

ATARI

COMPUTING

Issue 6 • August 1997

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• Billy Boy, Zebuland

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Papyrus 5 Upgrade

Making Music

Emagic Logic 2.5

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CAB 2, CIX

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Games action

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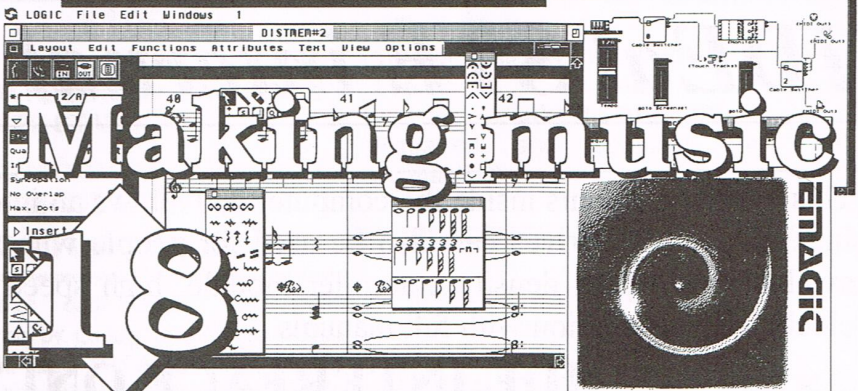
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ATARI COMPUTING

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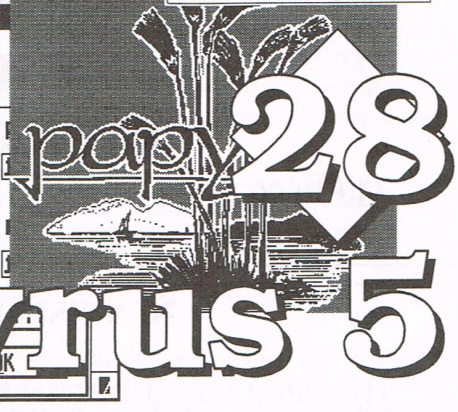
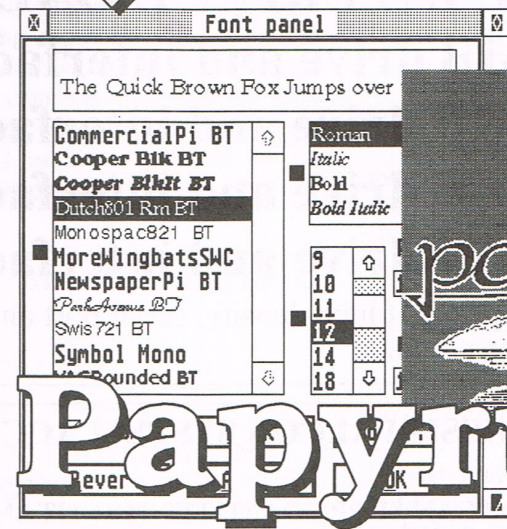
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Atari Computing, "Rois Bheinn", Overton Crescent, Johnstone, PA5 8JB, SCOTLAND
Email: ataricomputing@cix.co.uk or NeST:90:100/315.0@nest.ftn
Unfortunately we cannot enter into personal correspondence to answer Atari-related questions - although we 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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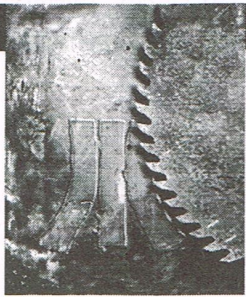
Making music

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ABOUT THE COVER

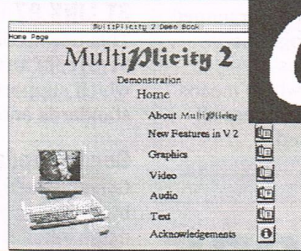
Blade Runner
This darkly surreal montage was created by Colin Monro using Photoshop 4 on a 68040 Macintosh. Using a royalty-free scan of a circular saw blade as a starting point, it was converted to 256 greyscales. The Atari logo was created using Digital Art's Vektor under MagiCMac 2.11 and saved as an EPS file. Imported into Photoshop, it was then positioned to appear to be under the oncoming blade. This was done by pasting a copy of the blade onto the original and moving it until it slightly overlapped the fuji logo.
The original blade scan showed shadows under the saw teeth but these weren't dramatic enough so these were carefully removed and new ones added using Extensis PhotoTools, a graphics



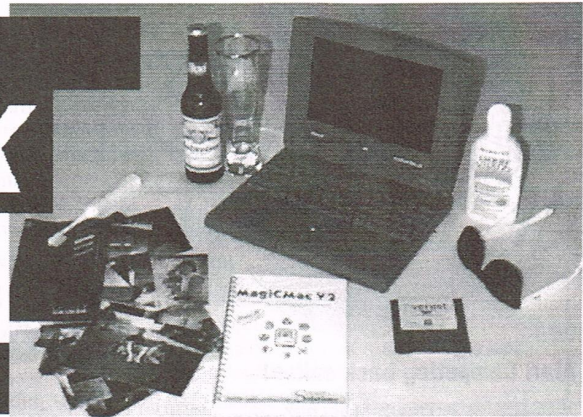
plug-in module for Photoshop. By using a Wacom ArtPad stylus together with PhotoTools' Bevel feature, the "hewn from rock" look of the logo was created. The background of the picture was then lightened to make the logo stand out further. Tiny scratches were applied to the "rock" logo and some of the saw teeth. Coarse airbrushing created extra corrosion effects.
In total the montage involved up to sixteen layers and took about six hours to create.

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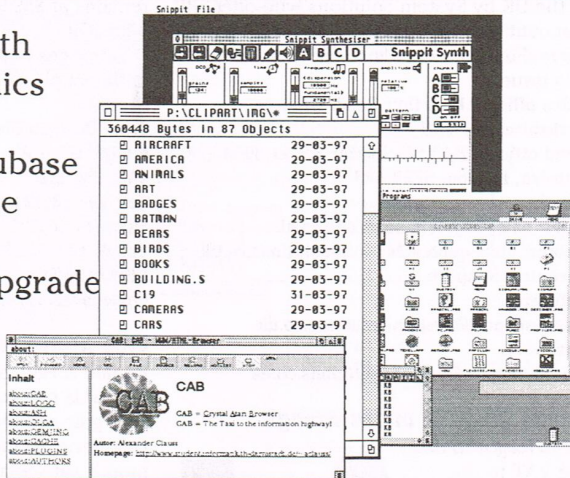
CIX



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HAPPY BIRTHDAY!

Most of this issue was edited on holiday in Portugal. I managed to smuggle my Mac Powerbook past my wife and into my hand luggage loaded with a copy of MagiCMac and Everest. With nothing to do except drink beer, Sangria and eat fish while watching the kids play there was plenty of time for recreational activities!

Atari Computing is a year old already and, as promised, we've delivered you six issues and most of you have stuck with us for which I'd like to thank you all.

