some lyrics into the text editor, saved it as SONG.HTM and loaded it into CAB.

Because HTML is designed to be displayed in windows that can change size, you can't use the formatting that is imposed by an 80 column text editor. The browser will completely ignore carriage returns, and reformat the text to fit the window - unless you tell it otherwise.

Tags

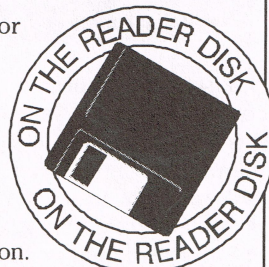
Tags are wonderful. They sit in the text and tell the browser to do all sorts of snazzy things. One of the most basic tags is the <P> tag. Putting this in the text tells the browser you'd like to start a new paragraph at that

QUICK REFERENCE TO TAGS USED

<TITLE>...</TITLE>	Declares a title for the page
<H1>...</H1>	Specify a header (1=large, 6=small)
<P>	Starts a new paragraph
 	Forces a line break
...	Bold
<I>...</I>	Italics
<HR>	Horizontal ruler
	Image. SRC is the image's filename ALT is the substitute text
...	Specifies a link
...	Specifies a bookmark within a page

If you use a text editor that supports 'kurzels' (Everest or Edith) use them! Not only do they save your fingers loads of tedious typing, they also ensure your documents use the correct HTML syntax.

The HTML 3.2 kurzels, compiled by Martin-Eric Racine (q-funk@eclipse.net), offers a comprehensive set of all the tags supported in CAB (including the forthcoming CAB v2.0) along with many proprietary Netscape extensions to the official HTML 3.2 specification.



point. Similarly, a
 tag will force the browser to insert a line break - perfect for separating the lines of the song.

There are so-called 'container tags' which travel in pairs and surround text segments. They consist of an opening tag <...> and an equivalent closing tag </...>. One such tag is the <TITLE>...PageTitle...</TITLE> tag. This declares a title for the page, and this appears in the window title bar. Every page should have one of

Another common tag is the <H1>...Header...</H1> which declares a heading. Differing strengths of this tag are available, ranging from H1 (strongest) to H6 (weakest). A mild splattering of the above tags turns the jumbled mess of lyrics into something perfectly readable.

Images

Our formatted page is a definite improvement over what we had before but it's still a little drab. We could add an image or two to spice it up a bit. Adding images is a piece of cake, all taken care of by adding another tag.

Images are typically in either JPEG format or GIF format. JPEGs are ideally suited to photographic style images, whereas GIFs are ideal for icons, logos and banners.

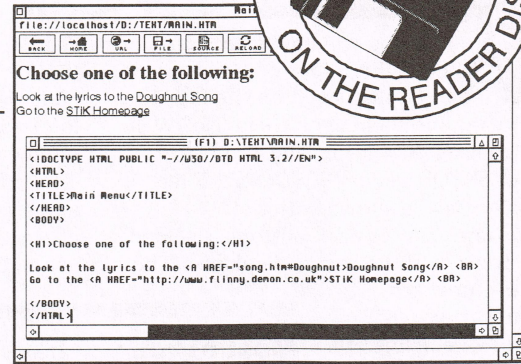
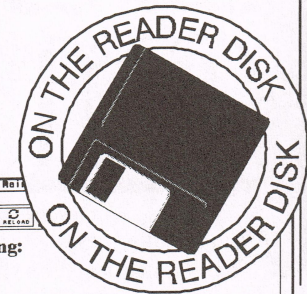
To place an image on the page use the tag . So let's put an image of the singer along with the lyrics. We'll add it at the top of the page by using .

Now, the IMG tag can take all sorts of extra attributes. One which you should always include is ALT='...'. This defines some substitute text to be used if the browser is working with images switched off. If you omit this the browser will use [IMG] as default which looks really tacky, so you really should define a decent replacement.

SKELETON HTML DOCUMENT

Here's a skeleton HTML document you can use to create your own pages. It contains all the 'proper' headings recommended by W3 Org - the committee behind the HTML specifications and it's also included on the Reader Disk along with Edith Pro.

```
<!DOCTYPE HTML PUBLIC "-//W3O//DTD HTML 3.2//EN">
<HTML>
<HEAD>
<TITLE>...Page Title...</TITLE>
</HEAD>
<BODY>
all your stuff goes in here
</BODY>
</HTML>
```



↑ A page demonstrating two links, along with the HTML source

With this in mind, we'll change the tag to .

However, if the image is unimportant, use ALT='' and the browser will purposely omit displaying the [IMG] bit and maintain a pleasing appearance when viewed as text only.

Linking

Links are the backbone of HTML and let you travel around between documents. When used on-line, the possibilities are endless - you can link your page to other pages physically located anywhere in the world.

Targets for links are added using a URL (Universal Resource Locator) which specifies the name of the file you are after and where it is located. If you are linking to another page on your site (either an on-line web provider or on a disk on your computer) then you just specify the filename.

The link tag itself is quite simple: ...SomeText.... A link to the page described above would look like Doughnut Song. When viewed in CAB, the

words 'Doughnut Song' would be highlighted, and clicking on them with the mouse would make CAB load up SONG.HTM and display it.

We could

quite easily have several song files, and create a menu page with links to each one.

Going one step further you can add bookmarks in your pages, which makes it possible to link to any desired

position within a page. Bookmarks are defined using the ... tag and you can then specify it along with the filename. For example, if our page contained the lyrics to several songs the title of the song could be marked with Doughnut Song, then link directly to this song by using .

If your pages are intended to be read on-line, you can link to any other site by specifying a complete URL - a link to the STiK Home Page would look like STiK Home Page. You can also use URLs to specify an image on a remote site, but in most cases it's considered bad 'Netiquette'.

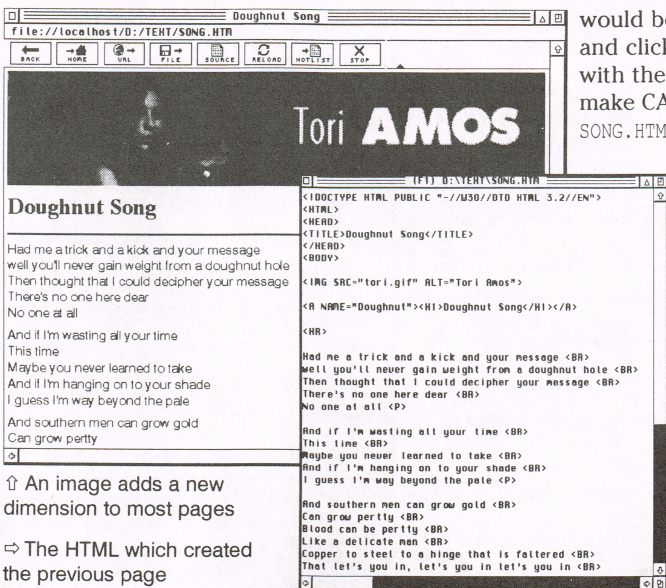
Images can also be used as links. Insert an <IMG...> tag and the image becomes part of the link. Being able to mix and match tags like this is another major plus point in HTML favour.

Finally...

By now you should have a basic idea of how HTML is bolted together. Next issue, we'll get into formatting and show you how to make your pages look really good. For now, here are a few more simple tags you may like to play around with:

- ... The enclosed text is displayed bold
- <I>...</I> The enclosed text is displayed as italics
- <HR> Draws a horizontal ruler (line) across the screen.

Got the idea? See what you can come up with...



are normally saved as formatted ASCII files. These programs insert other codes within the text to control the formatting when printed. These codes may show up as strange characters when displayed on the desktop. The text may also be stored in other ways making it unreadable. For instance, 1st Word and WordWriter do not use the normal character 32 as a space but use character 30 instead. When these documents are displayed they can either appear to have no spaces between the words or a strange squiggle (actually the bottom left quarter of the 'Atari face') instead. Such files also tend to have carriage return characters at the end of paragraphs only.

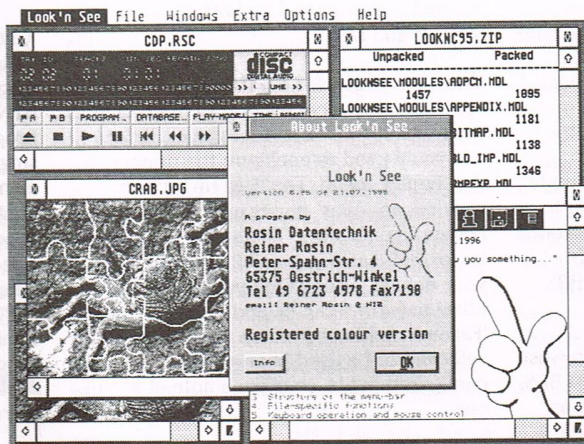
Non-text files

When a program is compiled into machine code for the computer to run, the machine code instructions are held in bytes. In a program these bytes have special meanings which are interpreted by the computer and run as the program you see. But if we try to examine these bytes by displaying them on the screen rather than executing them, TOS converts each value to its ASCII character equivalent. What we see on the screen doesn't make sense to us unless that program file also contains some normal text we can read somewhere, such as the program's title or dialog text. We also hear the computer 'ping' every time it comes across a byte with the value seven. Usually displaying executable files in this manner is pointless. Other programs store their data in a coded or a compressed form to save space. Again, TOS interprets this as described above. DTP programs and all graphics programs are typical of this. Of course, a picture, such as a Degas or IMG format file will not display as an image on the Desktop. Again, TOS will attempt to look at each byte in turn and show its ASCII equivalent on the screen. Not the same at all.

More about TOS

When TOS displays text on the screen like this it is using the in-built VT52 emulator to do so. This uses a standard series of codes to control the display of characters and is often used in communication terminal programs. These codes are escape code sequences similar but not related to those used by printers. For instance, Escape-p or the bytes 27 and 112 will reverse the foreground and background colours. Very useful in programs for highlighting text, but in a displayed non-text file the screen

will suddenly invert. Little wonder, then, that the screen display misbehaves, TOS gets confused and your ST crashes. So why can't TOS recognise what type of files should be displayed and which shouldn't? Well, it can recognise certain file types, for when you double-click on a PRG, TOS, TTP or APP file it doesn't display them but executes them. Part of the



Look'n See is a very versatile file viewer and apart from the usual various text and image files, can play sound files, display RSC files and even list the contents of ZIP files

answer to this is contained in the DESKTOP.INF or NEWDESK.INF file. In the DESKTOP.INF file there should be lines like this:

```
#F FF 04 @ *.*@
#D FF 01 @ *.*@
#G 03 FF *.APP@
#G 03 FF *.PRG@
#F 03 04 *.TOS@
#P 03 04 *.TTP@
```

The #F line determines which icon all the files will have as a default, usually icon number four, the document icon. This is then modified by the lines following it. The #D line determines which icon the folders will have (number one, a folder icon). The #G lines install the GEM applications giving them a program icon and treating all files with the filename extenders PRG (*.PRG) and APP (*.APP) as GEM programs. The #F and #P lines do the same for TOS (*.TOS) and TOS Takes Parameters (*.TTP) programs. There can be additional lines in NEWDESK.INF (for TOS 2, 3 and 4) for GEM Takes Parameters (*.GTP) programs and Accessories (*.ACC). Users of MagiC and alternative desktops may find similar lines in their desktop configuration files. So, when you double-click on a file that has one of these extenders, TOS knows how to treat that file. Any other file is, by default, treated as a document file as determined by the first #F line. When double-clicked on it

is not run but shown to the screen. TOS assumes that the user knows which files should be displayed and not to click on, for instance, RSC files. If you feel brave, you can edit the DESKTOP.INF file (make a backup copy first) and remove the #G lines, save it to your boot-up disk and re-boot the computer. Now attempt to double-click on a PRG file! Copy back

the original DESKTOP.INF and re-boot to get back to normal.

Because TOS can get into a mess when displaying a non-text file and may even crash, it is always best to view such files in a program that can handle it better. This is the point of the 'Install Application...' menu item on the Desktop. You tell TOS that when you double-click on a text file with the filename extender TXT it should load up another program to view it better. The same goes for image files, your word

processor files etc. This works very well but the desktop dialog only allows you to have one filename extender for each application. However, you can edit your DESKTOP.INF or NEWDESK.INF file to make things more flexible. For instance, if I wanted Imagecopy to display any image file I might find on my hard disk I add the following lines to my DESKTOP.INF file:

```
#G 03 04 C:\IMGC4.PRG@ *.IMG@
#G 03 04 C:\IMGC4.PRG@ *.TIF@
#G 03 04 C:\IMGC4.PRG@ *.GIF@
#G 03 04 C:\IMGC4.PRG@ *.JPG@
#G 03 04 C:\IMGC4.PRG@ *.PI?@
#G 03 04 C:\IMGC4.PRG@ *.PC?@
#G 03 04 C:\IMGC4.PRG@ *.NEO@
```

or for NEWDESK.INF:

```
#G 03 04 200 C:\IMGC4.PRG@ *.IMG@
#G 03 04 200 C:\IMGC4.PRG@ *.TIF@
```

and so on. Notice that filename wildcards can be used, so that all uncompressed Degas files (*.PI1, *.PI2, *.PI3 etc) can be catered for in one line. You can extend all your applications like this and this also works for alternative desktops, such as NeoDesk and MagxDesk. There are special file viewers obtained from PD libraries which will intercept any files that are not listed in DESKTOP.INF or NEWDESK.INF as being assigned to an application. Some of these are for displaying only text files and enabling you to have more control over moving through them than the desktop allows. Others will also display image files and play sound files. I prefer a good text editor to display my text files so that I may also edit them if I wish, something I need to do quite often.

On the

Having dabbled with BBSs, Harry Sideras thinks it's time to assimilate you into the Network...



Using terminal programs and QWK readers to connect to a bulletin board is an effective way of grabbing messages and files on a piecemeal basis, but once you're messaging regularly you can apply to become a 'Point' and gain maximum benefit from your BBS and the networks. The principle behind the networking of messages and files is simple. BBSs are allocated numbers according to three main factors: The network, a region or node within the network and a hub within each region, representing the BBS itself. For example, in the address 90:102/140, 90 represents the NeST network, 102 is the node for the south west region of the UK and 140 is the Tavern BBS. A Point would join this network setup as 90:102/140.16 - or Point 16 at the Tavern.

Tooling up

A practical Point setup requires around 2Mb memory and a hard drive. The initial files occupy around 3Mb of disk space which you can expect to grow towards 10Mbs to accommodate your message bases and file downloads. There's a choice of software available, some of which you may already be using as part of a QWK setup. I've chosen:

- Semper v0.80½ mailer
- IOSMail v0.91pl9 mail processor
- LED v1.50 message editor
- BTNC v1.86 nodelist compiler and arealists
- HSModem 7 serial patch
- LZH v3.1 & STZip v2.6 packers

Sysops often maintain a pre-prepared point archive containing everything you'll need. Since you'll have to arrange point status and passwords with your Sysop do get in touch before wasting time downloading these archives.

Nodelist compiler

Create a POINT folder and two folders inside POINT, one called NODELIST, in which you should put BTNC and the arealist for each network you will be joining, and one named LOG. Edit the sample NODELIST.CFG or create a new one in the format shown.

Apart from NeST there are other networks including Atarinet, Fidonet and Turbonet - each have their own arealists and each requires a separate Domain line.

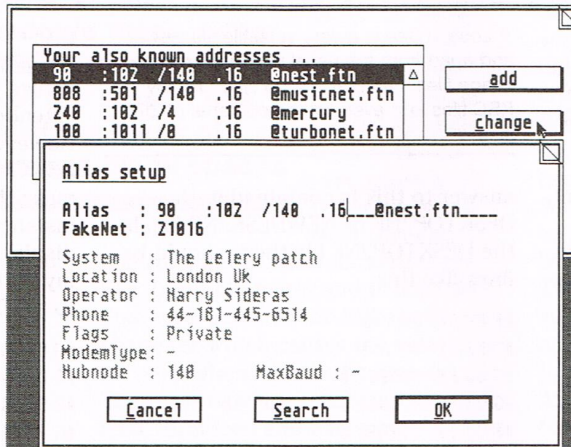
NODELIST.CFG settings

```
Logfile I:\POINT\LOG\BTNC.LOG
Domain nest.ftn nestlist
[repeat for each network domain]
MakeUserlist
Statistics
Display
```

Run BTNC and files will be created and accessed by both Semper and LED.

Wait a minute Mr Postman

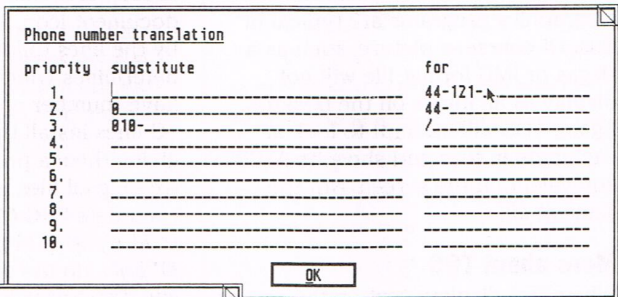
Semper handles connection to the BBS and the transfer of files and messages. Before use you'll need to configure the options in the 'Config' menu. The 'System' option requires an 'Alias' be set up for each network you access. The first address must be for NeST as Semper will define this as your default, after which your address for other networks can be added. The 'Fakenet' field needs to be completed and it will need to be used in another configuration file, so make a note of each one.



↑ Setting up your personal addresses

In the 'Link' option dialog enter the BBS network addresses and the password agreed with the Sysop.

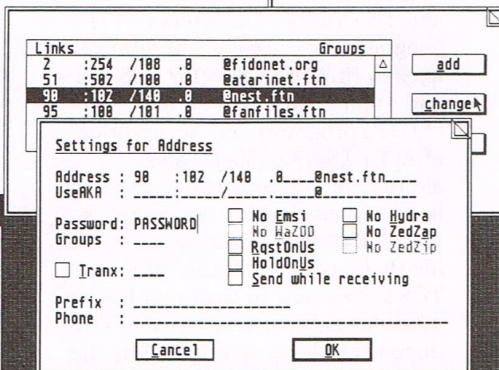
Separate folders for each setting in the 'Path' option are required. The 'Pinbound' path receives any password-protected downloads and the



↑ Converting international numbers to local ones

for Birmingham, 44-181- for Greater London and so on.

'Other' is the last option to set up. In the Aftermail area select 'Function' then double-click the Name/Cmd line. Select the Aftermail function you created earlier so messages are imported into the message reader after every call. Save the configuration and quit Semper - there's still work to do!