We're often asked how long we can keep going and I always reply it's up to you and there's plenty of ways to make a difference. On a daily basis being online is the best way - a quick glance in the Q&A pages should tell you that's where the real action is. We're even negotiated a special deal from CIX to tempt you so there's never been a better time to take the plunge...

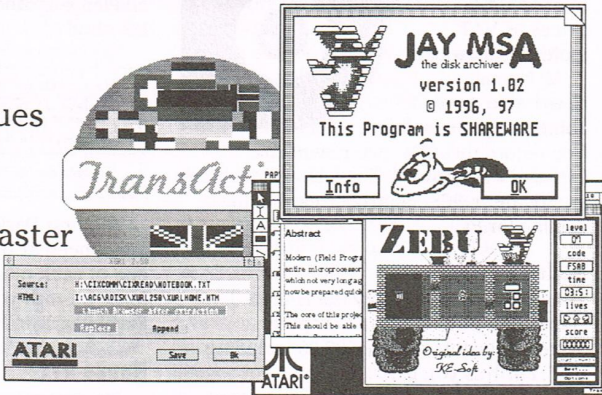
Nothing beats User Group meetings for sorting out problems so why not get involved - all you have to do is turn up and if you want to start a new group there's plenty of help available. Our User Group section is standing by offering free publicity...

My favourite way of keeping my enthusiasm going is attending shows - but it only works if enough of you come along! A lot of effort goes into organising shows so do make the effort to come along and support all the hard work put in by Mike Goodman and the exhibitors. Take a look at our Show diary feature then pick up the phone and order your tickets for the October shows, see you there?

Joe Connor

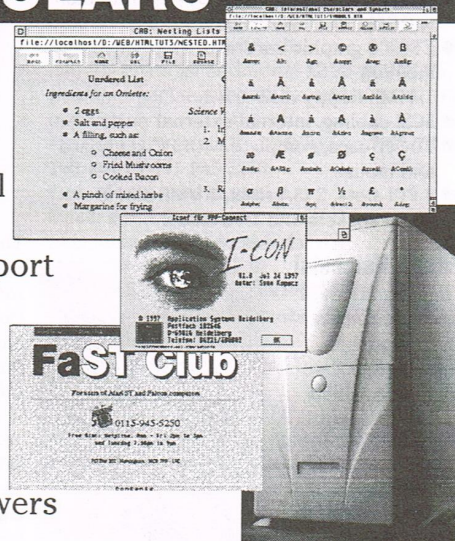
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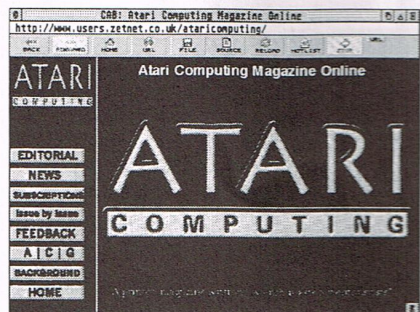
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Atari Computing back online!



Due to unforeseen circumstances Frank Charlton has not been able to update our original web pages so we've moved over to Zetnet. We intend to offer visitors regularly updated pages so do stop by and take a look. Let us know what you'd like to see online...

URL: <http://www.users.zetnet.co.uk/ataricomputing/>
Email: ataricomputing@zetnet.co.uk

CAB v2.5

CAB v2.5 should be available about now. The cost of this new version will be £29.95 with upgrades for existing CAB v2.0 owners costing £15.

CAB v2.5 can merge NetScape and Microsoft Explorer bookmark files into the hotlist with most of the new features centring around lots of new modules:

- Download module: Handles binary files.
- Steganography module: Hide cryptic messages in HTML pages.
- AutoSurf module: Download entire websites automatically.
- Cache tools: Extract and view files in the cache without having to wade through those cryptic filenames!
- Hotlist checker: Checks which hotlist entries have changed or are no longer accessible.
- CABalog module: Creates image catalogues automatically.



The increased price for CAB covers the inclusion of PPP-Connect, a TCP/IP stack and alternative to STiK/STiNG, which enables Atarians to connect to the internet using PPP (SLIP is also supported) for the

first time! All configuration takes place from a GEM dialog, and it's straightforward to setup with no ASCII configuration files to contend with! PPP-Connect is programmed by Sven Kopacz, who also programs WinCom. PPP-Connect requires a pre-emptive multitasking OS which means MagiC, MultiTOS, N.AES and Mint are all fine but Geneva cannot be used.

System Solutions

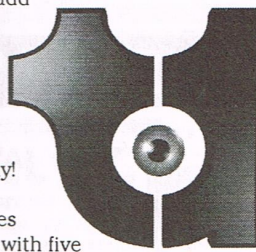
CAB is published by ASH and distributed in the UK by System Solutions who offer discount to InterActive registered CAB users. For more details check their ad in this issue.

Sales office: 119 Arthur Road, Windsor, Berkshire, SL4 1RU
Head office: 17-19 Blackwater Street, East Dulwich, London, SE22 8RS
Email:
Sales: sales@system-solutions.co.uk
Quotes: atari-quotes@system-solutions.co.uk
Technical Support:
Software: stsoft-support@system-solutions.co.uk
Hardware: sthard-support@system-solutions.co.uk

Nomai CD-ROM prices wrong!

Titan forgot to add the VAT to the Nomai prices in this issue but will honour these prices as VAT inclusive anyway!

All Nomai re-writable drives come complete with five free recordable CDs, two re-writable CDs and PC software. The kits also include an Advansys SCSI controller card with cabling for PC.



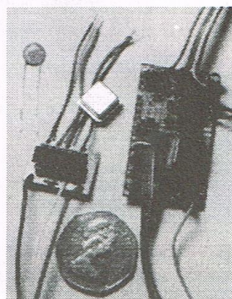
Helleva offer?

Titan Designs can supply the HADES computers from Medusa Computer Systems starting from £1299.00 including VAT. For this you get:

- 32/64MHz Motorola 68040 processor
- 2.1Gb Enhanced IDE hard disk drive
- 16Mb memory (60ns EDO) - upgradable to 1Gb!
- ET6000 graphic card with 2Mb Video memory
- 1.44Mb floppy disk drive
- SCSI cabling, internal/external ports
- Tower case, complete with PC keyboard and mouse
- 4 PCI slots, 2 ISA slots, 1 VME slot, 8 SIMM sockets and TOS 3.06M

Faster Nemesis!

The next batch of Nemesis boards will support a 50MHz clock oscillator, which raises the highest speed by 4%. The 40MHz oscillator will remain the standard option. Titan sold out of



Nemesis boards but by the time you read this they should be back in stock.

ST LINK 97

This new ACSII to SCSI adapter for the ST/STe/TT range features a new interface which supports all the latest SCSI standards and devices. Cost £49.95.