↑ Linking to the BBS addresses

'Outbound' path is the default for the NeST address set up earlier. The 'Nodelist' and 'Log' folders are the ones created for BTNC. The 'Executables' menu allows programs to be run from Semper with a single keypress - see Semper's 'Execute' menu. 'Message Reader' should be directed at LED.PRG and the options for Import, Export, Scan and Maintain should all be directed toward IOSMAIL.TTP with the following entries against the CMD line: -E IMPORT, -E EXPORT, -F, -E MAINT. The significance of these commands will become clear later. The 'Function' menu enables calls or a sequence of programs to be run at the touch of a function key. Two

buttons are worth setting up - one to dial the BBS and one to handle the downloaded mail packet. Click a button and select 'Add'. On the Path/Name line put the NeST address of your Sysop's BBS and select the 'Call' button - before going onto the next function key, double click the button you've just set up and label it. The next button should be named Aftermail. This time select 'Add', then double-click the Path/Name line and select IOSMAIL.TTP using the file selector. Enter -E IMPORT on the command line and select the 'Program' button. The nodelist produced by BTNC contains all BBS phone numbers in international format so the 'Translate' menu is used to convert them back to a usable form as shown in the screenshot. Substitute your dialling code in the 'For' column in the first line, for example 44-121-

AREAS.BBS initial settings

```
The Celery Patch
I:\POINT\MMSG\NETMAIL MAIL
I:\POINT\MMSG\PRIVATE PRIVATEBOXAREA
I:\POINT\MMSG\BAD_MSGS TRASHAREA
I:\POINT\MMSG\DUPE$ DUPE_AREA
```

Mail tossing

IOSMail is controlled by two essential ASCII files in the main point folder. Refer to the AREAS.BBS and IOSMAIL.CFG boxouts for details.

AREAS.BBS only requires these five lines initially but will eventually include details of all the message areas you connect to automatically added by using a single keyword in IOSMAIL.CFG. The first line defines your 'Origin' which can consist of up to 65 characters of your choice, the second line defines the Netmail area and the next three relate to important system files. Ensure any paths and folders exist.

IOSMAIL.CFG begins with three sets of command-line parameters, each grouped

IOSMAIL.CFG settings

```
; Command Labels
#IMPORT
commands -ilrt
#EndLabel
#EXPORT
commands -cloprstx
#EndLabel
#MAINT
commands -dlprst
#EndLabel
#EndAll
; Names, addresses and passwords
SYSOP Harry Sideras
Address 90:102/140.16@nest.ftn 21016
[repeat for each network]
Password 90:102/140.0@nest.ftn <PASSWORD>
* ! # % ^ & *
[repeat for each network]
; Archive settings
ZIParchive H:\PACKER\ZIPJR.TTP -x -a -edf
LZHarchive H:\PACKER\LHARCENG.TTP x a
/ackmL2
Arc-For *
; Paths
InBound I:\POINT\INBOUND.P\
PKTemp I:\POINT\INBOUND.P\TEMP\
OutBound I:\POINT\OUTBOUND\
MailTemp I:\POINT\OUTBOUND\TEMP\
; Routings and packet headers
ApplZone 90 I:\POINT\OUTBOUND\ nest.ftn
[repeat for each network]
Route 90:102/140 90:*
[repeat for each network]
Move-Mail 90:102/140 100:1011/0 2:254/108
etc
RedirectNetmail
File-To *
DefaultPKT 2+
NewBinkley
; Log and display formats
LogFile I:\POINT\LOG\IOSMAIL.LOG 50
DateFormat %a %d-%m-%y %H:%M
Niceoutput
NoDisplay >
Nolog -*#>
; Special keywords
AreaConsultant -q -l -r
Auto-AddAreas
CopyPVTmail
Dupelog 1000
FastImport
```

SOFTWARE STATUS

- IOSMail is Public Domain, currently developed by Darren Hook.
- BTNC is Freeware by Daniel Roesen.
- Semper is Shareware by Jan Kriesten. £27 registration permits simultaneous two way file transfers and fax receive capability.
- LED is Shareware by Stephan Slabihoud. £22 registration removes nag screens and allows reading and writing of UUEncoded files.
- UK Registration of Semper and LED is through Kevin Osborne, Sysop of the Fortress BBS 90:102/0.0@nest.ftn

under a label. The labels used are the ones entered into the CMD line when completing the 'Executables' option in Semper and they must match exactly. Using labels ensures the command-line only ever needs to be changed in one place. Next, IOSMail needs to confirm your name, your addresses and password protected links to the BBS for each network. Contrary to the IOSMail documentation, 5d addresses need to be used as shown in the examples. Be sure to distinguish between your point addresses in the 'Address' lines and the BBS addresses in the 'Password' lines, where you substitute the password agreed with the Sysop for each network entered in the Semper 'Link' option. Either %ZIPmail or %LZHmail can be used for packing and parameters for each should be specified, as shown. Next, ensure the upload and download paths are set to match those specified for 'Pinbound' and 'Outbound' in Semper. Routing commands need to

be set up for each separate network, in the format shown, to ensure your mail reaches the correct destination. The 'ApplZone' paths should be directed to the empty folders created by Semper for each named network - only the NeST address is directed to the default Outbound folder. Further routing commands are used to combine messages for several networks into a single archive for upload. The first address in 'Move-Mail' must be the default NeST address of the BBS, with all other networks following. With so many parameters needed a logfile is vital to trace any errors encountered by IOSMail. The settings shown produce readable output directed into the LOG folder created earlier. Other required keywords are placed at the end of the file.

Message editor

LED is a message editor which offers many powerful options, but initially a basic configuration file is enough to get you up and running.

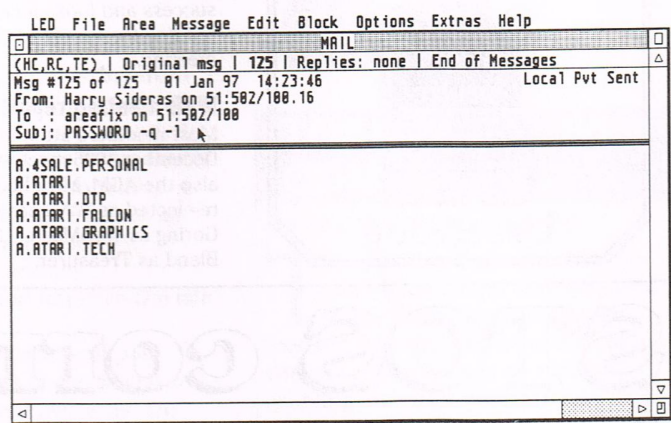
LED.CFG settings

```
Sysop Harry Sideras
Address 90:102/140.16@nest.ftn
[repeat for each network]
Hold I:\POINT\OUTBOUND\
Nodelist I:\POINT\NODELIST\
```

With this complete you're finally ready to connect and join some message areas.

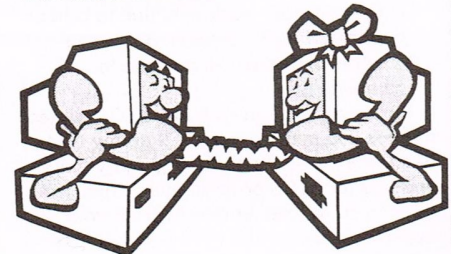
Joining up

Run Semper and press 'R' to open the LED message reader. In the 'Area' menu select 'Open' and you're presented with the 4 areas you set up in AREAS.BBS, select 'Mail'. Your first task is to ask the BBS what areas are available. To do this select 'Enter Msg' from the 'Edit' menu and send messages to 'areafix' for each of the BBS's network addresses. The subject line for each must be in the form <PASSWORD> -q -l and the body of the message should remain blank.



Joining Atarinet messages areas off-line

Save each message and exit LED back to Semper, select 'E' and IOSMail will export the messages and create a reply packet. Now press the function key set up to dial the BBS. Semper will upload the packet using its built-in file transfer protocol. Wait an hour for the BBS to do its work then dial in again to collect the replies. On receipt, Semper calls IOSMail which imports the replies into LED's 'Mail' area listing the names of the areas available on each network. Send another message to areafix for each network in the same way as before but now list the areas to join, one on each line, in the body of the message. As before, save, quit LED, export messages via IOSMain and call the BBS again to upload the messages. Call the BB the following day and the messages posted in each area will start to flow - welcome to the Pleasuredome! ☺

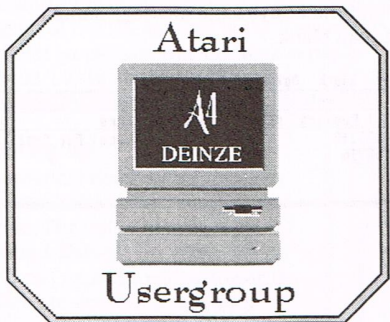


User Group NEWS

Belgian User Group

The Atari A4 Usergroup hold meetings fortnightly, every second and fourth Sunday morning in the sports centre Palaestra in Deinze.

They held an 'Info day' on Sunday January 26th 1997 in Deinze. Unfortunately



we didn't have this info in time to publicise the event before it happened - sorry! Hopefully Karl will send us a report telling us all what we missed. For more details contact:

Veldstraat, 3, B-8570 Vichte, Belgium
 Email address: saka@stud.rma.ac.be
 URL: http://193.190.205.13/popo/148_pol/samyn/rechts.htm

Correspondent: Karl Samyn

New User Group?

If you've been amazed at the formation and rapid expansion of user groups around the country, including the successful STAG, WAG and WRAG Atari user groups and you live in or around the Northants or Cambs area now is your chance to meet other local Atari users.

The group will be called the Northants Atari Group (NAG for short). We've already have a nucleus of people interested and we plan to make the first meeting free entry at a venue in Northampton. For more details contact: Dave Hollis on 01604 416933. Dave can also be contacted via the All At Sea and 42BBSs.

The A/C/G wishes the group every success and looks forward to reading the report of their first meeting...

WAG meeting report

Most members attended the 14th December 1996 meet which was also the AGM. Mick Lock was re-elected as WAGmaster, Roy Goring as WebMaster, Norman Bland as Treasurer.

The final beta of WebSpinner, an HTML code writing package was shown off by its author, Simon Coward, expect the release version to make waves.

Everyone helped convince Roy the shiny new CD-ROM drive he'd bought was ..er faulty. Happily Colin Fisher-McAllum had bought along an identical drive.

Mick Lock brought along a copy of PixArt 3 but couldn't find anywhere to set up his ST. There were five Falcons and an ST on the table so it was a bit of a squeeze.

A guy from Oxford had part of his ST housed inside a PC case, with the Freekeys separate keyboard unit from System Solutions. Judging by the dangly bits protruding from his ST's cartridge port he was into music!

The meeting ended around teatime and we sent Chris's Holland and Bloy sent off to the fish shop to get everyone some fish and chips.

Because I volunteered and verbally agreed with Roy to write this report I have decided to stand for the post of Secretary at the next meeting. Hopefully you'll all support me!

Correspondent: Richard Spowart
 (Felice of Maggie Team)



STOS corner

Martin Milner responds to the call for programming coverage!...

I intend to present news of the latest versions of the new extensions which are under development and, unlike previous STOS columns, I'll be venturing beyond the README files which have resulted in powerful commands and features being totally overlooked for the most part!

I'll be taking a detailed look at:

- Les Greenhalgh's CONTROL extension which includes mapping and sprite commands for larger than 320x200 screens and commands for hardware scrolling on machines with blitters.
- Anthony Hoskins Falcon extensions, which have 256 colour graphics commands among others and Anthony Jacques Falcon extension which is also still under development. He is currently adding commands to provide a Falcon specific replacement for the Missing Link extension - although, due to other commitments, it remains to be seen whether Anthony will manage to complete it!

Please do write in with any STOS related queries you may have and I'll do my best to answer them. If you have got any hints and tips for STOS programmers, then send them in so we can all benefit from your experience.

Jaguar joypads on the STe/Falcon

Did you know your programs can easily support the jaguar joystick plugged into the ports at the front left-hand side of your STe/Falcon?

Use the jagojoy command available in the registered version of the CONTROL extension, or the jagpad command from Anthony Jacques Falcon extension.

However if you use these commands on a machine without the ports, such as the STFM your program will crash. To avoid this check for the Cookie Jar which is present on all STe/TT/Falcon computers.

Using the 'cookieptr' command from Anthony Hoskins system control extension. If 0 is returned there are NO joystick ports (or DMA hardware for that matter). If the cookie jar is present you can test the _SND cookie for DMA hardware and the _CPU cookie for CPU type.

Reducing memory requirements

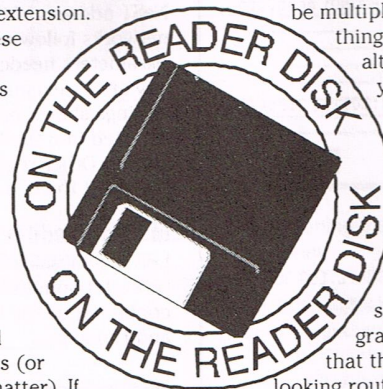
Ever despaired how much memory pre-shifted sprites use up? The Missing

Link is fast and versatile, but those bob banks don't half use up memory! The solution is to use the Blitter extension to pre-shift your backgrounds, (instead of your sprites), and display the resultant images on-screen.

How's it done? First off all, you'll need the STe Blitter extension by Asa Burrows. Because you haven't got masks for your sprites, you can't just display them in replace mode on the screen. You need to copy the relevant bit of background to a work screen (pre-shifted by the appropriate amount), display your sprite on it and then copy that to the correct position on your logical screen. The blitter extensions source co-ordinates have to

be multiples of 16 which makes things more complicated and although it will right clip your sprites, it won't accept co-ordinates off the top or left-hand side of your screen without crashing the machine!

It sounds like it might not even be worth doing, but the speed the blitter copies graphics around means that the whole complicated looking routine doesn't actually run much slower than using pre-shifted sprites and the missing link extension - so long as you don't have too many sprites on-screen simultaneously. There's an example routine on the Reader disk, taken from one of my own programs - it saves many kilobytes of memory. Until next time... ☺



Site seeing

Jonathan Nott visits a selection of Atari related websites...

STIK - THE ST INTERNET KIT PAGES 95%

HTTP://WWW.FLINNY.DEMON.CO.UK/

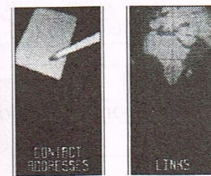
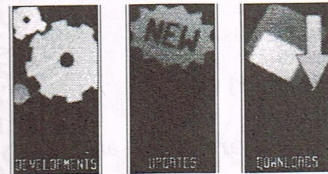
ST Format awarded this site, maintained by Nicholas Flinny (Flinny), a formidable 90% back when it was still far from its peak. Since then the pages have been revamped and moved to Demon.

The sparkling graphics and intuitive, clear layout of the new STiK pages have instant appeal and couldn't be much easier to navigate!

The individual pages are packed

with comprehensive update and development information along with contact addresses.

Naturally the very latest versions of STiK and all its clients can be downloaded with a couple of mouse clicks, making it the one stop shop for all your Atari internet software requirements. A masterpiece of presentation and functionality.



GRIBNIF SOFTWARE 61%

HTTP://WWW.PAIR.COM/GRIBNIF/

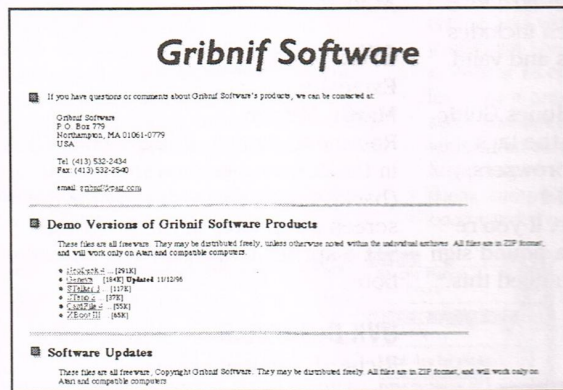
A set of pages presented by Gribnif Software aka Dan Wilga. In addition to the main index page, the site also contains a Geneva FAQ and articles on Geneva and Neodesk from the 'Secrets of...' series.

The main page itself offers little more than download links, but at least these are in plentiful supply. There are links to fetch demo versions of all Gribnif software products, along with all the patches to bring your Gribnif

software up to the current version.

The vital ingredient missing from these pages is product information. Visitors are given the opportunity to download large archives immediately yet there's no information telling us what programs such as STalker and Neodesk actually are! A few screenshots and product specifications would improve the site enormously.

An online order form and past issues of the Desktop Notes newsletter are promised for future updates so there's plenty of potential. Currently there is more potential than content, definitely one to watch though...



TOAD COMPUTERS 85%

HTTP://WWW.TOAD.NET/

The Toad web site has become very established and well-used since the setting up its own toad.net domain. The structure of the site has recently been re-vamped, enabling an easier navigation system.

One thing the Toad site is credited for is the inclusion of many other support areas on the site alongside the company's product information. This includes a US mirror for Joe Connor's InterActive site.



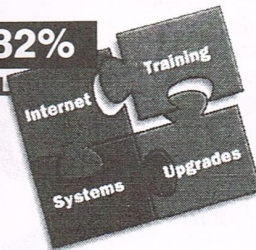
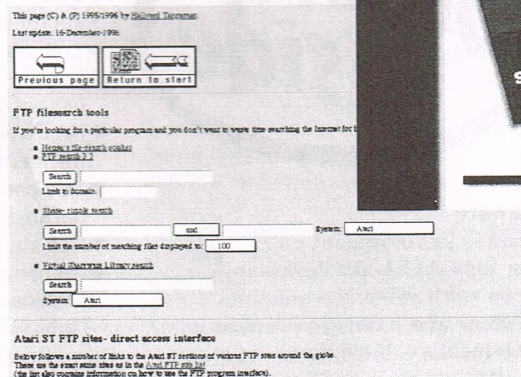
Internet and more for Central Maryland!

- ▶ **Internet Services**
Toad Computers offers modem and 33.6K Dialup to the Baltimore Annapolis area.
- ▶ **Systems**
Custom built PC systems with the components that you want.
- ▶ **Training & Classes**
Get the most out of your computer and the Internet with individualized training!
- ▶ **Upgrades & Repairs**

HALLVARD TANGERAAS 82%

HTTP://HOME.SN.NO/~HALLVART/PAGES/ATARI FTP.HTML

If you've looking for sites containing Atari software you'll want to add this site to your Hotlist/Bookmarks. It includes links to all the atari-related ftp sites along with search utilities to locate particular files and ftp them directly to your machine via your web browser. The pages and list is maintained by Hallvard Tangeraas roughly once a month.



Bringing it all together!

The site can be very useful to all Atari users as all of their vast product range gets a full covering on the site. It's always kept thoroughly up to date and remains very easy to use. This is a very pleasing site.

Reader Disk 3

We believe our Reader disks offer outstanding value for money with over half our subscribers opting to receive the disk with the magazine. However, for those readers who prefer to see what's on the disk before buying they are available separately. Please refer to page 10 for details.

Reader Disk AC#1

• GEMTrek v1.1e

Exclusive, Freeware, J_rgen and Uwe Holtkamp

Tribute to Star Trek in guise GEM based battleships game.

• STD Codes v1.4

Freeware, Mark Baines

CPX to find location from STD code and vice versa.

• RS232 Config

PD, Martin Cubitt

Ease serial port problems using Ghostlink between Atari<>PC.

• ST-Guide v1.4e

Fairware, Holger Weets

Hypertext viewer, de-facto Atari standard utility.