Geneva updated

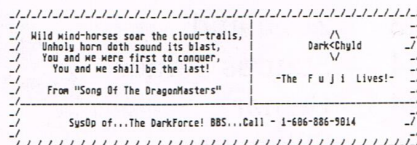
Geneva, the multitasking OS programmed by Gribnif software has been updated. A demo version and a release 006 patch archive is available for download from CiX or Gribnif's webpages, which can be accessed via the Titan webpages. Geneva remains at £59.95 or bundled with NeoDesk 4 for £79.95.

All prices include VAT but carriage is extra, so please call Titan before placing an order.

Titan Designs/Black Scorpion Software
6 Witherford Way, Selly Oak, Birmingham, B29 4AX, England
Tel: +44 (0)121 693 6669
Fax: +44 (0)121 414 1630
Email: 100345.2350@compuserve.com
URL: <http://ourworld.compuserve.com/homepages/TITANWEB/>

Free Atari Computing!

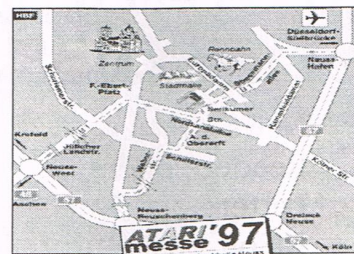
Ronald J. Hall, SysOp of the DarkForce BBS in the US has come up with a cunning plan. He's going to pick one Atari caller at random each month and give them a three month subscription to Atari Computing absolutely free! All it takes to qualify is one phone call - even if you just logon, take a quick look around and logoff. Ronald is challenging other Atari SysOps to match his offer!



The first DarkForce winner will be announced at the end of August, and the end of each month thereafter. May the force be with you Ronald!

Email: thechuld@pcc-uky.campus.mci.net

Neuss 97!



The world's largest Atari show will take place the town hall in Neuss, Germany on the Saturday 4th and Sunday 5th of October 1997. The doors will open at 10am and close at 6pm both days.

Neuss is very close to Düsseldorf so if you're travelling long distance



head there first. Once in Neuss look for the signs to the Stadthalle and special show signs.

Around 50 exhibitors from all over Europe are expected to attend with plenty of products making their debut at the show.

Milan

YOUR Personal-Computer

Amongst the highlights will be the Milan TOS compatible computer sporting a Motorola 68040 CPU running at 66MHz, PS/2 EDO memory from 1Mb to 512Mb, an enhanced IDE controller for up to four IDE units, four PCI and three ISA slots running a modified TOS 3.06. Add on SCSI and Falcon compatibility cards are expected to follow. A complete system including graphic card, 8Mb memory, 270Mb-540Mb, keyboard and mouse will be 1499 DM approximately \$550).



The Phoenix TOS compatible computer is also expected to be presented by French company Centek. UK companies expected to attend include Titan Designs, 16/32 Systems and Atari Computing. We'll be promoting the magazine and news gathering for future issues so if you're attending the show please do come and say Hi!

ST Applications offline

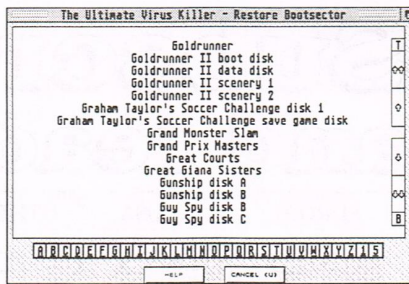
FaST Club

The online version of ST Applications has been discontinued. Subscribers to the online version will have their subscriptions to the printed magazine extended accordingly. This doesn't signal a move away from the Atari scene in fact the FaST club's web site is being relaunched on 1st September 1997 featuring "A truly interactive and constantly updated web site" - should be well worth a hotlist entry!

UVK v7.0

The Ultimate Virus Killer (UVK), formerly distributed in the UK by Douglas Communications, is now handled by the FaST club. UVK v7.0 is available now for £9.95 (an introductory saving of £3 off the RRP of £12.95). Upgrades from any previous version are also available for just £2.95. Enclose original master disk with order. Here's a few new features:

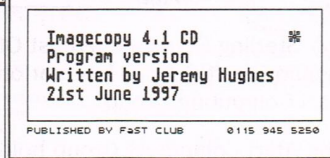
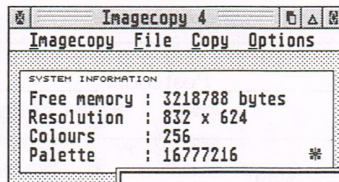
- Recognises and destroys the Pharaoh and Carpe Diem viruses along with over 100 other bootsector and link viruses.
- Gemulator and MagiC! compatible.



- 200 innocent new bootsectors added, a total of 797 bootsectors can now be restored from 1830 recognised.

Imagecopy 4.1

This latest update includes far too many new features to list here but here's a few highlights:



- New read image formats supported: APX blocks, XBM images and 320x200 XGA images.
- Support for the AV protocol, Drag&Drop and iconification.
- IMGs can be saved in VDI palette order, custom palette support.
- Image grabs can use GEM routines instead of LineA routines - ideal for use with emulators.
- The top window, with or without border gadgets, can be grabbed automatically.
- New options to catalogue images - ideal for keeping track of clip art CDs.
- All known bugs eradicated!

Imagecopy 4.1 costs £24.95 (or £29.95 for a version which additionally supports the PhotoCD format). Upgrades from Imagecopy 4 cost \$4.95. Upgrades from Imagecopy 2, 3 or 3.5 cost \$9.95. Upgrades from Imagecopy 1 or 1.5 cost £14.95. Master disks do not need to be returned if upgrading from Imagecopy 4, for all other upgrades return master disk one. A new manual costs an additional £2.95 and £1.25 post and packing should be added to all orders.

FaST Club, PO BOX 101, Nottingham, NG2 7NN
 Tel: +44 (0)115 945 5250
 Fax: +44 (0)115 914 0545
 Email: stclub@cix.co.uk
 URL: <http://www.cix.co.uk/~sta/>

1997 Adventurers' Convention

Date: Saturday, 11th October 1997, 9am - 6pm

Venue: The Royal Angus Thistle Hotel, Birmingham

This event is now in its 8th year and attracts adventure game enthusiasts from all over the UK. The convention caters for all formats and if you want to bring along hardware and/or software to sell tables are provided.

Snippets

Floppyshop changes

Floppyshop have moved their website to Zetnet and the new webpages are now active. The site includes full ST and Falcon catalogues along with demo versions of their commercial releases.

URL: <http://www.users.zetnet.co.uk/sdelaney/downloads.html>

Email: sdelaney@zetnet.co.uk

Atari Angst?

Who you going to call? Try Dannie Colquhoun. He's prepared to help readers with Atari technical problems: Dannie Colquhoun

Atari Help Line (UK), 59 Groathill Road North, Edinburgh, EH4 2RZ

Tel: +44 (0)131 332 9323

Fax: +44 (0)131 334 6366

Alive & Kicking!