• Appline v2.1e

Fairware, Holger Weets, MagiC only
Windows 95 style task bar and much more!

• CoSTa

Exclusive, Shareware, Gary Priest
Monitors on-line time with OASIS2/ICE, CoNnect, CixComm, MINTnet and STiK.

• Start Me Up! v1.10e

Freeware, Thomas Much, MagiC/MultiTOS only
Windows 95 style Start button and much more!

Reader disk AC#2

• Thing v1.09e

Exclusive edition, Shareware, Arno Welzel and Thomas Binder
Premier Shareware Desktop for TOS and compatible operating systems.

• Crystal Atari Browser (CAB) v1.5

Exclusive edition, Freeware, Alexander Clauss
CAB is the leading HTML document browser available for the Atari platform.

• STOS Compiler Fix version v1.0

PD, Les Greenhalgh
This STOS fix can insert tables for up to 11 different TOS versions.

• AVR and SYN format samples

PD, Colin Monro
Samples created using Sound Chip Synth to accompany review.
And more!

Edith Pro v1.221P

**Exclusive release
Freeware**

ZFC Software

Edith Pro is a commercial text editor originally costing over £30. ZFC recently switched development to other platforms but kindly released the final Atari version as Freeware. This is normally only available direct from ZFC but with their permission we are delighted to include it on this Reader disk.

Edith Pro offers features such as cut and paste columns you won't find in any other Atari software and it is an ideal HTML document creator capable of using Martin-Eric Racine's HTML KRZ file...

HTML3.2 KRZ v1.x

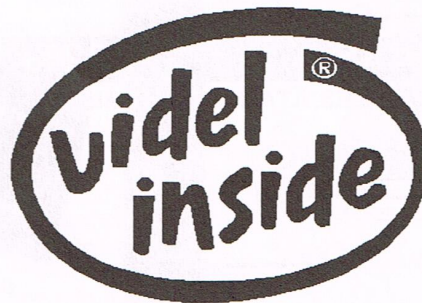
**Exclusive release
Shareware**

Martin-Eric Racine

If you're creating HTML documents this collection is a gold mine:

- Martin-Eric Racine's keyboard shortcut (KRZ) file for use with Edith, Everest and other text editors. All the HTML 3.2 and CAB v2/NetScape extensions are included.
- Martin-Eric Racine's standard RGB colour codes table which includes the standard hex values and valid colour names.
- Kevin Werbach's Bare Bones Guide to HTML which lists all the tags recognised by current browsers.
- Bill Weinman's ISO 8859-1 Character Entities Table. If you're wondering how to add a pound sign into your document you need this.

Videl Inside v2.02



Freeware

Trisomic Development

Fran_ois GALEA aka Zerkman

Falcon software only resolution enhancer which only requires around 1.5Kb memory. Includes video mode editor.

Cadenza utilities part 1

Freeware

Matthew Bacon

A collection of utilities programmed in HiSoft BASIC v2.10 including source code, more next issue.

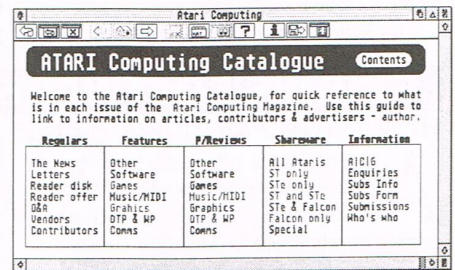
HTML tutorial

Exclusive

Neil Jones-Rodway

HTML format file and GIF to accompany tutorial.

Atari Computing Database #1



Exclusive

Norman Bland

Atari Computing's own database guide to AC#1 in ST-Guide format. Includes comprehensive vendor and who's who guides. ST-Guide was included on the AC#2 Reader Disk.

STOS listing

Exclusive

Martin Milner

Routine to display a single image bob in the correct place on the logical (background) screen, ready for the screen swap later in the program. STOS sprites could be used instead of bobs.

UVK Demo v6.9

Richard Karsmakers

The Ultimate Virus Killer is the best rated virus killer for the Atari platform. This demo version has the following restrictions:

- You can detect viruses but cannot kill them
- You cannot immunise disks
- Bootsectors which can be restored cannot be written to disk
- No extensive system status screen for memory analysis
- You cannot repair damaged BIOS parameter blocks
- Not MultiTOS compatible
- No manual, online help, ACC, CPX version or support

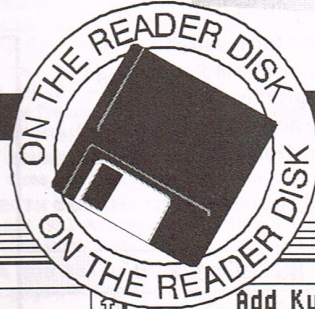
The full version naturally removes these restrictions and includes additional extras.

Shareware and public domain

EDITH PRO

Word processing
Freeware with distribution restrictions, all Ataris

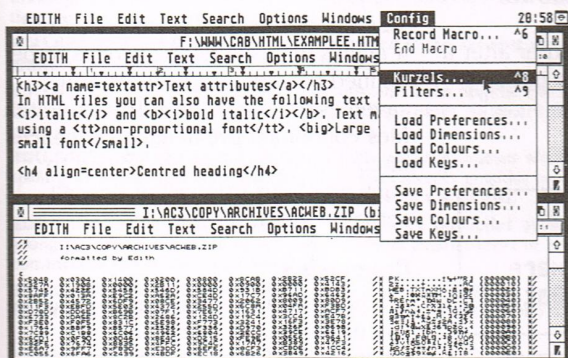
89%



Edith is a powerful text editor designed to appeal to anyone looking for a fast and capable editor. This could include programmers, DTP and comms enthusiasts and more recently anyone looking for an HTML source code editor.

Edith Pro was previously sold as a full commercial package costing over £30 but has recently been made available as freeware - with certain distribution restrictions - a generous policy we would encourage other programmers to adopt.

ZFC pride themselves on producing friendly but powerful software which fits all needs, and with Edith they've certainly succeeded. It's a good looking program, with all functions available from either the mouse, keyboard, or a combination of both. The cute name is deceptive - there's a lot of power hidden under the surface. Edith is happy under all TOS variants, from the most basic ST right up to the latest Falcon version, and happily takes advantage of multitasking environments including MultiTOS, MagiC/PC/Mac and Geneva. Dialogs, alert boxes and even the built-in file selector all appear in windows, making program switching a snap. Files and windows can be iconified easily for a cleaner Desktop.



↑ Edith runs as a program or desktop accessory and can edit both text and binary files

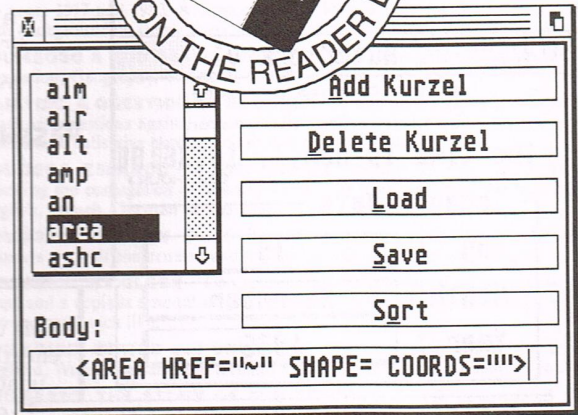
As a programmer's editor, Edith is stunning. Automatic indentation means your source listings are formatted properly without thinking about it. The 'kurzels' (text macros) offer a handy way of storing long repetitive program commands for easy recall with a few keypresses. A kurzels

is simply a macro - you type a small string of text, which Edith replaces with the longer version. You could use kurzels to store your address, C statements, and those cryptic looking HTML commands for web page authoring. Edith is supplied with a basic set of HTML kurzels but you'll find the definitive set for use with both Edith and Everest exclusively on this month's Reader Disk.

Edith can also be used to edit binary files. Loading a program file in binary mode produces a windowed display similar to a sector editor, but with the hex representation held with C-style comment strings. Changing bytes is as easy as typing, and when Edith re-saves the file, you've got the option of saving as C-style source or re-compiling it back to binary form. As a practical example, I recently had some damaged ZIP files arrive as email, which had some junk attached to the beginning of the file. STZIP wouldn't load them, complaining that the files were corrupted. To fix it, it was as simple as

using Edith's 'Import Binary' function, and using the mouse to highlight then cut the garbage characters which appeared before the ZIP file's PK header. Edith compiled the file back to binary form, STZIP extracted it, and all was well. Instead of swearing and head-scratching it was all over in a couple of minutes.

Up to six files can be open simultaneously, and Edith can be set so you can type into any visible window by placing the mouse over it, without topping the window first. Cut and Paste options are excellent - you can use the GEM clipboard for transfer to other programs, or Edith's own system. While the GEM clipboard is limited to the usual SCRAP.TXT file, Edith's integral system is much more flexible - even old cuttings are saved to disk in a trashcan file for later recovery. Using the right mouse button, blocks can be marked in columns -



↑ Here's the kurzels dialog loaded with our exclusive HTML kurzels

you could cut the address from the right side of the page without disturbing the left. Separate blocks can be marked at the same time, by holding down the [Shift] key while dragging. Search and replace is easy, and adding non-standard characters to files is easy thanks to the pop-up ASCII chart - just click on a character to transfer it to the active window.

As an all-round editor, Edith should find a home for itself whatever you do with your Atari. It was a bargain when it first went on sale, and it's an absolute steal as freeware. While the Atari version isn't being developed any further, Edith stands as a gorgeous example of Atari programming.

Frank Charlton

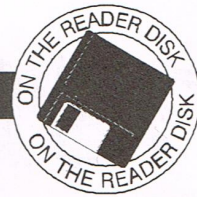
ZFC SOFTWARE

Edith Pro is no longer developed for the Atari series. This is the final release and no further changes will be made - ever! Edith Pro development continues for the X window system on (at least) Irix, Solaris and Linux. For more information contact:

ZFC P.O. Box 15813
1001 NH Amsterdam
The Netherlands
Telephone: +31 20 4 208 248
Email: zfc@zfc.nl
URL: <http://www.nl.net/~zfc/index.html>



CADENZA UTILITY COLLECTION



60%

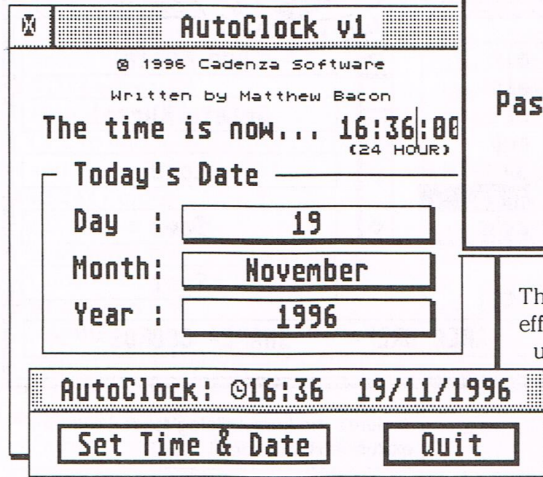
Utility
Freeware, all Ataris

The software in this collection are the first efforts of programmer Matthew Bacon. They are all written in HiSoft BASIC v2.10, all freeware and, most importantly, all include the source code and support files. This unusual step by the author should encourage other BASIC programmers to learn from the source and go on to develop their own applications.

been a lot more useful if keyboard support to enter characters had been included.

password file on disk, so maybe someone will add these features - maybe Matthew himself.

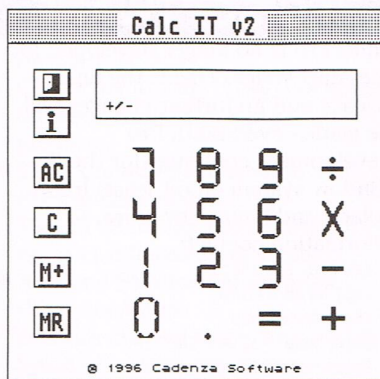
Autoclock v1.00b



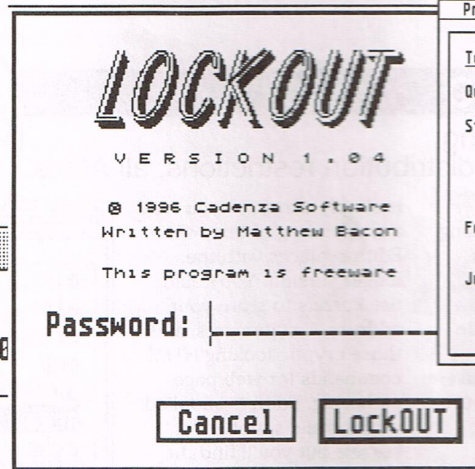
Autoclock is a simple, but effective way of setting the system date and time. A nice feature is the menus of choices, which pop up when you click on some fields, for example, the day field. Under a multitasking OS an alarm option can be set to display a pre-defined message at the preset time. One down side is the number of other programs which do the same job including X/ZControl and Stewart under Magic. It also doesn't appear to support years beyond 1999.

Calc It v2

This simple calculator accessory works well enough, but it would have



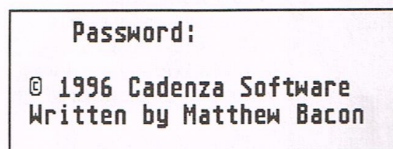
LockOUT v1.04



This utility provides an effective way to prevent casual unauthorised access to computer while you're out of the room. Call it up before leaving, enter a code and press the lockout button.

The computer can't be used without first re-entering the password apart from rebooting, of course). It would have been better if the program could have disabled the ability to reboot via the keyboard, but of course if you knew how to do this, then you'd also know how to use the reset button, etc. Preventing use of the computer after a reboot is the job of the next little utility...

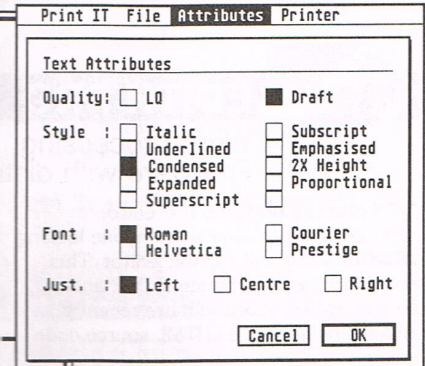
Password v1.0



Similar to LockOUT this program requires a password to be entered before the computer can be used but this time at system boot time.

The disadvantage is the password is hard coded into the program, so you either have to edit the program file or - if you've got HiSoft Basic change the source file and recompile the program. It would have been a simple matter to store an encrypted

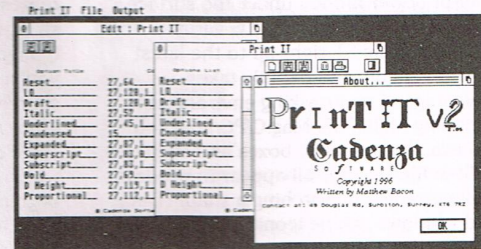
Print It v1.0



There are two versions of this program. V1.00 allows text files to be printed out using different fonts/styles etc.

The only disadvantage is when dragging a file onto its desktop icon, it doesn't automatically open the file ready for printing.

Print It v2.05



V2.05 performs a different task. Print It allows different control codes to be defined for different printers and saved as Print It printer drivers. Batch files containing pre-defined sequences of control codes can be defined to configure your printer but doesn't actually output files!

Conclusion

All the programs were designed to be colour depth and resolution independent from ST mono resolution upwards (although they run fine in ST low/medium some of the dialogs many appear squashed with some objects in the wrong position). Overall an excellent first effort by a new programmer who deserves encouragement in the expectation he will go on to produce even better software.

Martin Milner

Educationally Speaking....

The Atari ST has always been an excellent learning tool for both adults and children. This month we're listing a few of our more popular disks in this field. Please note that this is a mere sample of what's on offer. Also, the program listed is often one of several on the disk, it's just that we think it's the one you're likely to enjoy most! We have over 90 educational disks in our full catalogue, so why not order up a copy of the catalogue disks at the same time? The following disks cost £1.50 each unless otherwise stated. A fixed P&P charge applies to all PD/Shareware orders regardless of order size. Please add £1.25 UK, £2.25 Europe or 15% of order value (minimum charge £3) Rest of World. C or M after the numerals indicates that the disk only runs on Colour or Mono systems respectively.

For The Youngsters...

EDU.34C SHIPWRECK - Marooned on a desert island, a basic knowledge of arithmetic will get you safely home.

EDU.42 NOAH'S ARK - A spelling game where you spin the letters and make up the names of animals in the Ark. When the name of the animal is opposite the gangplank you collect the animal.

EDU.47C THE HOLDEN COLLECTION - Four great games based on counting, reading and spelling for the under 5's from a popular educational author.

GAM.86C KID SHAPES and KID SHAPES PLUS - Two simple art packages which involve building up a picture from a variety of shapes on a grid. **NUMBER GO ROUND** - Select add, subtract, divide, multiply etc, then click onto the book which holds the answer to the sum.

EDU.3143C COMPUTER SCHOOL 1, 2 & 3 - Covers addition, subtraction, spelling and matching, all wrapped up in three fun games.

EDU.3283C MATHS ACTION - Game featuring multiplication, division, addition and subtraction. **SPIDER SPELL** - A Hangman clone with creepy crawlies, webs, a spider and ladybugs! **FIRST MATHS** - An integrated package featuring four graphically oriented elementary mathematical games.

EDU.3285C EARLY LEARNING MATHS 1 & 2 - A collection of games aimed at 5-8 year olds featuring Dizzy Lizzie and The Meanie. Designed to complement The National Curriculum for Mathematics.

EDU.3343C 'aCOOL NOT SCHOOL - Six fun games featuring drawing, spelling, typing, basic arithmetic and more.

EDU.3456C MINI MAGIC STORYBOOK - Allows the child to create stories in book form with both text and sprites, as featured on Rolf's Cartoon Club!

EDU.3457C LET'S SPELL FIRST FIVE HUNDRED WORDS INTRO - An excellent spelling aid from the authors of Mini Magic Storybook.

EDU.3554C MASTER DOODLE by B-Ware - An elementary drawing package suitable for the 5-6 year old group. Includes 40 pictures to get you started.

EDU.3555C PICTURE TIME, WEATHER TIME and SAMPLE TIME - Great fun with an educational theme for 5-7 year olds.

EDU.3831C THE SPITTING FISH - Designed to teach multiplication tables, this highly original game holds the attention of any child.

EDU.4201C BENJAMIN'S ABC - Learn the alphabet the fun way with pictures and a clear digitised voice.

EDU.4500C THE NEVER ENDING COLOURING BOOK - Colour in outline drawings on screen with this easy to use program. **CLOCK TIME** - Learn to tell the time the fun way.

EDU.4587C BIG TOP TYPE - An introduction to the alphabet with circus based graphics and sampled speech. For 2-6 year olds.

EDU.4940C FUN TIME 1 and 2 - Reminiscent of the original Fun School series, this disk features many subject areas including shapes, keyboard, mouse, clock, money, seasons and pictures. For 3-6 year olds.

EDU.5237C MAGIC SPELLER 95 - Highly polished product which features the spelling of words in 17 different categories. Uses speech, graphics and sprites to get its message across. Can be customised with your own word lists.

EDU.3254 PLAYSPELL by B.Ware - A joystick controlled spelling game for youngster, where a word is shown and individual letters caught in a net. Formerly commercial and of very high standard.

EDU.3553C PLAY MATH by B-Ware - Educational platforms and ladders game which offers standard addition, subtraction etc; with a more unusual presentation.

For The Grown Ups...

EDU.55C, EDU.56C & EDU.57C DEATH OF A PRESIDENT by Jim Fanning - Comprehensive dossier on the Kennedy Assassination. Three disks, £4.50.

EDU.3344, EDU.3345 & EDU.3346 A ROMAN MYSTERY by Jim Fanning - A three disk set designed to enhance your knowledge and understanding of Roman times. From the author of Death of a President. £4.50

EDU.4202C THE SEARCH by Jim Fanning - An investigative sort of game where you must uncover the history of a family and its origins. Highly recommended as the basis of a school project.

EDU.4205M, EDU.4206M & EDU.4207M SECOND WORLD WAR by Jim Fanning - Another impressive dossier, this time it covers everything you need to

know about WWII. Three disks, £4.50.

EDU.3325 FROM PICTS TO PARLIAMENT PART 1 by Dr Evelyn Mills - An irreverent look at history from the Picts and Celts to the Norman invasion. Historically accurate but highly amusing.

EDU.3610 FROM PICTS TO PARLIAMENT PART 2 by Dr Evelyn Mills - We move on from William The Conqueror through to Henry III in this amusing but factually correct followup.

EDU.4355C PICTS TO PARLIAMENT PART 3 by Dr Evelyn Mills - Moving on to the Middle Ages with this historical epic. Real Shakespeare era here but not nearly stuffy enough to have been penned by the bard!

EDU.4588C FROM PICTS TO PARLIAMENT PART 4 by Dr Evelyn Mills - This irreverent look at history continues with Edward IV, looks at the murder of Edward V and culminates in the life and loves of Henry VIII.

EDU.4778C PICTS TO PARLIAMENT PART 5 by Dr Evelyn Mills - We start with Elizabeth I and move on to the union of Scotland and England, culminating in Guy Fawkes' exploits by which time Parliament was firmly established.

EDU.3642C THE FRANGLAIS COLLECTION by Dr Evelyn Mills - A compilation of all six programs in this series which adopts a light-hearted introduction to the French language using a combination of French and English to enhance your knowledge and understanding.

EDU.4262C ADVANCED FRANGLAIS by Dr Evelyn Mills - The natural progression for those who have enjoyed the Franglais collection.

EDU.3866C 20TH CENTURY USSR HISTORY - The history of Russia between the years 1917 and 1983. A comprehensive look at how the Soviet state functioned with background on many party leaders and individual momentous events.

EDU.4203C & EDU.4204C 1900'S USA - Covers States, Capitals, Presidents, Population, Geography. You name it, it is all there. Two disks, £3.00.

GAM.112C A QUESTION OF SNOOKER - A two player game in which you have to answer questions against the clock. Red balls give easy questions and maximum time. Black balls give hard questions and minimum time.

EDU.3254 ESPANOL - A truly excellent program for learning, reviewing or checking the conjugation of Spanish verbs. The learning procedure may be done in English, French, German or Spanish!

EDU.3327C GERMAN - Full facilities for learning and testing your German. The tutorials are well constructed and the test questions graded accordingly.

EDU.4647C ST GLOBE - Comprehensive guide to world geography with lots of maps and a copious amount of statistical data on such topics as capitals, population, currency and such like.

EDU.4915C STATES and COUNTIES - An ideal way of learning counties in England, Wales, Scotland and Ireland, States in America and countries in Africa.

EDU.5627C THE STORY OF THE TITANIC - A well documented and fully illustrated account from the placing of the construction order to the fateful day.

Positive Image v1.12

THE image processing and retouching package for Atari computers. Retouch 24-bit True Colour graphics on an ordinary ST without loss of image quality. Print out your masterpiece to almost any printer (including colour). Positive Image is brimming with features, many of which are a first on Atari computers. What's more, it's under continuous development. Package includes enhanced version for TT and Falcon users. Fully compatible with all graphic cards, it even runs on PCs and Macs under any of the available ST emulators! Recently upgraded to v1.12, Positive Image costs just £65 plus P&P (£2 UK, £5 Europe, £10 rest of world). Minimum Requirements: 1 megabyte.

Photoscan

Have you ever wanted to create slideshows of your holiday snaps, include your own pictures in your Desktop publishing or enhance (or even tamper with!) your favourite photos? Well we've got just the thing for you, it's called PhotoScan and it's the next best thing to buying a CD-ROM and paying a fortune to have your memories immortalised. What's more, PhotoScan is affordable too!

All scans are done using professional equipment and calibrated using Kodak's proprietary colour match software. Want to know more? Just send us £1.00 for the PhotoScan demo disk (state ST or TT/Falcon). It contains a number of example images and full ordering details. Alternatively you can request our PhotoScan information leaflet when ordering or send an SAE for a copy if not ordering.

Stop Press! We're running out of space on this page and haven't even mentioned EZ-Art Pro at £10, Family Roots at £15, Easy Stitch or Easy Stitch at £10, Steinberg Pro 24 at £14.95, Ten Star Games Pack at £14.95 and Armada/Borodino at £4.95 all plus P&P (UK £1, Europe £2, Rest of World £3). Also available are Easy Text Pro and Pro Vector (DTP) at £19.95 plus P&P (UK free, Europe £3, Rest of World £5). Oh yes and there's our February catalogues out now at just £1 each (state ST or Falcon).

Ordering from Floppyshop

Please make cheques/POs payable to Floppyshop and ensure that you add the required amount for postage. Credit card orders welcome. Overseas customers not paying by credit card must make payment in UK pounds sterling by way of a cheque drawn on a British bank, International Money Order or Eurocheque (made out in sterling).

**Floppyshop, PO Box 273, Aberdeen, AB15 8GJ.
Credit Card Orderline Tel:/Fax: 01224 312756**



ANTMAIL V0.79

76%

Communications
Freeware, all Ataris 1MB minimum, ST medium or higher

AntMail is an internet email application developed by Dan Ackerman which uses the STiK internet connection software (also developed by Dan) which takes care of the on-line details which just leaves setting up AntMail using the excellent documentation provided.

This involves creating a mail folder using the 'Create New User Folder' option under the 'Extras' menu. The file selector appears ready to select the path and enter a mail folder name.

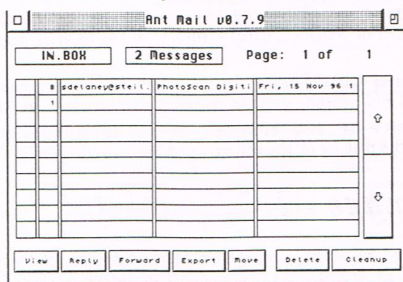
Next, configure AntMail selecting each option in the 'Config' menu in turn. My Internet Service Provider (ISP) is CIX and my settings are as follows:

User Settings

User Name: Enter the hostname you agreed with your ISP

Password: As supplied by your ISP

Save Password: Yes/No: Select Yes to password protect AntMail and prevent casual access to your mail.



↑ Mail management is easy - take your pick from these options

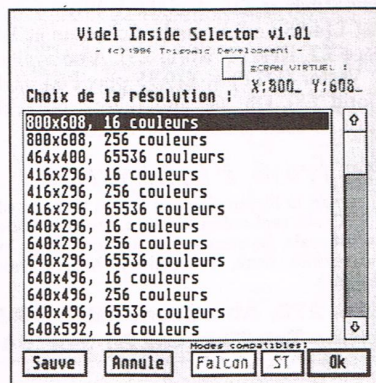


VIDEL INSIDE 2

Utility
Freeware, Falcon only

Videl Inside (VI) is a compact software-only video mode enhancer utility programmed by Francois Galea, aka zerkman of the Trisomic Development group.

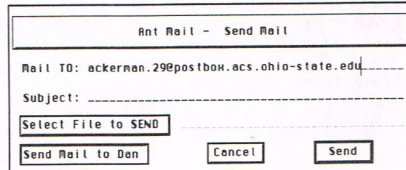
To install VI two programs have to be added to the Auto folder. On rebooting selecting 'Set Video...' from the Options menu displays a selection of screen resolutions. Select the desired resolution



Email Address: As agreed with your ISP (mine is lcharles@bird.compulink.co.uk)

Your Real Name: One we can all cope with!

Reply To: Only needed if you want to forward mail to a different email address.



↑ Clicking on 'Send mail' to Dan inserts the author's address

Set Mail Folder: Select the path you set up under 'Create New User Folder'.

Set Sig File: Select a file to be automatically appended to your emails (typically an ASCII text file containing your signature, contact details) then click on 'Set Now'.

Server Settings

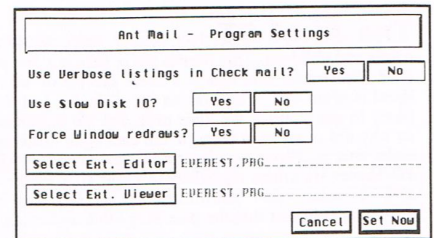
Pop Server: As specified by your ISP (mine is mail.compulink.co.uk)

SMTP Server: As specified by your ISP (mine is mail.compulink.co.uk)

Leave Mail on Server: Yes/No: To automatically delete messages after receipt select No - make your selection then click 'Set Now'.

Program Settings

The first three options 'Use Verbose Listing', 'Use Slow IO' and 'Force Window Redraws' can all be toggled between Yes/No, they all default to No and these settings work fine for me.



↑ Use your favourite text editor - no learning curve required!

Click on the 'Select Ext. Editor' and 'Select Ext. Viewer' in turn to select the path to your preferred text editor and file viewer using the file selector then click 'Set Now'.

Next select the 'Save settings' option to save a DEFAULT.SET via the file selector 'OK' button and finally select the 'Save Preferences' option to preserve your settings for future AntMail sessions.

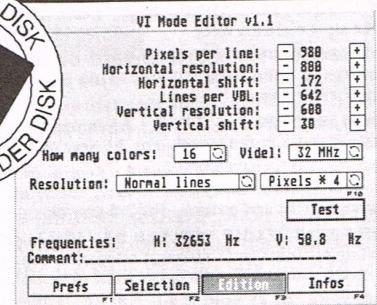
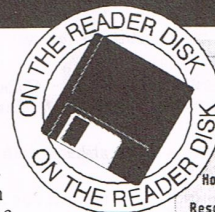
The documentation covers collecting and sending mail via STiK along with advanced features including multiple mailboxes - but get a basic setup functioning correctly first.

AntMail is a solid performer offering off-line mail creation and reading. The on-line phase is performed reliably and works well across a range of Atari machines and under MagiC.

I'd like to see a re-sizeable mailbox dialogs because they're a bit small and a built-in address book - or maybe a link to an external utility but overall AntMail gets the job done.

Les Charles

70%



and - if it works - save it and select OK. If it doesn't work, reboot and try a different one. Any resolution which works in 16 colours will also work in 256 colours.

Video mode editor

VI video modes can be customised to enable the optimum settings for your Falcon/monitor combination to be established.

Once you have determined which video modes work you can use the editor to increase/tweak the settings for this resolution. Load the editor, select a video mode that works, click on 'New mode' and a copy is added to the end of the mode list. Work on the copy because once edited there's no way to reset it.

Increase the 'Pixels per line' and 'Horizontal resolution' checking regularly, using the Test button, to ensure a neat white box on a black screen is displayed. After setting your desired horizontal screen resolution repeat the procedure for the 'Lines per VBL' and 'Vertical resolution'.

VI also supports virtual screens, enabling a resolution larger than the actual screen size to be used and scrolled around - ideal for displaying large images etc.

VI is freeware, which compared to the commercial hardware resolution enhancers such as ScreenBlaster or BlowUp, is a good deal! Initial setup is easy but editing video modes can be time consuming, frustrating and many reboots. Used together with Nemesis VI allows larger and more stable resolutions but doesn't seem to work properly in TrueColor modes. Overall a definite improvement over version one but needs further development.

Roy Goring

EscAPE PAINT v0.5

Graphics
Freeware, Falcon with 4MB minimum

EscAPE Paint is programmed by Norman Feske, who can be contacted at: Cammerswalde Str. 19, 01189 Dresden, Germany. Email: norman@iee.et.tu-dresden.de

70%

EscAPE Paint enters the territory currently occupied by Apex Media and Rainbow. This early v0.5 release by the German author, Norman Feske (NO/Escape), is designed to provoke response and feedback to steer further development - so let's get cracking!

Colin Monro reviews EscAPE Paint, a freeware Falcon only TrueColor art package...

The brief English documentation details the system requirements and tells us all we need to do is press the [Help] button for further instructions. Unfortunately the help screens are

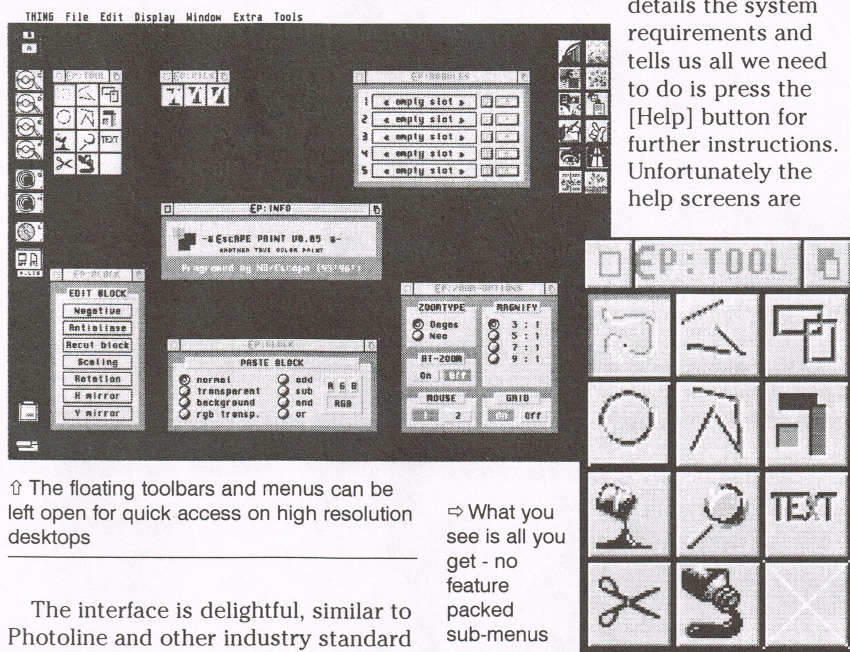
including rotate, scale and mirror tools shove pixels around with astounding speed and manoeuvrability.

The main toolbox offers line, polyline, fill, a (lightning fast) magnifier and block marking tools but misses out tools which come as standard in other paint packages. Currently text handling is restricted to the system font but the text interface is currently being revamped so hopefully this is only a temporary inconvenience.

EscAPE Paint offers a plug-in filter interface and is supplied with Brightness, Paleness and Darkness modules which are loaded into memory as required. This approach keeps the memory overhead to the minimum and allows other programmers to develop compatible modules - a nice touch.

Not so nice is the range of import/export formats available. Working under the shadow of other platforms support for a wide range of

Import/export options are limited and unfamiliar, no TIFF or JPEG support!



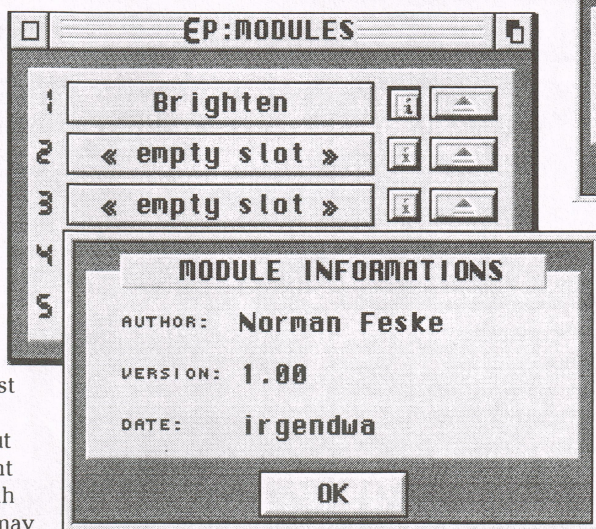
↑ The floating toolbars and menus can be left open for quick access on high resolution desktops

⇒ What you see is all you get - no feature packed sub-menus

The interface is delightful, similar to Photoline and other industry standard Mac applications.

Floating palettes can be left open on screen or accessed from the menu bar as required. Unlike Apex Media and Rainbow, EscAPE Paint offers an enhanced GEM interface for menu selections, toolbars, dialogs and selectors working to the work screen on clicking the right mouse button - just like Deluxe Paint. This approach works fine but I'm worried the constant switching back and forth between video modes may damage my newish Hewlett-Packard 17" multisync monitor which 'squeaks' in anguish when switching between 1152x852 resolution and TrueColor mode.

EscAPE Paint co-exists with ScreenBlaster 2 and multitasks fine under MagiC, consuming around 2.5Mb memory on a 14Mb Falcon. In operation the program is rock-solid with just a few minor screen redraw problems in TrueColor mode.



↑ Plug-in filter support means programmers can add their own

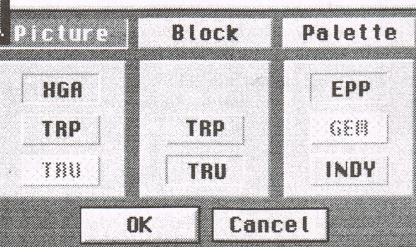
displayed in an almost illegible font. A help line at the right hand end of the menu bar saves the day, changing as the mouse pointer passes over icons.

EscAPE Paint utilises the Falcon's Motorola 56001 Digital Signal Processor (DSP) chip to handle image manipulation. Block operations

formats is a valuable asset. EscAPE Paint offers XGA (eXtended Graphics Array), TGA and (the mystery) TRP/TRU formats. With no JPEG or TIFF support TGA seems to offer the best cross platform format - except TGA files cannot be exported. Add to this no printer support and it all adds up to frustration. Hopefully before EscAPE Paint reaches v1.0 these problems will have been resolved.

Creating simple pictures in EscAPE Paint is quick and easy but with the limited range of tools other applications will be needed to complete most jobs - which means it's less likely to get used in the first place.