Fans of Vanessa Mae, may be interested to know the notes on her album credit Atari computers. She joins the huge list of musicians that have used, or still use, their Ataris to make music. Here's just a few: KLF, Tangerine Dream, Front Line Assembly, Jean Michel Jarre, Camouflage, Yes, and 808 State.

There is a band in Sweden called "Just D" that released a song called "Our Atari". And recently an audio engineer, interviewed in EQ magazine, claimed Cubase Audio Falcon was his "secret weapon". He devoted a whole paragraph to talking about what it could do.

Rap group Rebel MC like Atari so much they even included the lyrics "Wait a minute while I reset the Atari" in one of their tracks!

At least one machine for nearly every computer format should be up and running on the day. They'll be a 'Megapoints' competition running throughout the day which involves playing a text-based adventure game called "There's a hole in my bucket!". The adventure is programmed by Karen Tyers and it runs on Spectrums, you have 20 minutes to score as many points as you can. Prizes will be awarded to the three adventurers who score the most points!!

Tickets are available now priced at £8 per person. Ticket application forms can be ordered from:

Email: larry.horsfield@explosion.nemesis.co.uk
 Larry Horsfield, 40 Harvey Gardens, Charlton, London, SE7 8AJ



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

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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"/>
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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

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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.

EDITH PRO OFFER

Now available direct from
Atari Computing!

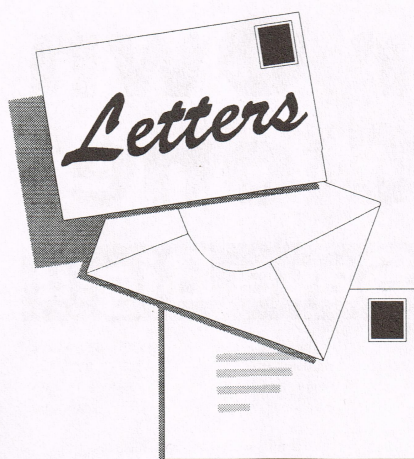
Following our inclusion of **Edith Pro**, the ex-commercial and fully featured text editor, on our Reader Disk we can now supply the official **70 page comb bound A4 manual** and labelled master disk for just **£12.50** including UK postage and package. Contact us for postage costs outside UK.

Read all about this excellent program in the giant text editor review in issue 4 of **Atari Computing** where it received a sparkling recommendation from our panel of experts.



£12.50

Send your cheques (payable to Atari Computing) to AICIG Edith Pro offer "Rois Bheinn", Overton Crescent Johnstone. PA5 8JB. And remember to include your address.



repair, tune up and polish, but never drive more than five miles, I want the convenience of a modern car - fill it up, get in and drive - Is that really too much to ask?

Eddie Gray via CIX

We may well be into the twilight zone of our platform but with the introduction of ST-Guide the quality of useful documentation has never been better. On the other hand Eddie is absolutely right to emphasise the need for non-technical instructions.

The world of comms is notoriously tricky for beginners to get to grips with but we know it works - hundreds of Atarians are already out there somewhere.

Plain speaking

Ours is a good platform, but as it gets older, bits of the platform keep falling further behind and this leads to more people abandoning ship. To help maintain it, I would urge authors to write documentation we can all understand.

My Mega STe has to work - hard! I use it for MIDI and it puts in a lot of hours. I have neither the time nor the inclination to plough through reams of instructions, written in Esperanto, which assumes my computer knowledge qualifies me for a senior position with NASA.

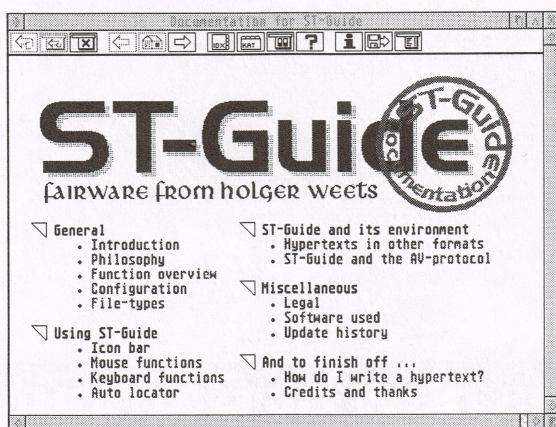
Recently I decided to take the plunge and get a modem. With a great deal of help from Jim Hornby of the Wrinklies Club, I got to grips with CIX conferencing and email and suddenly the world was my lobster.

Flushed with success I downloaded the World Wide Web archive to checkout what the internet was all about - well, I'm still wondering!

Read all the documentation files it says! They are scattered all over the place like confetti in a church yard. There are over 150 files to wade through to find them all - I know because I noticed the number when I dumped them all in the trash can! Call me a luddite but I really did try, yet I was completely unable to get it up and running.

So here's the point of this sad tale. I want documentation which tells me how to use the program - much like the instructions which accompany modelling kits. I don't want to know how it works, I don't even want to know why it works - I just want to use it.

I don't want my Atari to be like a vintage car that you tinker with,



Competition between web browsing packages from Oregon Research, the French WenSuite package and PPP-Connect for CAB 2.5 should lead to easier web access.

Keep the faith

I am writing to anyone thinking of switching to a PC - you don't have to!

My two kids, like most nowadays, use a computer for project work at school. I'd been thinking about buying a PC to enhance the quality of the work they could produce.

With the latest PCs aimed at home use costing well over £1000, plus extra for a printer and bearing in mind it will undoubtedly be outdated next year I thought perhaps I was working at the problem from the wrong end and started to consider upgrading my Atari based system.

I spotted the Protex re-launch in AC#3 and ordered a copy - taking its re-launch as a good omen for my upgrade plan. This latest version is a revelation - full of features I expected to have to buy a PC to get! Protex has a real-time spell checker, a Thesaurus, colour image support (GIF and IMG),

print preview, different coloured text output, import/export options including RTF and much more.

I'm running this all from floppies on a 2Mb STe machine with the dictionary loading from reset-proof RAM disk and the Thesaurus on my saved text disk and it all seems to work as fast as the average PC.

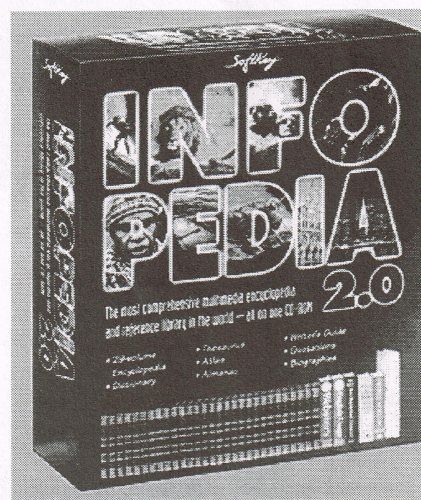
Having saved myself a grand I splashed out on an Epson Stylus 100 Colour inkjet, I choose this model because both Protex and Imagecopy have dedicated printer drivers. I looked at several Windows printers but understand they're not suitable for use with Atari systems because they don't include any bitmapped fonts at all.