On the other hand the available features are excellent - there's a great application struggling to escape in there somewhere. Maybe that's why it's called EscAPE Paint! ☺





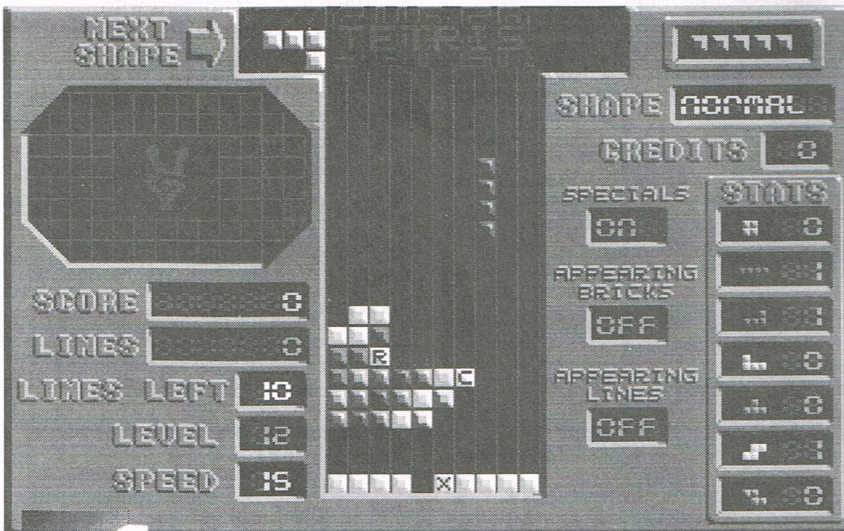
SUPER TETRIS

85%

Games
Shareware, any Atari ST/STE

Apart from being an excellent Tetris clone this version includes lots of nice extras which enhance this classic game without spoiling its elegant simplicity. All the classic features are present and correct including the ability to drop bricks and tuck them under other bricks without which any Tetris game quickly becomes tedious. In particular the 'screen shake' is fun but the main attractions are the 'Specials'

↓ Unlike some Tetris clones, Super Tetris makes good use of the entire screen



- bricks with extra abilities. Here's just a selection: Bonus points, speed up, slow down, ghost, dis-jointed, levitating, heavy, random, clear well and next level. I'm still working my way up the 99 levels and the sampled sounds add atmosphere missing in other versions. The vertical guide lines do make the early levels too easy



and ideally these should be optional. Overall Super Tetris is the best Tetris clone I've played on the Atari platform.

A level editor is included to design your own levels or edit the existing ones if you feel the urge. Messages can also be added and these appear in the message window at the top left of the screen during play.

The full version costs £10 has 99 levels plus 10 bonus levels, extra options and extra level sets compared to the demo version.

For more details contact:

URL: <http://newton.ex.ac.uk/general/ug/jones/>

Email: D.E.Jones@ex.ac.uk

Digital Dan, Happy Hippy Productions,
1 Hine court, Wellbrook Street,
Tiverton, Devon, EX16 5JW.

Joe Connor



COPS V1.05

87%

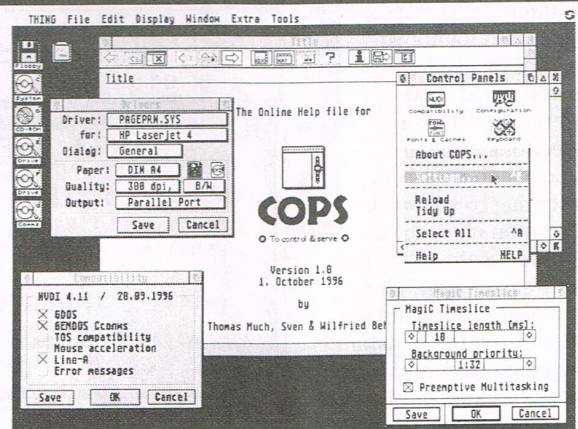
Utility
Freeware, all Ataris

COPS, short for Control Panel Server, is an XControl replacement. COPS is visually dramatically different from other XControl replacements, such as ZControl and Freedom 2, both of which have stuck with the XControl scrolling list approach. COPS displays CPX modules in a GEM window as icons and can display as many modules as you have installed. COPS uses less memory than XControl (or the competition) and can be iconified on start up if desired.

A right mouse click on any CPX icon displays a popup from which the CPX can be enabled, disabled and configured on the fly. Right mouse clicking anywhere else in the COPS window displays a popup with options to 'tidy up' the icons so they fit neatly in the window, call the ST-Guide format online help, set the CPX path and configure COPS itself.

COPS remembers the screen position of each CPX module and opens it up at the same location each time. Support for long filenames with spaces means a CPX module called 'MagiC configuration.cpx' could be loaded from a folder called 'Control Panels'.

With COPS installed as an application to open *.CPX desktops which understand the VA_START message (MagXDesk, Thing etc) can be used to launch CPXs by double clicking on their Desktop icon. Thanks to Atari CPX modules have no selected icon (the mask is missing) but once installed on a desktop full colour icons can be assigned to individual CPX modules.



COPS was programmed by Thomas Much and the Behne brothers. To use COPS with TOS you need to install WDIALOG.PRG in your Auto folder. WDIALOG is a compact system extension which adds support for windowed dialogs, popups and listboxes along with a comprehensive selection of fonts. These functions were integrated into MagiC from v4.

Joe Connor

PHOTOLINE

Photoline is "THE" program that all ATARI users have been waiting for. Photoline is a powerful & professional, truly 24bit image editing software which includes BITMAP and VECTOR toolsets. Photoline works on any ATARI machine with at least 1MB of RAM, and all ATARI compatible operating systems, including Magic 4 and MagicMac.

Photoline is feature-packed: Filters, Masking, Text, 3 & 4 color modes, Variable Zoom, Intensity Setting, Freehand lasso, Picture Conversion, Scaling, Rotation, Brush (editable), Water-paint, Stamp, Color picker, 3D Surface Projection, Distortion, Drag & Drop, ... are just some of the features provided by Photoline.

Photoline allows editing of any image on any resolution, without any loss. It is user friendly, thanks to its GEM based interface, using in-window dialog boxes and keyboard shortcuts. It allows loading of all popular picture formats including PhotoCD and JPEG. Photoline can output to color or monochrome printers, plotters or to file.



ATARI CD MASTER

ATARI CD MASTER

ATARI CD MASTER is a compilation of series of drivers for popular IBM PC CD-ROMS.

Most of the drivers share the following features:

- Fully multi-tasking, with a friendly user interface
- window interface (The Most recent drivers are fully 3D/color with Flying dialogue boxes)
- Pictures are viewable, in a window, in 2, 16 color, 256 color modes including on graphics cards and the Falcon
- Sound support, if applicable
- Powerful search features, with "narrow down" option.
- Multiple text windows
- Save, print,

ATARI CD MASTER supports the following CD-ROMS:

ATARI CD MASTER VOLUME 1:

- 1- TIME ALMANAC OF 1995
- 2- TIME ALMANAC OF THE 1990'S (89-94),
- 3-TIME ALMANAC 1994 REFERENCE EDITION,
- 4- UFO I OR UFO II,
- 5- SPACE MISSIONS,
- 6- 1995 AUTO ALMANAC,
- 7- MPC WIZARD V2,



NEW! - 7 NATURAL WONDERS OF THE WORLD

ALSO INCLUDED WITH THIS PACKAGE IS AUDIO CD MASTER V4.

ATARI CD MASTER VOLUME 2:

HEALTH PACK:

1- Total Health, Body and Mind

is a complete anatomy and physiology reference with pictures, animations, glossary, ...

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ATARI CD MASTER, INFOPEDIA V2

- encyclopedia driver, which is the latest addition to ATARI CD MASTER.

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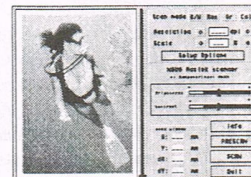
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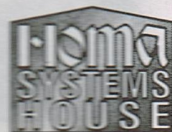
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THE BEST FOR ATARIWARE

EMAIL
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This month we feature a selection of articles including one written by Natasha O'Reilly, best known as Ripley, the graphics artist from Reservoir Gods. Her graphics feature in both the Maggie Falcon and ST/STe shells and show Maggie is not an exclusively male domain.

Last year I managed to get into the European Computer Trade show, held twice yearly in London, to bring news of the Jaguar console - before it became widely available.

Finally there's an amusing report from the Maggie 5th Birthday party, written by Mike Noyce, who has also written many articles for ST News.

By the time you read this we should have changed our Internet Service Provider (ISP) from Demon to Zetnet but, for the foreseeable future at least, our web pages remain accessible at:

<http://www.cybercomm.nl/~spostma/maggie/maggie.htm>

We're proud to be listed amongst the Lycos top 5% of Web sites and we were also in the running for a listing as the 'Coolest Site Of The Day' - according to Yahoo - point your browser there now!



Richard Spowart and Chris Holland
The Maggie Team

This final major work by German super-group Absence is a good send off. Unusually for a demo of this type, it fits onto a single high-density (HD) disk and unarchives onto a hard drive or large RAM disk. The demo leads you into a whirl of screen stretching and plasma bubbling effects backed up with a great soundtrack which seems better suited to a more dynamic series of demo effects than the ones we're presented with.

As expected, the standard of presentation is of the highest

Despite the fact Maggie are not part of the 'trade', determined members of the team managed to get into the European Computer Trade Show

Maggie have attended many different kinds of events, all in the name of having a good time and to bring news of the latest developments to you. One particularly memorable visit we

gate-crashed the European Computer Trade Show (ECTS) and watched Atari trying to convince the sceptical trade and press how marvellous the Jaguar was. These extracts from our show report gives a flavour of those desperate times.

The Spring '95 ECTS promised to be the largest such show yet with its new home at Olympia providing some much needed elbow and breathing room compared with the squeeze of the previous show in Islington.

As you might have expected, the latest viewing of the Jaguar and assorted new games on show for the first time at the show were our top priority. In pleasing contrast to the two previous ECTS visitations, Atari decided to splash out on a proper stand with a large showing of new games, in stark contrast to their hole in the wall 'hostility suite' approach at the previous spring show, where you were truly privileged and blessed if you got inside to see the four or five games then in existence, or the 'no show at all' approach they deployed for the Autumn show. Having some money to spend, and some product to show no doubt provided the motivation Atari needed to attend the ECTS in force at last.

At the time the Jaguar CD-ROM drive was making its UK debut and several units were actually up and running showing several pre-release games alongside several cartridge based games. Rayman, the thoroughly tasty TrueColor platformer, was enjoying top billing and it looked rather more finished compared to its appearance at the previous ECTS and it was released shortly afterwards.

Over in the 'fun' corner two Jag machines were linked together playing the release version of Doom and I finally got to

have a go on the Jag version. It's noticeably chunkier compared with the PC version but the frame rate was comparable and playability remained high.

Blue Lightning, despite being a showcase CD-ROM game, showed its 16-bit origins a bit too much. There's probably more under the bonnet but visually it had that 'made on the SNES' look to it.

I did lay my hands on a very early version of Soul Star, the Mega-CD classic converted to the Jag. This is a first perspective 'Afterburner' style sprite scaler shooter - the sort of thing the coin-op division of Sega usually dream up. The graphics engine on this could spit more objects your way, than there were business lunches being eaten in the hall, but the depth of gameplay was nothing to write home about - let's hope the release version is better.

Highlander seemed very much in the same vein as 'Alone in the Dark' but features a sumptuous TrueColor background. A fragmented sequence of clips showed early work on Varuna's Forces, a complex looking role playing game, but this one seems to have slipped quietly away following the Atari/JTS merger.

We collected the handouts and freebies and perusing these after the show reached the conclusion we'd amassed lots of glossy, but fairly useless paper in fifteen languages, seven of them variants of German, the inevitable pens and badges, a travel toothbrush and an Italian gamer magazine.

One especially ribcage-bending freebie was the tear-out-and-fold paper aeroplane, a cunningly fashioned replica of the 'Amazon Queen' supplied by Warner Interactive Entertainment (part of Time-Warner) - this made its test flight across the overpriced bar/snack area before being launched from the top balcony of the Olympia hall and came to rest near some suits below. Imagining the scene where said suits were about to sign a contract with pen poised, we didn't linger long enough to find out.

The show was an appropriate showcase for Atari's hopes and ambitions but true to form the Jaguar bombed and sadly the sceptical press and trade pundits were eventually proven correct.☹

Chris Holland reviews the Joint Venture, Absence's final freeware demo on the Falcon scene ...

standard and meshes well with the apparently flawless coding. Several tunnels and textures really do stick in the mind and the demo ends with an understated poolside scene with 'real' rippling water. This demo is different from, but reminiscent of, the 'Lost Blubb' demo - a suitable farewell performance: 78%



Maggie party

To celebrate the fifth anniversary of Maggie, a coding party was held, Michael Noyce tells us how the day went...

Most of this crowd, pictured at Symposium 96, attended the Maggie party

I received my official party invitation to the party held at the Rilton Hotel in Rushden, Northants at which all kinds of events were planned. The biggest event was to be the release of 'Maggie 18' and the new Falcon specific shell, courtesy of Reservoir Gods. I went on behalf of Richard Karsmakers, who couldn't make it in the end, as a contributor to his now discontinued disk magazine, ST News.

An early morning start meant I had to forego my usual Saturday morning lie in but fortunately, I woke at 7:00 after a few hours sleep and by 7:50 I was at Chichester Railway Station catching the train to Wellingborough. At Wellingborough I was waiting for Chris to turn up when I realised I didn't know what he looked like and vice versa! After several minutes looking at each other we figured it out.

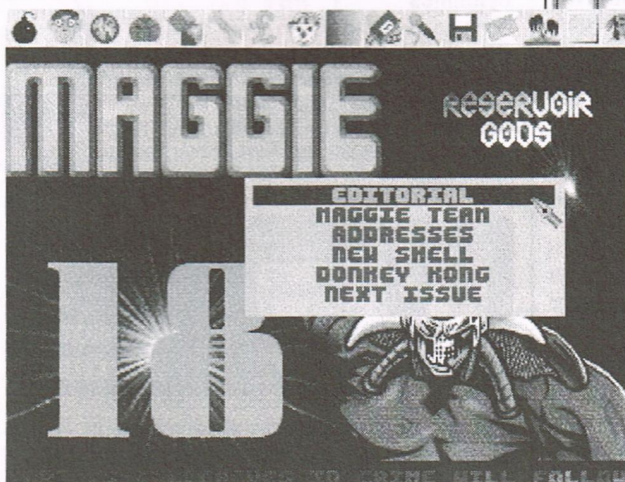
After a short, fast, drive to Rushden I was dropped off at the Rilton Hotel, while Chris went off to fetch James 'Power' Mathews. The room where the party was being held wasn't difficult to find and soon I was with the other members of the party. I put my bag in a corner and started to mingle as best I could - which meant sitting next to the famous Reservoir Gods. Someone eventually talked to me, and this turned out to be Richard (a.k.a. Felice) who turned out to be a jolly nice, talkative chap indeed. It was also nice to hear some genuine feedback from a fellow Atarian about my articles (in both ST News and Maggie). I was shown some Falcon demos which left me unable to speak words other than 'Gosh' or 'Amazing' which resulted in me having a moan about my financial dire straits preventing the purchase of a Falcon!

I was shown the finished issue of Maggie 18 on the ST, with the Falcon shell due to be finished later in the day. Richard was kind enough to buy me a Coke and I stole a few glances at the impressive new Falcon shell as it was being worked on. On the other side of the room some guys were involved in a SubStation competition, so I spent some time looking at that. Chris returned with the news that James Mathews (Top Byte) had got lost in Taunton which resulted in much mickey-taking throughout the day and into the early hours but it was also disappointing he didn't make it in the end because he was intending to show off some new Top Byte software.



A vacant ST with Maggie 18 loaded had me sitting in front of it having a closer look at the contents. Beside me, Richard was at the keyboard of a laptop adding to the real-time article (which appeared in Maggie 19). It wasn't long before I'd made my first entry. Back on the Reservoir Gods' Falcon some of their other stuff was being demonstrated. Double Bobble 2000 looks and sounds very faithful to the arcade original. Since the party it has been released as shareware and is still doing very well - order a copy today.

By mid-afternoon people had come and gone. Ralph Lovesy of Impact Software had arrived with a copy of 'Team', which was loaded on Reservoir Gods' Falcon, while



they took a break from coding. With premier league football being broadcast by the radio in the room things reached a low point partly due to the overwhelming afternoon heat.

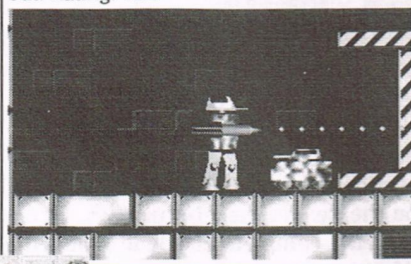
At some point during the afternoon a new CD drive arrived for Chris. He was rather excited by this and it was quickly set up on an unused Falcon in the corner and we were soon browsing contentedly.

My attention wandered to some people playing Stardust on another machine - rather badly it has to be said. I decided I'd show 'em how it should be done and, though I say so myself, I did a pretty good job of showing it off - well, at least got onto the second world!

Leon O'Reilly, Mr Pink of Reservoir Gods, enjoys Neurobotix a new Falcon only shareware game...

Neurobotix is the first release from Dutch coding team Earchaeopterix Software. It's a platform game which uses the Falcon's 256 colour mode. The plot seems straightforward, you're a large robot and you have to shoot things - always a good recipe for a shoot 'em up game. The sprites are huge and the whole thing has full screen scrolling through some sprawling platform levels.

Despite being written in assembler, the frame rate isn't as fast as you'd expect and the graphics have a home-grown, amateur feel to them - but this somehow adds to the appeal of the game. The sampled sound FX are satisfyingly loud and clear. This game is shareware with a sensibly priced registration fee. The author is committed to supporting the Falcon so do encourage him by registering your copy. Neurobotix reminds me of some classic 8-bit games - you're not quite sure of what you're supposed to be doing, but it's fun finding out! Rating: 72%



As evening approached, attention turned once again to finishing of the new 'Maggie' shell. All the people at the party were digitized using Expose and Apex Media which was a good laugh. More people came and went as the evening proceeded and, thankfully, the temperature started to go down as well. Quiet celebrations abounded as the new Falcon shell version of Maggie finally appeared on the screen. Things wound down a bit shortly before Richard Karsmakers telephoned to hear how things were going. After that, several very tired people fell into bed.

I woke early Sunday morning and, after Chris arrived back, everyone was up and about by 10:00, revitalised with cups of tea and coffee. Breakfast took the form of a birthday cake that had been bought for the occasion - it was really nice!

After some more copying and chatting it was my turn to leave with half of Reservoir Gods. After dropping them at Northampton Station Chris took me to Wellingborough Station where we parted.

I arrived home tired but content. Once I'd had a shower and a hot meal inside me I felt much better. I thoroughly enjoyed myself over the weekend and had a brilliant time, hopefully we'll do it again sometime in the near future...☺

Scoring with Cubase



AtariPhile #4 saw the beginning of a regular MIDI page by Owen Philp. This was supplemented by the first in a series of 'Music in MIDI' articles aimed at the musical novice. To complete AP's first steps into MIDI we featured an article by Keith Turner-Cairns (of Cubase CD fame) and this is the article Joe Connor selected for these pages.

The article was too long to include in its entirety - one of the advantages disk magazines enjoy is the ability to let articles run to their natural length. Happily the article does divide neatly into sections so the 'Reference' section has been split off and included on the Reader disk. Naturally you can read the complete article in AtariPhile #4.

All issues of AtariPhile are available by sending an SAE, disk and two stamps per issue, one for return postage, one towards our costs to: 11 Pound Meadow, Whitchurch, Hants, RG28 7LG, England.

Don't forget to say which issue/s you require! The current issue can also be read online or ftp'ed from the relevant addresses below. Please note our email address has changed.

URL: <http://www.walusoftware.co.uk/fff/>
<ftp://demon.co.uk/pub/atari/atariophile/>
<ftp://funet.fi/pub/atari/mags/>
<ftp://cnam.fr/>

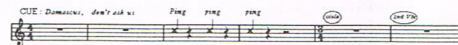
Email: atariphile@fff.compulink.co.uk

AtariPhile#5 should be published towards the end of February and will be, (as usual!) full of interesting features, articles and reviews, including two new serialised tutorials. Mark Wherry starts an HTML tutorial and Robert Goldsmith begins a BASIC coding tutorial. Adam Foster continues the POV raytracing tutorial and Kev Beardsworth finally gets to publish his archivers feature (postponed from AP#4). For Falcon owners we have our own review of Nemesis and Domhnall Dods takes a look at the Bird of Prey CD.

Colin Fisher-McAllum

Producing scores is a state of mind. There are rules, but the purpose of the score is to get a player to play what you want. It's up to you to be clear, and to understand what players and instruments can, and cannot do. Most players can cope with a few technical errors, but they cannot read your mind.

Simple directions are useful. For example, use English instead of the proper Italian expressions, things like 'slowly', 'fast', 'sadly', 'smoothly', 'dance beat' and so on really help players understand how you intend the notes to sound.

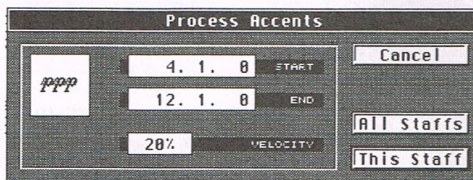


I'll be writing the score from the players point of view and Cubase is perfectly capable of handling this.

There are some common mistakes which typically find their way into scores so let's take a look at them first. Your understanding of each specific problem and any restrictions will affect the final result - and its playability.

Dynamics

Don't go mad and add in every dynamic change because you'll end up with a real mess. Cover the major dynamic events and general guidance markings and leave players to 'go with the feel' which, so long as you have marked the overall feel, should be enough.



Now you can double-click your dynamic markings and alter the midi data. Cubase has two types, Process Crescendo (double-click a Crescendo marking), and Process Accents (they don't mean accents, that's a mistake, they mean Dynamics - anyway, double-click a dynamics marking).

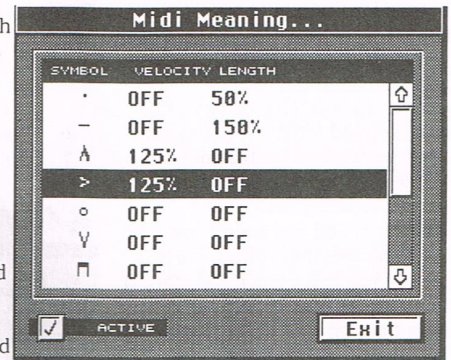
TIP Cubase Score includes a function, accessed by double-clicking a dynamics symbol, which allows the midi data within a range to be altered. First of all we need to go through the entire arrangement and make all notes maximum velocity. To do this use the 'Select All' option in the Arrange window followed by the 'Transpose/Velocity' selection in the Functions Menu, Set it to 127 then click 'Do'.

The recommended amounts are set up by default and they're about right. By doing this you will get an overall feel whether your dynamics are close to your requirements and fairly sure players will get close - assuming they are blessed with ears.

TIP Don't forget the [Alternate] key. Holding it down whilst inserting dynamics inserts them on ALL tracks in edit.

Staccato, Pizzicato and Harmonics

The use of the staccato symbol is frequently forgotten when scoring. Essentially, the player will play the note in the score by about half its written length. Often this is very useful to clean up the score. Most instruments can make very little difference between a quaver and a staccato crotchet, so by using staccato crotchets (1st bar below) instead of quavers and quaver rests (2nd bar below) the phrase looks much clearer. String players certainly prefer this.



If you need to change the midi data to make the notes longer for clarity, as mentioned above, you can still get Cubase to play a shorter note by activating 'Midi Meaning'. This function is designed for this very purpose. In the Options menu in score edit, select 'Midi Meaning', click the active button and alter the set up as shown here. Now Cubase will play all notes with a staccato symbol 50% shorter.

With pizzicato, unless the music is very quiet, where the difference between a pizzicato quaver and a pizzicato crotchet can be heard (especially on cello), there is also little point having rests adorning the spaces between notes (2nd bar below). The notes may as well fill all the bar space (1st bar below), as a string player will tell you that they can't play a long pizzicato note anyway, and it looks much clearer.

One slight error in the Cubase manual (chapter 11-8) shows a small circle as the symbol to go above the note to represent Pizzicato in the 'symb. 1' pop-up menu. Modern players now use this to indicate harmonics, with Pizzicato written in as 'pizz.' and terminated with the written 'arco'.

TIP Don't forget the [Alternate] key, holding it down whilst inserting Staccato symbols (in fact any symbol related to notes - hence the little 'note' next to the symbol) will insert them on all selected notes - very useful.

Slurs

Slurs form an essential part of the phrasing. If you are a guitarist, slurs start when the note is plucked and span over the notes that are hammered on or pulled off. All instruments have the same principals, but different methods.

Strings start the bow at the beginning of a slur and keep the bow moving throughout the notes within the slurs. Remember when strings have to play very loud, the shorter the available time in the slur is, because the player tends to bow faster, with greater pressure to produce the volume. Very good players can change bowing direction in the middle of a slur without any disturbance to the sound but you have to decide if it's worth risking it.

Tone production on all wind instruments is 'kicked off' by the player forming, silently, the syllable 'tu'. This is called tonguing. The first note under every slur is tongued and detached notes are tongued individually. Again, remember more volume requires more wind, so don't expect a wind player to be able to take a long slurred phrase at high volume in one breath.

TIP If you are good at programming your synth and sequencer you can set up a controller to shift the start point of the sound later so as to miss the attack part. Switching this controller before and after every desired slur isn't easy but the realism achieved is worth the effort.

Keyboard players, especially pianists, can't always do much about slurs because every note has to be played with the same hammer action. Old analogue synth manufacturers were aware of this and used the retriggering system to enable slurs to be played. Modern keyboards are pretty poor at this type of expression and is the most common cause of music on Cubase sounding 'sequenced' or mechanical.

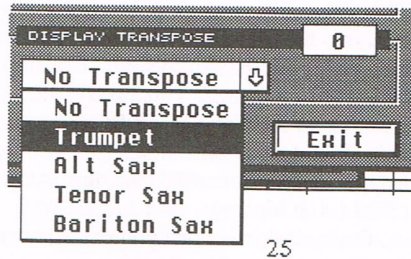
The other exceptions to the rule are some percussion, the harp and (surprisingly) the Trombone. Problems exist if you want smooth legato and slurs from the trombone because the player really has to tongue every note. Using the slide is precarious, and sometimes impossible, because the purpose of the

slide is NOT for making slithery glides (see Trombone later). Most of the time the best most players can do is tongue a 'D' sound instead of a 'T' to soften the attack of the note.

When scoring for almost all instruments, slurs are vital for expression. But remember on the Cubase symbols menus, the slurs and ties look almost the same - the slurs are the 'fatter' ones.

TIP Entering slurs can take ages. Cubase Score has a trick up it's sleeve for this, (and many other symbols). First select the group of notes to be within the slur by dragging a box over them - don't worry if you also select other non-note items such as the slanted beams and so on - Cubase ignores them. Now select the slur symbol from the symbols menu, press [Insert] on the keyboard and a perfect slur appears. This can really speed things up, the same method can be used for accents, staccato etc. Take care not to hit the [Delete] key, which is uncomfortably next to the [Insert] key.

Transposing instruments



Many people falter with scoring for these instruments and now modern instruments are musically fluent it's no longer essential. An instrument in B flat (trumpet, clarinet) will 'sound' a B flat when the score has a C written. All instruments names, for example, a French horn in F, refer to the note they sound when you write C on the score. From this you can work out what notes to add to the score to get the desired sounds.

With Cubase this presents a problem because the midi data is playing your sound device, but the score needs to be transposed. There are two ways of getting around this:

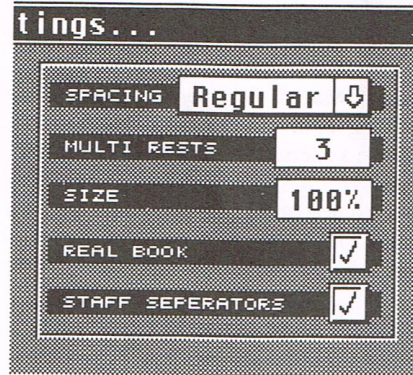
- 1 Use the 'Staff Settings', Display transpose to set the display to the correct amount of semitones above or below the actual sounded pitch. A few are included in a pop-up menu or you can set the display transpose box yourself. Don't ask me why Steinberg

only included presets for trumpet and alto, tenor and baritone saxophones, but see the Instrument table for a more complete guide.

- 2 If you intend to regularly score for brass, woodwind and saxophones etc. transpose the sound permanently in your sound generating device. That way the midi data will always be correct for the score and the device - although it will play havoc with other peoples devices, not to mention your keyboard playing!

However, it will help relating to players in the future. Don't forget to tune in the opposite direction from the chart shown later.

Parts and Masterscores



First, the best looking and efficient 'Page Mode' setting is shown here, the 'REAL BOOK' setting makes the clef appear only on the first line of the page, and the 'thin bar lines' setting really helps to make the notes stand out more, especially when output to printer - try both settings and make your own mind up.

Masterscores, with all parts appearing, can easily be sorted out by using the auto layout function. Set the number of bars per line in the 'Global Settings' first - a high number (around 8) saves space wherever possible.

Individual parts are quite a different matter. Often they are more 'personalised' than the master score although the music is supposed to be the same. Usually only the notes for one instrument is included, but they can be split, for example, four trumpets on the same staff - leaving the players to sort out their pecking order.

For example, cue notes (smaller than normal) in addition to written words for the occasional lyric can be used for the players reference - or to let them know when other instruments come in. Don't be afraid to add cues, especially when there is a repetitive section, put in a bar count when there are more than 4 bars rest. Make sure they are clearly away from the notes, and use a different font to distinguish them from musical instructions.

Most important is 'page turns'. Allow at least two bars of rests at the end of the page if players are expected to turn the pages themselves. This can be a nightmare

There's a reference section on the Reader disk which explains how to score for some of the more awkward instruments. The instruments covered are the french horn, trumpet, trombone, tuba and drums.

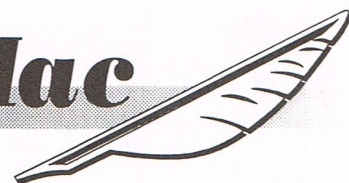
Keith Turner-Cairns

INSTRUMENT CHART EXTRACT

The chart is ordered in the usual order instruments appear on the master score.

Instrument	Nat.Key	Write	Sound	Trans	Clef
Flute	D	C	C	0	Treble
Oboe	C	C	C	0	Treble
Clarinet	Bb	C	Bb	+2	Treble
Bassoon	F	C	C	0	Bass
French Horn	F	C	F	+7	Treble
Bass Trombone	G	C	C	0	Bass
Saxophone (Alto)	Eb	C	Eb	+9	Treble/Alto
Violin	-	C	C	0	Treble

Calamus on the Mac



With the demise of Atari as a computer developer, their once-dedicated users have had to look towards other platforms for the latest developments. The Apple Macintosh and Pentium PC have been a natural choice, and the wisdom of this decision has been underlined with the advent of the MagiCMac and PC TOS emulators.

In keeping faith with the growing number of users who are migrating towards these platforms, we have extended our support to include those using Calamus in conjunction with MagiCMac & PC operating systems by adding both platforms to our own in-house systems. Whilst in the main this has been a simple process, there have been a few hurdles to overcome, and we hope this article may be helpful to others intending to follow this path.

Which Mac should I go for?

There are two avenues open to a potential user wishing to migrate to the Mac and use MagiCMac. Firstly there is the original range of Macintosh machines having the Motorola 68000 family of processors at their heart (known as 68K in Mac circles), and include the 68020, 030 and 040 chips. The second choice is the new generation Mac family, the PowerMac. These use the Motorola Power PC chip which actually emulates the 68K chip. Whichever machine you choose (both use System 7 which MagiCMac requires) will require at least 8Mb of memory, although 16Mb appears to be the standard starting point especially on the PowerMac.

Thumbing my way through the latest Mac mags I have found that the secondhand prices for 68K Mac seem to vary between about £300 for a Mac II with monitor (68020, 8Mb RAM, 500Mb HD) to £700 for a Quadra 840AV with monitor.

The machine I purchased was a secondhand Quadra 840AV (AudioVisual), which has a 68040 processor running at 40MHz, 16Mb of memory, 500Mb hard disk, a 4x SCSI CD Rom and it utilises the latest version of System 7. According to my sources this is the fastest 68K Mac made and easily equals the Medusa 040 (German TOS clone) in performance. The only additions I had to make to the system were the purchase of an Extended (full size) Keyboard and a two button mouse (more on that later), both of which are required to enhance the use of MagiCMac and most of the Atari packages used.

All Systems Go.

So, you have chosen your Mac and you're ready to install MagiCMac onto your system. This is a simple process which includes the adjustment of system settings such as colour resolutions, selected drives (including the internal CD ROMs and external Drives), modem, printer and memory allocations all of which can be re-defined at any time thereafter (see Fig 1 below). Whilst on the subject of drives, partitions can easily be emulated by creating folders within the MagiCMac folder. For example, a folder called "C Drive" will act as the root directory where the Auto folder (containing Auto programs) and Desk Accessories can be placed and run-executed (as with C partition on a normal Atari drive).

By now you should be up and running and you can start copying files over. This operation is as easy as inserting a disk into the drive and is assisted by the use of an invisible System 7 utility called PC Exchange. This utility allows the Mac to read and write PC files via any PC formatted drives including floppy disks formatted on the Atari (TOS 1.4 & higher).

Once all this is done you can start to familiarise yourself with this new environment. For anyone who uses MagiC on the Atari they will find very little difference between it and the MagiCMac version; even the the built-in version of Ease will hold no surprises. However, should you wish to use NVDI, then you will need a special version to work with MagiCMac. As with the Atari version,

this valued optional extra speeds GEM screen redraws and offers the use of vector fonts technology. In addition, NVDI for MagiCMac can also utilise the Mac's own TrueType fonts and allows the use of higher resolutions. Without NVDI, MagiC is confined to working at only 640 x 480 in 256 and 32,000 colours or 640 x 400 in 16 million colours. Another reason for including NVDI on your system is to assist printing. As the Mac uses its own method of printing called AppleScript, NVDI offers an avenue to print from within MagiCMac and supports a large number of AppleScript printers. Alternatively, if you wish to use a parallel printer with the Mac, you will need to invest in a Power Print cable. This is an Applescript-to-parallel converter and allows PC/Atari compatible printers to be used by both the Mac and MagiCMac. This is a necessity for anyone using Atari applications which utilise their own printer drivers such as Calamus SL and DA Vector/Layout.

Calamus OK.

As you would expect, using Calamus SL on MagiCMac appears to work just as well as it does on the Atari. However, once you start using it within the true colour environment, you will see how good Calamus is at what it does and your colour art work will appear so much crisper, with instant screen redraws. Printing from within SL also presents no problems, especially when using a parallel printer via Power Print with the Interface settings within the

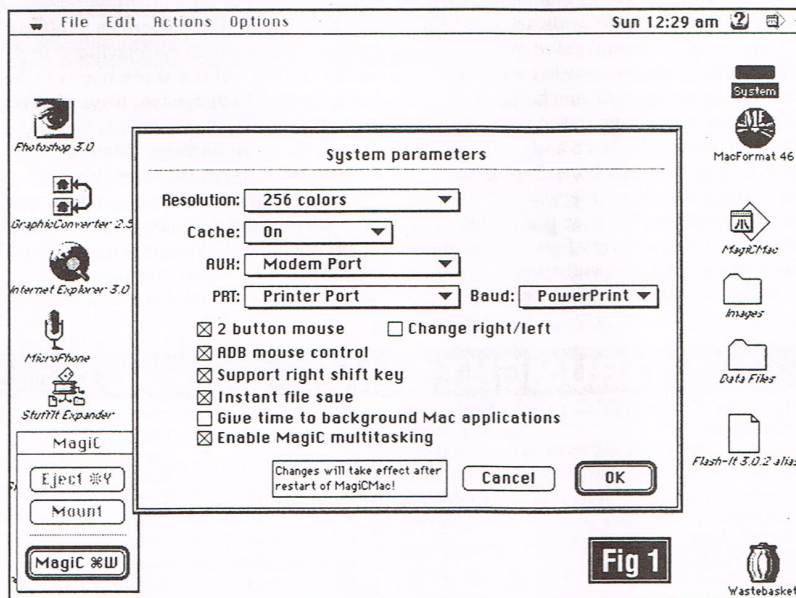
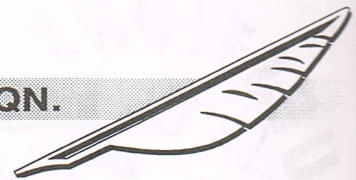


Fig 1



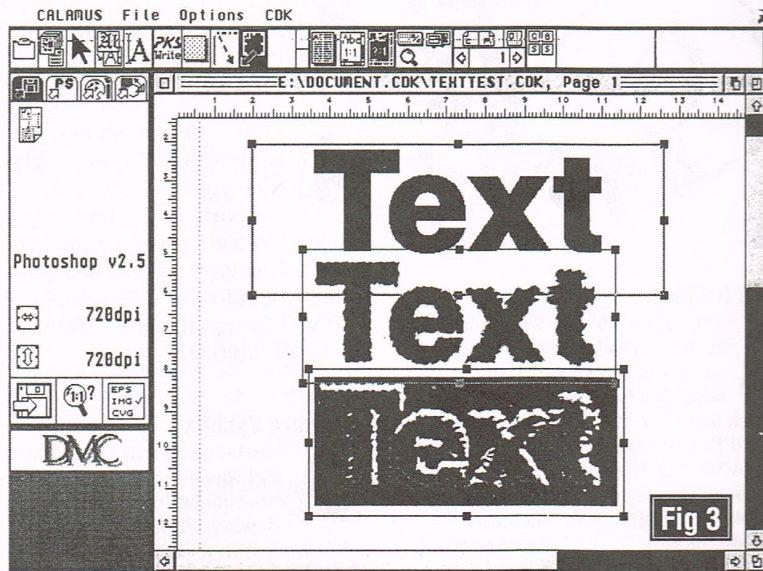
Print Dialogue, switched to 'OTHER'. However there are a few problems when it comes to using AppleScript printers, as SL does not come with suitable printer drivers. Don't panic!; there is a solution at hand in the shape of a (rather costly) NVDI printer driver from Adequate Systems (see issue 6 of Calamus User).