On my system I settle for 360x360dpi output - although the printer is capable of 720x720dpi if I had more memory. The improvement over my old dot matrix is astonishing - near laser quality. I was also pleased to find older programs such as Write-On and Timeworks include drivers to support this printer.

OK, so we can't use Encarta, but in two years time my Atari will be no more obsolete than the current crop of Pentium PCs!

Mick Smith, Worthing

That's true. A ten year old Atari machine can run a pre-emptive multitasking operating system - Windows and Mac OS users are still waiting for this! With a few relatively inexpensive upgrades Atari machines can take advantage of the latest peripherals.



As for not being able to use Encarta, take a look at Infopedia developed by Homa systems. This enables a selection of PC based CD-ROMs to be read on the Atari platform.

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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Apex Intro

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\$69 US \$99 Cdn.

Vidality

The Screen Expander Vidality is a perfect complement for Nemesis, for configuring the highest resolutions possible on the Falcon. It is also useful with a standard Falcon or other screen resolution enhancement hardware like BlowUp Hard or ScreenBlaster.

\$35 US \$49 Cdn.

Texel

Finally, a spreadsheet program for the Atari platform that is in the same league as Lotus 123 and Excel! So much work has gone into this package. All of the modern GEM interface enhancements such as Drag and Drop, SpeedoGDOS support, OLGA object linking and more.

\$99 US \$139 Cdn.

Ease v5

Ease 5 now supports long file names for perfect integration with the new MagiC 5 Multitasking OS. Other new features include resolution switching! A must have replacement desktop, fast, functional and easy to use. MagiC is not needed. Ease works with any version of TOS.

\$69 US. \$99 Cdn.

Papyrus v5

Much more than a word processor, Papyrus rivals many desktop publishing applications for features and ease of use. A new interface makes Papyrus easier to use than ever. A well rounded, feature filled functional application includes automatic Table of Content and Index generation.

\$179 US \$249 Cdn.

HD Driver v6

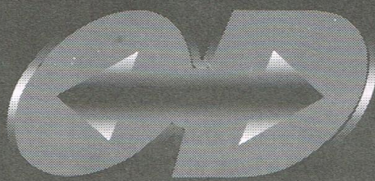
HD Driver is the fastest hard drive utilities available for Atari computers! Extensive support for the widest range of hard drives, SCSI bus arbitration, parity support for data integrity on a TT or Falcon, support for XHDI partitioning formats and special support for ZIP drives.

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In Touch v2

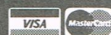
Organize and manage all of your personal information with this powerful and simple to use database. In Touch uses Speedo Fonts to print a wide variety of professional looking labels, address books, date books, calendars and TO DO Lists. Avery labels are supported!

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Snippit Synth

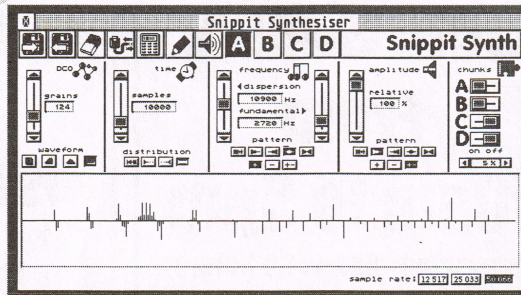
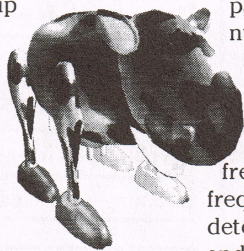
More beefy sounds from the Electronic Cow? Shiuming Lai makes a ruling on this new sample-synthesis tool...

REVIEW

SNIPPIT SYNTH

Electronic Cow's infectious enthusiasm for all things musical is apparent - observe its rapidly expanding range of weird and wonderful programs by designer, programmer, musician and writer, Danny McAleer.

Following in the footsteps of Sound Chip Synth and MIDI Arpeggiator, comes the interestingly-titled Snippet Synth. In a similar vein to Sound Chip Synth, Snippet is intended for generating sound samples but, the major difference here is the technique used. While Sound Chip Synth produces sounds modelled on those typical of the ST's Yamaha YM2149 programmable sound generator, Snippet is based on a radically different approach known as granular synthesis.



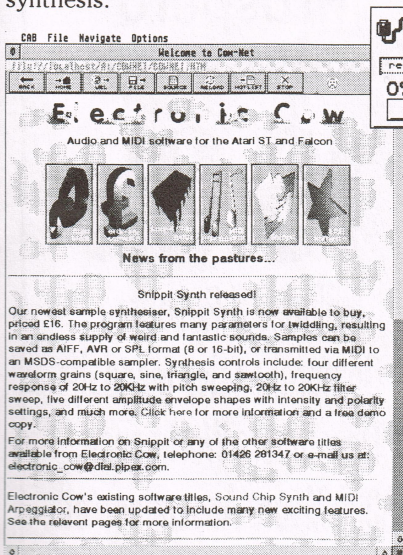
↑ Electronic Cow maintains its reputation for slick user-interface design

A single event in Snippet consists of two complete cycles of a preset waveform, of which there are four to choose from. Sounds can have up to four "chunks", basically four distinct phases each with its own unique parameters. These govern the number of events (grains) per chunk, their distribution over the given time (for example, even, or with a bias towards the start or end of the chunk), fundamental frequency and dispersion limit for frequency sweeps. Yet more buttons determine the direction of the sweep and its shape.

dumped to another device via MIDI. Tracker musicians may also find Snippet useful. For use in either of these applications, there's a basic problem of tuning which remains to be overcome. To use a sample as a musical sound obviously requires it to be correctly tuned but while the fundamental frequency is clear as day, all the other parameters can, and do, totally change the perceived pitch. Until Danny works out the horrendous maths behind it, samples currently have to be retuned by ear! I understand a resampling program is currently in the works, but I feel some kind of resultant frequency control within Snippet is necessary.

As far as the program itself is concerned, no major gripes. It's intuitively laid out, very stable and works quickly. Possibly the worst thing is the sliders - they have a large range so setting a particular value can be long-winded. Input edit fields are planned along with a whole host of extra features - remember this is only the first release!

Overall Snippet is a useful, well-implemented program. It's by no means a replacement for a full-blown professional synth, more of an interesting additional source. In common with most modern GEM software keyboard shortcuts and ST-Guide hypertext help files are included. I look forward to the forthcoming updates. ☺



↑ If you've got an SDS-compliant sampler look for this dialog

Yes, it is definitely quite hairy to begin with and, gets several times worse if tuning is brought into the equation - more of that later! Like real synth programming, it takes a lot of experimentation to get a particular sound, and even then it may not be the "right" one, because the synthesis model will not allow it. However, an enormous potential still exists due to the number of parameters which can be tweaked.

The master disk includes example sounds which show how versatile Snippet can be, especially the FM-synth string and analogue style bass, which are very nice indeed. More complex sounds are within reach by use of all four chunks. Cross-fading between chunks is variable between 0 - 50%.