It is not until you start using both operating systems that you discover how powerful this co-existence is. A good example was when I output a Text frame containing colour text as a 24bit colour Photoshop file at 720dpi using the Bridge module. I switched to the Mac environment where I started up Photo Shop and opened the aforementioned file. Once loaded, I started to experiment with several of the tools and special effects (see Fig 2 below). Once I had finished there, I saved the resulting artwork back out as a Photoshop file and re-imported it back into SL (see Fig 3 opposite). After processing the frame through the StarScreening module, SL printed the document to an Epson Stylus Color inkjet resulting in an impressive printout.

As I mentioned earlier, I had to purchase a two button mouse. This I found to be a necessity, particularly when using Ease and SL. Life is so much more difficult when trying to work with Apple's own one-button mouse. The mouse I opted for was a Kensington Thinking Mouse which actually has four programmable buttons and is by far the best mouse you can buy for use with MagiCMac.

Useful Additions

If your wallet won't extend to a copy of Photo Shop, don't despair. The Atari based, Photoline from Systems



Solutions offers very similar features all at a fraction of the price. In addition, the Mac has plenty of equally competent shareware packages which can do the job. One such program is a graphic art package called Graphic Converter (version 2.6). It not only handles all the major PC and Mac bitmap/vector based formats but also many of those used on the Atari including, surprisingly enough, the colour and mono Calamus vector files. Unfortunately Graphic Converter can only handle CVG files on import but this useful program is a must for anyone using graphics.

What else will work?

Whilst this article looks at using Calamus SL with MagiCMac, I felt that I couldn't finish without a word on some other programs that will work. So far, apart from SL, I have tried DA Vektor Pro, Outline Art 3, Type Art, Papyrus Gold, Superbase Professional, Two-in-One, Everest,

and Fonty without experiencing any major problems. However programs such as Calamus 1.09/1.09n will not work even though MagiCMac can support Atari hi-resolution (640 x400 in 2 colour).

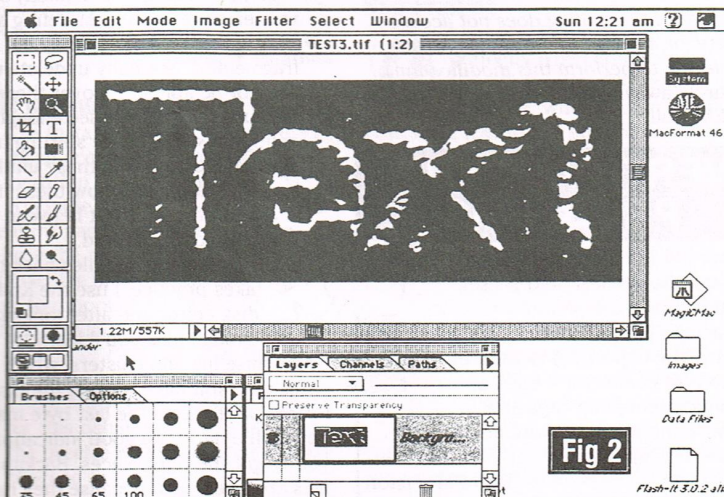
A word of warning.

On a final note I must warn anyone thinking of migrating to the Mac to stay well away from the Compact Macs. These machines use the 68000 processor and offer only limited memory expansion, so that MagiCMac users will experience no resulting benefits over the existing Atari machines (for more information contact Systems Solutions).

In the next issue I will be writing about my experiences of using Calamus SL with MagiC PC so, as they say, watch this space!

Pricing for setting up MagicMac:

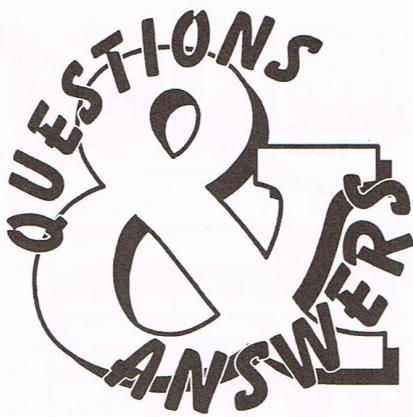
- MagiCMac inc Ease £149.00
- NVDI for MagiCMac £ 69.95
- MagiCMac & NVDI £ 195.00
- Power Print Cable £ 99.00 or less.
- Kensington Thinking Mouse £ 54.00
- Kensington TwoButton Mouse £ 39.00



Calamus User Magazine

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PC IDE for me?

Q You said a 3.5" IDE wouldn't fit inside a standard Falcon casing which came as a surprise to me because I have had a Quantum Maverick 540A 3.5" IDE drive inside my standard Falcon case for almost two years now, powered by the Falcon power supply. If I remember correctly I had to cut one of the plastic mouldings for the case screws off, modify the 2.5" drive mounting bracket, and buy a 2.5" to 3.5" cable adapter - which included a power plug and lead. To date I have had no problems with it and it's much quicker than the 65Mb Seagate that came fitted in my Falcon.

Mike Wilson, via the Internet

Crash landing Falcon

Q I have been very happy with my Falcon but recently it has been causing me nothing but hassle. The first program I run always crashes with two bombs when I quit although subsequent programs run without any problems at all.

atari.st conference, CIX

A There is no definitive answer but there are several things to consider:

- Clash between Auto folder programs and/or desktop accessories. To find the culprit boot up without any programs and add them one by one until the problem resurfaces.
- Try deleting/rename your NEWDESK.INF file from the root directory of your boot drive/partition and resaving the INF file which may have been corrupted.
- If you're unlucky it may be a hardware fault.

Denesh Bhabuta

Junior Faxing

Q I am having trouble getting Junior Office to work. When the modem kicks in it doesn't dial except it makes a nasty beep and times out. I have set up all the configuration files and the Class 1 Fax MTX file. Any ideas what I could be doing wrong? I have set up all the numbers in the address bit and the modem code is set to ATD.

D. Diamond, Scotland

A This seems to be the most reported problem with Junior Office. You need to set the modem dial-string (in

Module/Configuration/Modem) to "" (an empty string) and all should be well.

Steve Taylor

Junior Faxing 2

Q I've just got a US Robotics 33.6 voice fax modem which doesn't seem to fax anything. My older modem faxed fine with JO! The fax light flashes but it doesn't dial.

Bruce Oldfield, via email

A Your new modem may support a different fax class than your old one. If it supports both Class 1 and 2 you should use Class 1 by preference. To test this, type AT+FCLASS? in a terminal window or alternatively get SYSINFO (programmed by TOAD) from a PD library.

Steve Taylor

Hardware Syncfix

Q I installed Syncfix on my falcon and was initially impressed - no more flickering on screen while viewing JPEGs! Unfortunately it didn't work with a FLI/FLC/FLH player or a DSP replay program from BITMaSTER so I had to switch it off. Maybe it is a problem with the vertical refresh or the software is out of date?

Karel Rous, via NeST

A The VGA sync bug is an annoying problem where the Falcon produces two or more vertical refresh interrupts on every monitor refresh - instead of just one. It doesn't affect all Falcon/VGA combinations but seems to affect many cheaper 14" VGA systems.

If you can see tiny 'flecks' near the top of the display your monitor is affected. More seriously, this problem interferes with the timing of graphical applications such as movie players, games and any program where the vertical refresh is an important factor. For example, if a game depends on 50-70Hz refresh and it thinks it's getting 100-140Hz instead, the game runs at twice the expected frame rate - which isn't ideal!

It also interferes with image viewers (including mine), and isn't easy to programme around it in software BUT there is permanent hardware alternative to using Syncfix

(Ed: Atari Computing does not accept liability for any damage that may arise if you decide to perform this modification):

- 1 Throw away Syncfix - it only works with GEM stuff

VERTICAL SYNC PROBLEMS

If your SM 124 picture starts to roll and the vertical hold preset cannot steady the picture try replacing C601 (a 0.1uFd 50 VDC electrolytic capacitor) located by video lead connector. I used a ceramic decoupling capacitor because my nearest component supplier is over ten miles away.

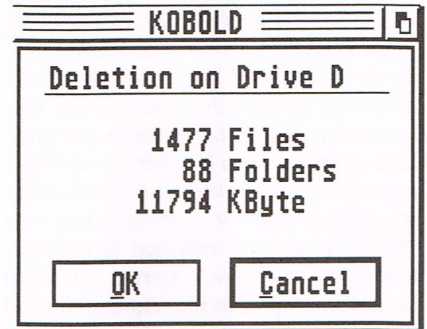
Bob Culverston



- 2 Dismantle your Falcon
 - 3 Locate the three black inductors leading to the monitor port
 - 4 Remove all three inductors from the Falcon PCB
 - 5 Replace the inductors with 75ohm resistors
 - 6 Reassemble your Falcon
- Hey presto, no VGA sync problems ever again! Oh, keep the inductors, they can be useful for other mods.

Doug Little BSS

Kobold chaos



Q I've just accidentally deleted 4500 files from my EZ135 drive using Kobold! I wish I'd read that dialog more carefully! Has anyone had any experience of batch undelete programs?

Mal Riley, atari.st conference, CIX

A I've done the very same thing with Kobold! The problem with most batch undelete utilities is they don't make intelligent decisions.

If you defragmented your files recently your chances of a complete salvage are improved. Typically undelete utilities assume all files are contiguous. Bearing this in mind the following step-by-step procedure is worth following:

- Undelete anything which is less than or equal to one cluster (typically 1024 bytes, but can vary with partition size). These files cannot be fragmented so the only risk is undeleting previously deleted files which had been overwritten with something else. Directories are usually <= 1024 bytes.
 - Next, undelete files which are least likely to be fragmented. For example, the oldest files written to the disk (before anything was deleted) or files written prior to the last defrag session.
 - This leaves files which may be fragmented. Normally undelete utilities will not be able to recover these because they cannot see enough contiguous disk space starting from the start cluster. Leaving these until last makes it easier to follow these files around the gaps left between the files already recovered.
- Joining fragmented files back together takes practice. I use the KnifeST disk editor and after looking at enough files you'll learn to recognise file end clusters, which in some cases may still have include the disk format pattern and the last byte may well be a null byte - both good indications you've got the right pieces. Backup data files are a real pain because they make it

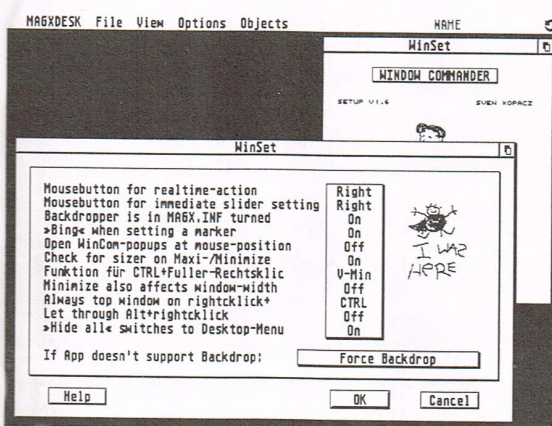
more difficult to join up the right clusters for the current file and they're redundant anyway!

Obviously if you have taken precautions you'll stand a much better chance of recovering all your data when the worst happens:

- Use Diamond Mirror every computer session to save the file allocation tables (FATs). If the worst happens you have a record of where each file was on the disk.
- Defragment your disks regularly - and keep a note of the date. There are various commercial/PD/Shareware utilities to perform this task.
- Make regular backups. Hard disk storage has never been cheaper and it's often quicker and easier to backup one partition/disk to another with the added benefit this defragments all files at the same time.

Oliver Skelton

Window extensions



Q Before using MagiC I considered WinX a must-have utility adding desirable extras to GEM windows and TOS. Under MagiC I'm missing some of the WinX features, is there anything similar for MagiC users?

Simon Evans, Reading

A WinCom (Window Commander) is what you need. It offers extra window functions via the mouse and hot-keys along with the real time functions available in WinX. WinCom offers many other useful features and runs under all MagiC versions since MagiC 2 including MagiC Mac/PC. WinCom is shareware. Registration costs £10 in the UK via Andrew Lee (ajl@cix.co.uk).

Denesh Bhabuta

ST-Guide crashes

Q I've installed ST-Guide from AC#1 as an accessory on my hard drive partition C: After selecting ST-Guide from the Desk menu the ST-Guide intro page is displayed but as soon as I use the mouse to scroll or select links my machine immediately locks up and I have to reboot. Am I missing something obvious?

Peter Buchan, Blackpool

A There are several possible reasons for this behaviour. To figure out the precise reason on your system proceed as follows:

- Rename ST-GUIDE.INF to ST-GUIDE.INX (so ST-Guide can't find it) and reboot. Now try the links, buttons and scroll bars. If ST-Guide is working properly there was something wrong with your INF file so you'll need to go into a text editor, read it carefully, and set the relevant options.
- If the links and buttons work but using the scroll bars locks up the machine your TOS version suffers from an AES bug which affects any desktop accessory - like ST-Guide - which run in a window. The bug can be patched globally using various PD utilities but if you're only using ST-Guide activate the ARROWPATCH fix by removing the preceding # in ST-GUIDE.INF.
- Change the running order of your accessories so ST-Guide doesn't run first.
- If you're still experiencing problems get hold of a copy of NVDI which cures the problem and gives the screen display of all Atari systems a much needed boost.

Joe Connor

Outside with Papyrus

Q I use Outside on my 4Mb Falcon with Papyrus and lots of other programs. The

Auto folder running order seems to be the most important factor (see below).

Also make sure the 'Allocate TT RAM' and 'Load into TT RAM' flags of every program you use are set to ON otherwise the program will crash under Outside with an 'Out of Memory' error.

Now after loading all your Auto programs, including

Outside, check to see how much ST RAM you have free then set Outside to use ALL of this apart from 25Kb - this should result in optimum performance.

- Auto folder running order:
- AHDI - Hard disk driver
 - STOOP - Boot manager
 - FPATCH2 - TOS patch program
 - NVDI
 - OUTSIDE
 - JPEGD - JPEG DSP decoder
 - STIKTSR - STIK
 - DRIVIN - HSMODEM
 - SCC - HSMODEM

Roy Goring, Wessex Atari Group

Bad Printing

Q I have an STe which prints perfectly when connected to a HP DeskJet 500 printer. However, when I connect a Panasonic KXP1081 9 pin dot matrix it won't work.

The printer is not at fault because it works perfectly connected to a different STe and two other STFM's. The problems persist even outputting ASCII so it's not a printer driver problem either.

ataricomputing conference, CIX

A These symptoms normally indicate a damaged Yamaha sound chip (which doubles up to drive the printer port). This chip can be damaged by inadvertently plugging the printer into the ST with the power on

BUT since your machine works with the Deskjet it suffers from a different problem. In some machines the Yamaha chip is unable to provide enough current to drive some printers. One solution is to buffer the Strobe output, by fitting a small-signal PNP follower transistor in the printer lead (ST Strobe output to base, collector to earth, emitter to printer Strobe input). An easier solution is to get hold of a 'Printer booster'. Paul Rossiter can supply these, contact: +44 (0)115 968 1870.

Joe Connor

Web Graphics

Q I am designing web documents using my Atari and want to include some of my own designed graphics on them. So far I been unable to create interlaced GIF files. Is there any Atari software to do this?

ataricomputing conference, CIX

A Yes, here are two options for starters:

- The current CAB distribution includes a TTP utility called TransGIF - simply Drag&Drop the GIF onto the TransGIF icon.
- Imagecopy v4 can save transparent GIFs, contact the FaST Club on +44 (0)115 945 5250.

Denesh Bhabuta

Mini Atari Computing

Q I have just purchased cheaply an Atari Portfolio. Is there any program available which will let my ST communicate with the Portfolio?

Derek Jones via email

A Yes there are various comms utilities to exchange data between a Portfolio and ST. Contact Paul Finch, who runs the Portfolio Club, at: Portfolio Club (UK), 16 Cedars Road, Morden, Surrey SM4 5AB or by email at: finch@parliament.uk

Denesh Bhabuta

SYMBOLIC LINKS VERSUS FILE ALIASES

The MagiC OS includes built-in support for symbolic links but there is general confusion about how to use them and how they differ from file aliases. Consider a file called ABC.TXT on drive C:. If you create a symbolic link of that file called 123.TXT and save it elsewhere both files will appear as 'real' files on the desktop, in the file selector and everywhere else and changing one changes the other.

Creating file aliases is normally a feature of desktops (Thing, MagXDesk, Neodesk etc) where an alias of ABC.TXT can be created and handled as a desktop object, dragged to other icons, windows etc. Aliases do not exist as real files and merely serve as pointers to the original file, move the original file and the alias no longer works.

Mario Becroft, Auckland, New Zealand

Switch is best



I vaguely remember reading somewhere I should turn my Monitor on first and off last to save damage to it. Is this correct?
A R HULL, Surrey

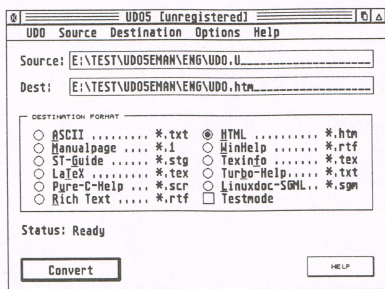


There are various reasons for this line of reasoning:

- On start-up the ST polls all its ports to discover what's connected and all peripherals need to be switched on for this to be effective. The most common evidence for this was with the original Deskjet printers which would not be found by the ST if they were switched on second.
 - There is a risk of a power-surge from any one of the peripherals when they are switched on that may blow the port on the ST that it's connected to. Turning on the peripherals first ensures that the ST remains safe.
- Despite the above reasons many Atari users get away with switching everything on and off at the wall socket. You might choose to do that, but I couldn't possibly recommend it!

Harry Sideras

UDO Doesn't!



I've tried the UDO to HTML conversion and frankly I am disappointed. The number of HTM files created must be a joke! Every node, subnode etc. creates a separate HTM file!

Tim Marsh, London



Since UDO v5 new commands !html_merge_nodes, !html_merge_subnodes and !html_merge_subsubnodes have been added to improve this situation.

Furthermore you can tell UDO via !htmlname how to name a file containing a chapter. UDO is also available for DOS/Windows on the PC and Linux. Versions will soon be available on for the Mac and Amiga platforms.

Denesh Bhabuta

Weird Files



I've just started using the internet and have been trawling the many software archives available. I understand that software on-line is compressed and we need to use the

appropriate de-archiver once the file is downloaded. However I have been totally stumped by the .MSA extension that some files have. What is this and how do I view these files?

John Stevens, via email



MSA stands for Magic Shadow Archive which is a way of compressing whole floppy disks (including their boot sectors) into one file. Magic Shadow Archiver is now at v2.3 and lets you decompress these files, usually creating bootable floppy disks in addition to creating new MSA files. Make sure you have a blank floppy disk per MSA file to hand when you come to extracting them.

Denesh Bhabuta

Atari on the move



I have had to sell my trusted Atari and buy a portable PC. I would still like to use Atari programs. What options are open to me?

Bryan Buchan, via the Internet



You have three options. One is a software version of the Gemulator available for Windows 3.11 and above. This needs a copy of MagiC (v2 or v4) as the operating system. Gemulator is available from from FaST Club, contact: +44(0)115 945 5250. Alternatively you may go directly for MagiC PC, the MagiC operating system for Windows95. For more details contact System Solutions on +44 (0)181 693 3355. The final option is TOS2WIN for Windows 95 and Windows NT from AIXIT in Germany. This is a software emulator and currently only available in Germany. If you have access to the Web, point your browser to <http://www.aixit.com/>

Denesh Bhabuta

Atari PC Disks



I have a PC owning friend with access to the Internet. I have an Atari 520 ST with 1Mb of RAM and would like my friend to download some games from the Atari indexes online. He mentioned that the Atari disk format is different to the PC one and that he would use RAWRITE (this program should write to the disks sector by sector, ignoring their current format) which is distributed with many Linux installations. This is getting a bit too technical for me. Will using RAWRITE work or are there any alternatives?

T. Roy, Lancashire



No need to go to all that hassle. Simply use standard 3.5" Double density floppy disks formatted to 720K on a PC. The ST is capable of reading these 9 sector/80 track discs, so you can just copy the files straight onto the floppies like normal files.

Denesh Bhabuta

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GOT A PROBLEM?

Our team of experts are on hand to solve almost anything you can throw at them. Send your questions to 'Atari Computing Q&A, "Rois Bheinn". Overton Crescent, Johnston, PA5 8JB' or email ataricomputing@cix.co.uk. While we will do our best to answer your question within the pages of Atari Computing we cannot enter into individual correspondence

CyberSTrider

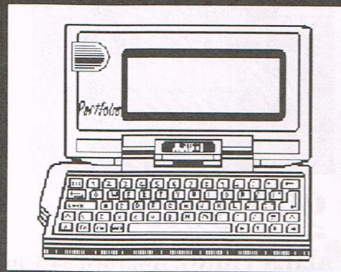
Shareware Support (iPRN, zControl, Speed of Light, UDO, ZOrg, Marcel, Selectric, Kivi, HS-Modem, MG-FTP and more)
 Current Notes - European Distribution of Canadian Atari Magazine
 Internet File Archive - Containing all CyberSTrider shareware files and more for free download via the Web.

PO Box 78, Manchester M21 8SJ, UK
 denesh@cyberstrider.org
 http://www.cyberstrider.org

(Please note: CyberSTrider is closed for a month 20 March to 20 April)

MIDI Keyboards, Organs and Digital Pianos from Yamaha, Orla, GeneralMusic, Casio and Kawai, plus MIDI leads and all audio connectors available by mail-order - 'phone now for our brochure pack & price list
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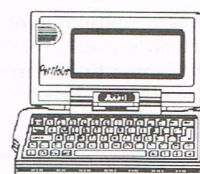
The Atari Portfolio the really Portable personal Computer....



Yes, the amazingly compact DOS based Portfolio is small enough to fit in your hand - yet is powerful enough to offer you facilities you'd expect to find only on a full sized desktop or notebook. It will work for up to 6 weeks on three AA batteries (also runs from optional mains adaptor) How's that for portability? The Portfolio works in 3 languages, English, French & German. Comes complete with 6 built in DOS applications installed on ROM.

They are:

Lotus 1-2-3 compatible spreadsheet-Full text editor-Calculator Address book-Phone dialler-Appointments Diary.
 With additional Interface, cable & software the Portfolio can easily be connected to your ST, P.C. or Apple Mac for file & data transfer. We offer not only Portfolio machines, but also a wide range of accessories & peripherals for you to get even more from the really Portable PC.



For more details write, phone or fax us today at:
The Portfolio Club U.K.
 16, Cedars Rd, Morden, Surrey, SM4 5AB.
 Tel 0181 286 8990 (Home).
 Fax 0181 241 6450.



Open Software Environment

A graphical software system that runs the same OASES software on

Atari Macintosh and other computers

No more software porting

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 820 Dunsmuir Rd.,
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 Fax: (250) 384-0575
 E-mail: omen@oases.com
 Web:
 http://www.oases.com/~omen

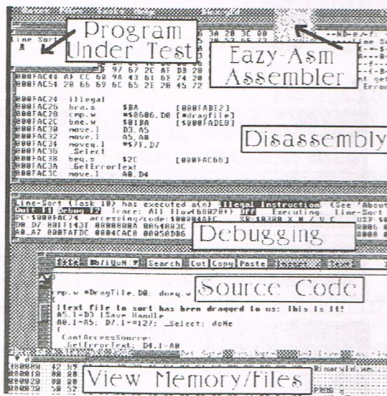
OASES Programming

Superb Programming Environment

OASES is a great development environment, with a shorter system learning curve. The "file image in memory" system simplifies work with files. Programming options currently include Eazy-Asm and OASES BASIC.

Eazy-Asm 68K Assembly is easier in OASES! Advanced language, highly efficient code. "{ }" identify blocks of code to eliminate profusion of minor labels. Programs are straight machine code -- no hidden extras.
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Complete System, OASES, I.A. & I.R., BASIC.
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OASES Basic

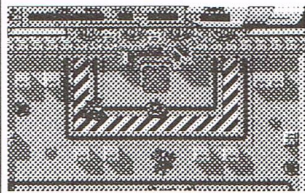


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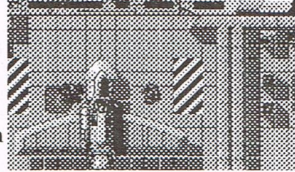
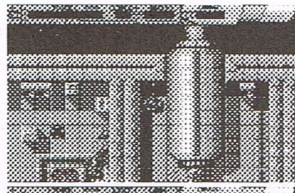
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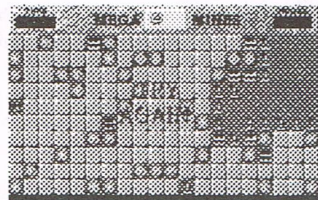


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The Atari A - Z

by Mark S Baines

An encyclopedia/dictionary of all that is Atari, a reference book for beginners and experts alike, bought by people all over the world, including most Atari journalists!

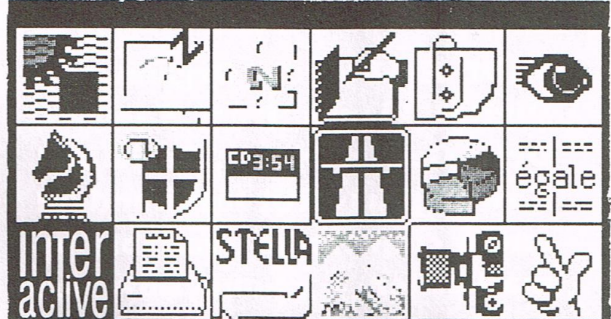
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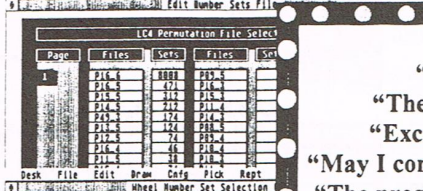
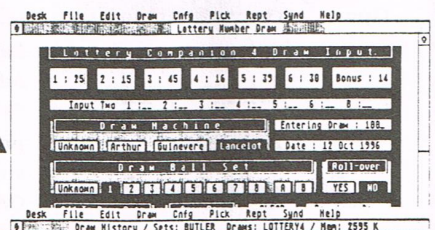
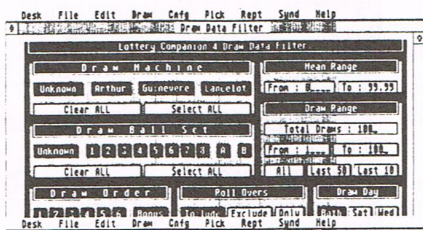


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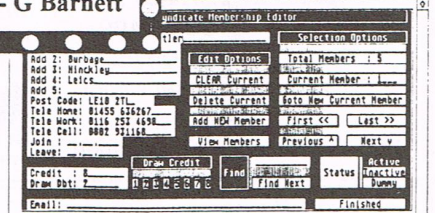
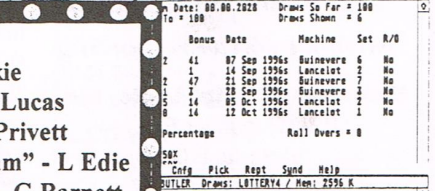
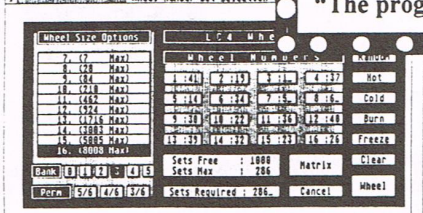
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"Great program" - P Dixon
"Thanks for a great program" - B Cluckie
"The best Lottery program I have seen" - P Lucas
"Excellent program and user interface" - L Privett
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"The program is brilliant, it saves so much time" - G Barnett



See Atari Computing
issue 2
for a full review

Fonty

A fully featured editor for Calamus CFN-format fonts. Features include: full set of drawing tools, grids and guide lines, manual and automatic kerning, backgrounds for tracing from a picture or a GEM font, and a full-feature calculator for manipulating fonts with. Fonty can also convert Postscript type 1 fonts into Calamus CFN fonts.

Was £11.95 - Now £7.95

Calamus Fonts

The STC range of Calamus fonts includes over 200 high quality Typefaces for use with Calamus or any other Atari program that uses these fonts (including Textstyle, see opposite).

STC Fonts Catalogue - was £2.95 - now £1.95

Order the STC catalogue now and we'll send you a voucher that entitles you to buy the STC Font Sets at £4.95 each, RRP: £14.95.)

PD and Shareware Fonts

We also stock a wide range of public domain and shareware fonts. Although the quality of these fonts is more variable than with professionally produced fonts there are a bewildering number of fonts - usually 25+ per disk - so at these prices you are bound to find lots of useful fonts on these disks.

Calamus Font Disks #1 to #12

Calamus Font Disks #13 to #24

were £15.00 - now £7.95 ea.

For details about these fonts see the FN disk section in our catalogue.

Special Offers

FaST Club

For users of Atari ST & Falcon computers
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Imagecopy 4

Imagecopy 4 has highly sophisticated easy-to-use printing facilities that get the very best out of your printer. It will print pictures in black and white or colour on all popular printers: 9-pin, 24-pin, Stylus, Bubblejet, DeskJet and LaserJet.

Copy images from screen, display images, and run slide shows on any ST, TT, or Falcon.

Convert images singly or in batches, all popular image file formats are supported. (Add £5 for the PhotoCD capable version.)

Nine zoom levels plus the ability to flip and rotate images.

Print catalogue pages and create on-screen catalogues for easy finding and printing of image files.

Page Layout option allows multiple images to be printed on one page - great for letterheads, invitations, greeting cards, etc.

Was £34.95 - Now £24.95

(Includes a free copy of Textstyle)

Textstyle



Enter your text into Textstyle, select a font, add effects, and the resulting picture file can be imported into a whole range of packages. Great for generating headlines for wordprocessors, or use it with Imagecopy and/or an art package to make posters, banners, greetings cards, etc. Thousands of uses.

Was £14.95 - Now £8.95

#4

Jan. 97

STrip Cartoon

A fascinating drawing package that is dedicated to creating strip cartoons! STrip Cartoon has lots of easy to use cartoon drawing tools, plus some great sets of ready-to-go graphics. Prints out to Epson 9-pin printers or you can use Imagecopy to save designs for use in your wordprocessor, painting or DTP program.

Was £14.95 - Now £5.95

Online Guides from Spar Systems

The Spar Systems' range of Online Guides are accessory programs that run on top of the host software. They provide time-saving information, tips, hints, tricks and tutorials, plus detailed help on how to use each icon and dialog. They tell you the things you need to know so you can spend more time being creative and less time finding out how to use your software. They come with printed manuals that are packed with tutorials and hints-and-tips. Printer drivers allow you to print-out the online help text.

Page Assistant - £29.95 now £19.95

Mastering Papyrus - £29.95 now £23.95

Calamus AssistantSL - £29.95 now £23.95

Calamus Assistant - £19.95 now £14.95

Mastering AtariWorks - £29.95 now £19.95

Mastering Calligrapher - £29.95 £14.95

MouseTricks 2

Gives you complete control over the speed of your mouse, allocates functions to the right mouse button, can configure itself for each program that you use. MouseTricks also contains a screen saver, a text reading utility, Big ST - a virtual screen bigger than your monitor, and it supports the use of PC-compatible serial mice.

Was £14.95 - Now £6.95

Introducing Machine Code

An excellent book that takes the complete beginner step-by-step into the secrets of programming the ST. The accompanying disk contains a complete programming package - there is no need to buy a separate assembler or resource kit.

Was £19.95 - Now £8.95

X-Change

Comprehensive vector graphics file conversion utility that converts between:

- Calamus Vector Graphics (CVG)
- Outline Art (OL)
- Adobe Illustrator (EPS/AI)
- Aldus Freehand 3.1 (EPS)
- Windows Metafile (WMF)
- WordPerfect Graphic (WPG)

Was £14.95 - Now £9.95

Gemulator 96

The Atari ST/STE Emulator for Microsoft Windows

New Features

➤ Gemulator 96 runs TOS 1.4 or 2.06, and MagiC 2 or 4, on Windows 3.1 and higher. You no longer need to buy the Gemulator ROM Reader card in order to run Gemulator.

➤ It's even faster. On average, 10% to 20% faster than Gemulator 4. The hardware required to emulate the full speed of an Atari TT computer (32 Mhz 68030) has dropped from a 90 Mhz Pentium to a 75 Mhz Pentium.

➤ Direct-X full screen mode. Windows 95 and Windows NT allow Windows programs to grab the whole screen. When used in full screen mode Gemulator can run faster by by-passing Windows and writing directly to the VGA card.

➤ It's even more compact, Gemulator 96 only needs six megabytes of RAM to emulate a four megabyte ST under Windows 95.

➤ Gemulator 96 runs under Windows 3.1, Windows 95 and Windows NT on 386, 486, Pentium, and PentiumPro processors.

For more details about Gemulator write of phone for a free copy of our new Gemulator 96 brochure.

- Gemulator 96..... £ 49.95
- Gemulator 96 Upgrade ... £ 19.95
- Gemulator 96, ROM Reader Card and TOS 2.06 £149.95
- MagiC 2 for Gemulator ... £ 39.95
- Gemulator 96 demo..... £ 1.25 (Needs a copy of MagiC)

How to Order

✓ Tick the boxes for the items that you require and send this advert (a photocopy, or just a letter listing what you want), along with a cheque or PO for £_____ to us at: FaST Club, PO Box 101, Nottingham, NG2 7NN. Please allow 7-days for your goods to arrive. There are comprehensive descriptions of these products in our catalogue, send us a SAE if you want printed sheets about any of them. tick here for our new free catalogue.

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3D Calc Plus

3D Calc is a true 3-dimensional spreadsheet with an integrated editor and programming language, graphics, and extended statistical functions. It will rapidly generate bar and line diagrams, pie chart, multiple bar and line graphs, stacked bar graphs, function graphs, etc. 3D Calc needs one megabyte of memory.

Was £24.95 - Now £9.95

FastCopy Pro

The best disk utility for Atari computers! FastCopy Pro features: highly efficient disk copying and formatting, creates and copies both extended format and MS DOS disks, fast hard disk backup with data-compression, built in disk editor, and virus killer with virus immunization.

Was £14.95 - Now £8.95

E&OE. All offers subject to availability.

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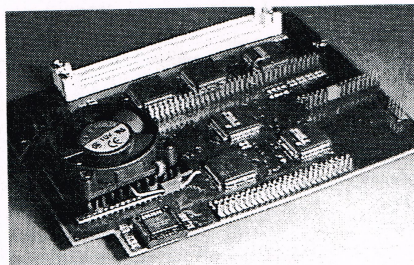


The Art of Mastering the FALCON

Afterburner

The definitive Atari Falcon accelerator. Can produce an average speed increase of at least 8 times a standard Falcon, and well over 9 times when used with Nemesis.

- 68040RC processor - 16.5/33/66MHz
- 20/40/80MHz with Nemesis!
- RAM expansion up to 64MB
- Expansion through port
- High level of software compatibility



Afterburner retains an extremely high level of compatibility with existing Falcon software - including the APEX series and Cubase Audio.

Now included is Black Scorpion's MC68040 Toolkit (v4.07) which provides a full range of utilities for realising maximum performance. **Afterburner040: £499 (*new price*)**

Exposé

The ever-popular video digitiser. Allows high-resolution, true-colour, real-time image capture direct from VCR or camcorder.

- Capture stills up to 1024x768, 24-bit.
- Animation up to 256x160 @ 17fps
- 25fps animation capture @ 128x80

Includes FalCAM Tripod, FalCUBE & VGA-TV. **Exposé: £279.00**

Falcon 14MB

Our 14MB Falcon upgrade is supplied for easy fitment - no soldering, simply replace your existing memory board.



APEX Media

The incredible animation program that took the Falcon market by storm. Now being shipped as v2.2, having full compatibility with Afterburner040. A new version of APEX Media (available soon) now allows 640x480 true-colour operation with Nemesis!

What more can be said about the most advanced program for the Atari Falcon?
APEX Media: £99.00

BSS Debug

The essential utility for dedicated Falcon programmers. A host of features.

BSS Debug: £39.95

Further details from:

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e-mail: 100345.2350@compuserve.com

Web: <http://ourworld.compuserve.com/homepages/TITANWEB/>

All prices include VAT. E&OE. Prices and specifications can change without prior notice.

C-Lab MK.X Case

Superb replacement Desktop-style case for the Falcon. An essential accessory and ideal for housing the Afterburner!

Price: £199.00

See our advert elsewhere in this issue for details on Nemesis & Videlity

APEX Alpha

Stunning image processing program with the ultimate real-time Window system, delivering an unbelievable level of performance.

- Full 24-bit real-time image editing.
- Real-time zoom to any level of detail.
- Anti-aliased (MIP-mapped) real-time block operations.
- Real-time Alpha channeled tools & paste operations (8-bit masking).
- Variable alpha on gradients and masks.
- Analog chroma-key range masking.
- Compound (multiple) filtering using a real-time brush.

With Nemesis and Videlity, APEX Alpha provides resolutions of 720x528 in 16-bit true-colour, on standard VGA monitors.

APEX Audio

New APEX development for professional audio users providing fast waveform editing and manipulation and D2D recording.

- Extremely fast real-time DSP operation.
- Full 24-bit sampling capability.
- Waveform enhancement technology for high quality audio.
- Real-time record and playback resampling at any sample rate from 6KHz to 99KHz.
- Direct-to-Disk sampling.
- Basic Filtering functions.
- Waveform generation Studio.

Please Note:

APEX Audio and APEX Alpha are currently under development