Danny has anticipated Snippet will appeal to a wide audience, including professionals so samples can be generated in 16-bit resolution and

↑ Visit the Electronic Cow web site for updates, information and some freebies

The physicist, Dennis Gabor, first described the theory of granular sound representation in his paper, "Acoustical Quanta..." circa 1947. In essence, the acoustical quanta he describes, is the limit at which an isolated sonic event becomes indistinguishable to the human ear as such.

SNIPPIT SYNTH

Publisher

Electronic Cow
Tel: +44 (0)1426 281347
Email: Electronic_cow@dial.pipex.com
URL: http://dSPACE.dial.pipex.com/town/terrace/electronic_cow/cownet.htm
RRP: £16.00 + £1.50 P&P

Requires

Any Atari, STE or above for sample playback, 1Mb memory, 640x400 resolution (ST high) or higher

Pros

Snappy operation, user-friendly

Cons

Lack of tuning and envelope shaping

83%

ATARI COMPUTING ISSUE 6

11

Atari Shows 97

Birmingham

Saturday

18th October

Manxman Suite

Motor Cycle Museum

M42, Junction 6

Birmingham

(5 minutes from Birmingham International Rail Station, 2 miles from the Airport)

Both Shows

From

10am to 5pm

Admission - Adults £5 before
2pm £3 after

Children under 16yrs £1 all day.

Booking not required, pay on the door

All the usual exhibitors, user groups and disk mags expected.

London

Sunday

19th October

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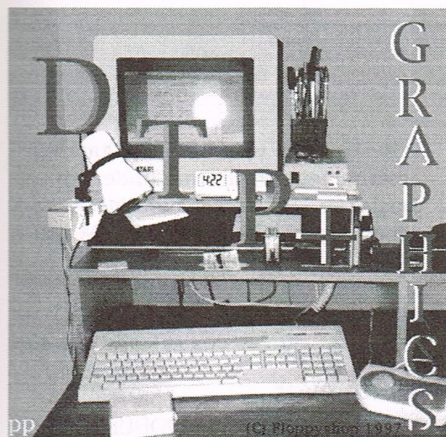
Post and Packing applies to the total value of your order - Below £19 add £1.25 - Above £19 add £2.50

DTP+GRAPHICS CD ROM

Al Gould reviews this latest CD-ROM from Floppyshop...

"DTP+GRAPHICS, is big. Really big. You just won't believe how vastly hugely mindbogglingly big it is. I mean you may think it's a long way down the road to the chemist, but that's just peanuts to DTP+GRAPHICS..."

(With apologies to Douglas Adams & Hitchhikers guide to the Galaxy)



Problems and solutions...

The first "problem" with CD-ROMS is their size. This presents the practical problem of finding your way around and with thousands of files on each CD-ROM it's easy to miss something.

To make it easier to navigate DTP+GRAPHICS there is a folder called DIRECTOR.Y inside the _CATALOG folder, which contains both ST/STe and TT/Falcon catalogue programs and text files which describe the contents. Each main folder also contains a README.1ST file which describes what is contained in it and, just for good measure, a DIR.TXT file which shows the entire directory structure.

The second "problem" with many CD-ROMS is the language barrier - most software and documentation is typically German. Wearing my "good European" hat I know we should all be

SHAREWARE

Much of the content of DTP+GRAPHICS is non-commercial so do remember to register whatever programs you find useful. Some programmers only want a postcard, just to let them know people are finding their program program useful. It's also the best way to keep programmers interested in the Atari platform.

learning a second language and I shouldn't complain when I don't understand "foreign" CD-ROMS.

However, the reality is I'm not the only one so I'm pleased to report DTP+GRAPHICS is around 90% English. In addition, two different German to English translation programs are provided on the disk for anyone wanting to get to grips with the remaining few files.

What's on it?

What appears to be the entire Floppyshop collection of clip art, DTP support programs, printer utilities, printer drivers, word processors, image processing packages, fonts, vector graphics packages and non-commercial graphics packages for starters!

P:\CLIPART\IMG*	
368448 Bytes in 87 Objects	
<input type="checkbox"/> AIRCRAFT	29-03-97
<input type="checkbox"/> AMERICA	29-03-97
<input type="checkbox"/> ANIMALS	29-03-97
<input type="checkbox"/> ART	29-03-97
<input type="checkbox"/> BADGES	29-03-97
<input type="checkbox"/> BATHAN	29-03-97
<input type="checkbox"/> BEARS	29-03-97
<input type="checkbox"/> BIRDS	29-03-97
<input type="checkbox"/> BOOKS	29-03-97
<input type="checkbox"/> BUILDING.S	29-03-97
<input type="checkbox"/> C19	31-03-97
<input type="checkbox"/> CAMERAS	29-03-97
<input type="checkbox"/> CARS	29-03-97
<input type="checkbox"/> CARTOONS	29-03-97
<input type="checkbox"/> CELEBRAT.E	29-03-97
<input type="checkbox"/> CLIPS	29-03-97
<input type="checkbox"/> COMPUTER.S	29-03-97
<input type="checkbox"/> CONTRAINE.AS	29-03-97
<input type="checkbox"/> DEATH	29-03-97
<input type="checkbox"/> DECORATI..UE	31-03-97

There are over 3,600 fonts and over 8,000 items of clip art. There are almost 1,200 Calamus fonts, 500 TrueType fonts, over 400 PostScript and hundreds of Signum and GDOS fonts. The clip art folders are categorised into logical sections and Floppyshop claim to have weeded out any duplicate clip art - I certainly never found any.

There are over 5,400 mono IMG files, some of which are among the highest quality I have seen. There are also hundreds of GIFs, PCXs and over 800 GEM Metafiles. In total the clip art and image folders contain over 10,000 items totalling over 270Mb.

Additionally there are templates for Calamus, PageStream, Publishing

For anyone who does any DTP work at all, DTP+GRAPHICS is amongst the best CD-ROMS available

Partner and Atari Works including almost 300 printer drivers (mostly for First Word/Wordplus but also a number of SpeedoGDOS drivers,

including 600/720 dpi drivers for the newer Epson, Hewlett Packard and Canon printers) and over 120Mb of graphics related programs and data files.

Fillers?

Floppyshop have also included a large number of animation files and although these are of little use in a DTP situation, they make interesting viewing. Finally there's a folder containing save disabled versions of Floppyshop's commercial titles along with complete versions of Degas Art part 1,2 and 3, Xlator and Family Roots v1.

Conclusion

For anyone who does any DTP work at all, DTP+GRAPHICS is amongst the best CD-ROMS available and very good value for money. I would have liked, and been prepared to pay extra for, a printed catalogue of the clip art and fonts. ☹

DTP+GRAPHICS CD-ROM

Publisher/Supplier

Floppyshop
PO Box 273, Aberdeen, Scotland,
UK. AB15 8GJ.
Tel: +44 (0)1224 586208
email: sdelaney@zetnet.co.uk
Cost: £35.00 + P&P

Pros

The sheer quantity of files to choose from, layout and directory structure, mostly English

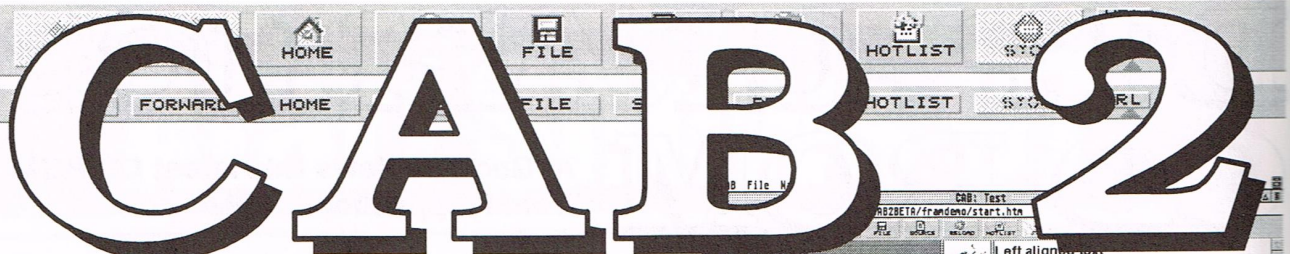
Cons

A printed catalogue would have been the icing on the cake.

Statistics

Total size: 643Kb
Number of files: 27,628
Number of folders: 3,135

94%



With the release of version 2 CAB changes its status from freeware to commercial, Kev Beardsworth takes it for a spin...

The survivability of the Atari software market never ceases to amaze me. As new features are bolted on to the PC and Mac platforms you can be sure someone is scheming to implement similar features for the Atari platform - I remember reading the scramble to get on the web would put the last few nails in the Atari coffin. Happily, with the benefit of hindsight, such a statement seems ludicrous and it's largely thanks to the creation of one piece of software, originally named HTML Browser, now called the Crystal Atari Browser or CAB.

CAB is programmed by Alexander Clauss, who also programs OCR and the CD-Player utilities, all three are excellent examples of easy to use yet powerful applications and amongst the best software packages ever to

grace the Atari platform. CAB, used in conjunction with STiK or MiNT and a CAB.OVL file, can make the web your playground.

CAB 2 contains many improvements over the freeware releases although many of them are not immediately obvious. First the parser which turns HTML code (whether downloaded from the Internet or read from disk) into the pages displayed on screen has been completely re-written to support frames - the most serious limitation of the freeware releases (See boxout) and has injected a healthy speed improvement in the process.

For anyone undertaking web authoring on the atari platform the inclusion of OLGA support was another exciting addition, which makes creation of web pages in conjunction with applications which support OLGA a cinch (Texel, QED, Everest, Kandinsky etc). So long as you're running a multitasking environment you can edit your web pages using any OLGA compliant application and a save operation signals CAB to update its display to match - WYSIWYG!

is designed to work in a multitasking environment it will work under SingleTOS installed as a desktop accessory (Ed: Both BubbleGEM and OLGA were covered in AC#5 and

CAB is amongst the best software application ever programmed for the Atari platform

included on the Reader disk).

To tidy up the CAB folder a separate MODULES folder has been added where all the ancillary utilities for use with CAB

- CAB.OVL, two different modules are available, one for use with STiK the other for MiNT
- CAB_JPEG.OVL, to handle JPEG images internally
- GEMJing, a sound utility, programmed by G+tz Hoffart, which supports the following formats: WAV (Windows), DVS (WinRec), AU and SND
- Cache-ed, a utility, programmed by Manfred Ssykor, designed to make it easy to manage the cache.

System scenarios

In the UK CAB 2 is supplied one a single floppy complete with A5 manual including a smart colour cover put together by Rob Perry. An installation program personalises your copy and installs the files onto your hard disk. In theory it's possible to run CAB online from floppy drive but it's not something I'd recommend. With the low cost of RAM upgrades and hard drives it's well worth upgrading your system if you intend to use CAB online. For maximum web surfing satisfaction access to colour resolutions really do add another dimension but CAB works fine in monochrome. In 16 colour

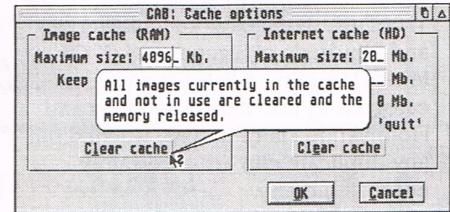
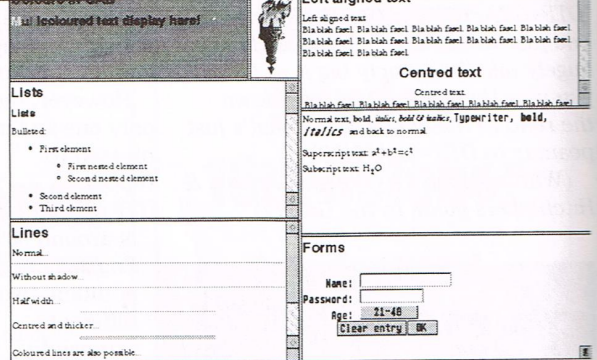
I WAS FRAMED!

Frames were developed by NetScape. Frames enable the main viewing window to be divided into a number of smaller, individually controlled, areas.

The main advantage offered by frames is the ability to display the contents of a website in one frame all of the time and use other frames to display the contents. This makes it easier to navigate a complex website without constantly reloading the Home or Contents pages. Unfortunately frames do run counter to the spirit of the HTML specification, which was designed to enable HTML compliant webpages to be displayed on any HTML compliant browser.

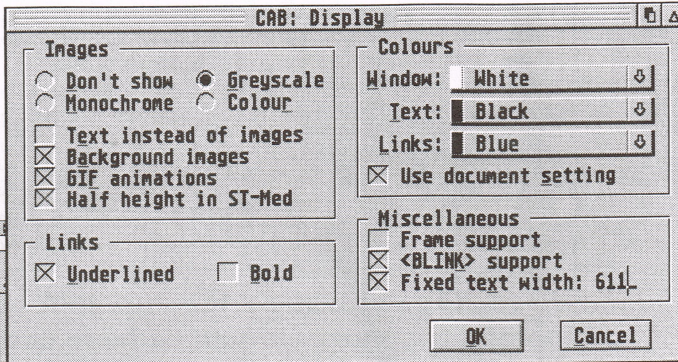
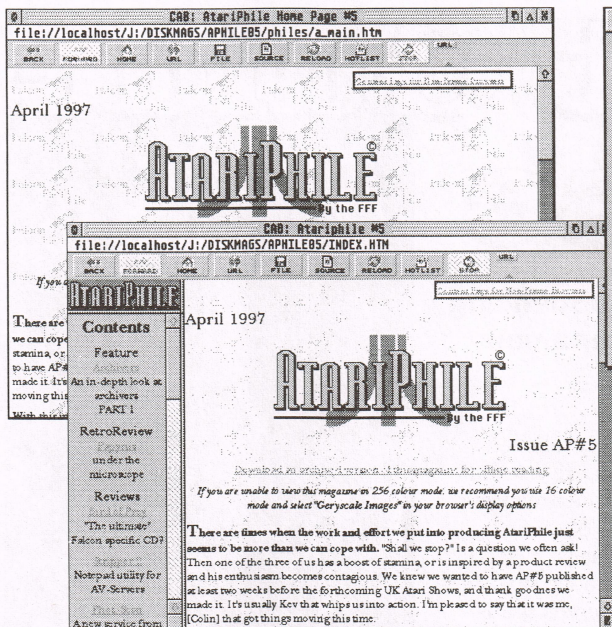
Once you've added frames to your site you exclude anyone using earlier versions of CAB and many other browsers - but there is a solution.

Web authors can design dual format webpages, these detect whether the browser supports frames and displays the appropriate pages. I would encourage all web authors to take this dual format approach - although for anyone using CAB 2 it's no longer an issue.



↑ With BubbleGEM installed, instant help is only a right mouse click away

Newcomers to CAB will enjoy BubbleGEM - right click on any buttons, text fields or icons and a neat speech bubble appears revealing that objects secrets. Although BubbleGEM



⇐ Here's the dual format AtariPhile disk magazine pages displayed with and without frames

↑ The main CAB display dialog. Frame support can be toggled here - the decision is yours

have a good reason not to - you'll notice less window gadgets.

downloaded before any graphical elements which means you can scroll the page and follow links to other pages without waiting for every image to arrive, this feature alone saves a lot of download time.

resolutions CAB has to dither colour images which not only looks terrible but also eats processor time. To alleviate this CAB offers an excellent greyscale display mode which is recommended for use in 16 colour modes. Browsing in colour is really only practical in 256 colour resolutions or higher.

Other visible changes have taken place in the main CAB window. The toolbar icons have been redesigned using colour and new features have been added. Toolbar icons can display, text only, icons or both (the default).

CAB 2 supports more HTML table commands than before so tables look much more impressive - certainly on a par with other browsers.

It's clear a great deal of time and energy has been poured into CAB development and (having seen the latest beta in action) I'm delighted to report there's plenty to look forward to in the pipeline. I can easily sum up my thoughts about CAB2:

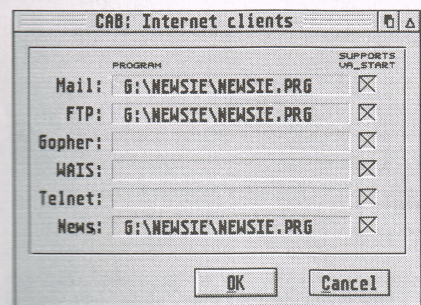
Once installed you should check each of the CAB option dialogs in turn and adjust them to suit your system. The Font selection dialog requires normal, bold, italics and bold plus italics fonts to selected for body text, headings and pre-formatted text - twelve selections in total. The manual recommends using vector font families but you can get away with the built-in system font (or other GDOS fonts) using the bold and italics toggle options to make up your selection. It's also important to set the path and size for your internet cache. Although it should be possible to re-use an existing cache I'd recommend creating a new cache because a number of people have reported problems after updating an existing cache.

↑ Click on the About dialog to display this "hidden" page containing of useful extra details

CAB is amongst the best software application ever programmed for the Atari platform, it stands alongside programs like Papyrus and Calamus as one of those programs by which others will be judged. ☺

The major new feature in this release is frame support which can be toggled on/off via the Display dialog. Leave frame support on unless you

↓ Using the Internet clients dialog you can tell CAB which external programs to use



Most web pages include links or URL's to FTP sites, Email and News servers and these can all be supported via the CAB Internet clients dialog. Select the paths to specify which external programs to use and CAB will call them as required. Currently the freeware program, Newsie, programmed by John Rojewski, is proving popular because it includes Email, News and FTP support and when called via CAB displays the appropriate window ready to use.

Online

After many hours of testing I'm pleased to report CAB 2 is a vast improvement over v1.5 (which still remains available and supported as an entry level freeware program).

The immediately noticed CAB 2 is much faster - the little clock progress indicator displayed at the left hand end of the info line zooms across the screen compared with earlier versions. Text can also be

CAB 2

Publisher
ASH

UK distributor
System Solutions
Contact: +44 (0)181 693 3355
Cost: £19.99 (or £13.99 if you previously registered CAB or the Internet Access Pack via InterActive)

Requires
Any Atari, 2Mb memory minimum, hard disk recommended.

Pros
Amazingly cheap, succinct manual

Cons
Not a one-stop online solution (requires separate OVL file and STiK or MiNT)

95%

The Fast Guide to Cubase

Neil Martin reckons you can speed up your sequencing with the help of the most elegant Cubase companion yet published.

I don't much like computer program manuals and I suspect I'm not alone. If manuals were written in a concise, engrossing and entertaining style and they could always be opened to the required page and offer useful advice without wading through acres of trivia then just maybe my attitude would be different but it was considerable scepticism I opened my copy of Simon Millward's 'The Fast Guide to Cubase.'

I was impressed with the bright cover design, the good quality white paper (130 pages) and excellent print quality but it wasn't long before 'Oh dear, not another overview' flitted across my mind as I began to read the introduction. I was surprised to find the lightweight, readable style held my interest. I wasn't too sure about the 'Cubase Universe', as Simon describes it, but the way it clarifies the internal structure of the Cubase system prevailed over my initial dubiety. This book is not primarily intended to be read from cover to cover but, for someone with a working knowledge of Cubase, the experience of doing so is both lucid and fascinating.

CHAPTERS

- Arrange Window
- Key Edit
- List Edit
- Drum Edit
- Control Functions
- Score Edit
- Logical Edit

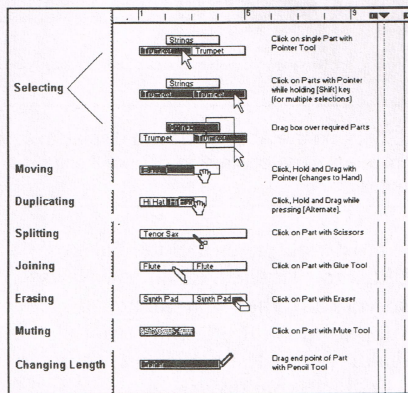
The book's layout has obviously received a great deal of attention. All paragraphs have a bold header identifying their subject matter and they are separated by enough white space to ensure pages do not appear cluttered. Almost every page has one or more hint/tip boxout with all the most useful hints and tips presented in this way so finding them again at a later date is a simple matter.

The book's layout has obviously received a great deal of attention

There are plenty of clearly labelled screenshots, all of which are relevant to the text. Die hard atari enthusiasts (in other words, readers of this

magazine!) will notice that the screen grabs are mostly not from the atari version of Cubase. The book caters for

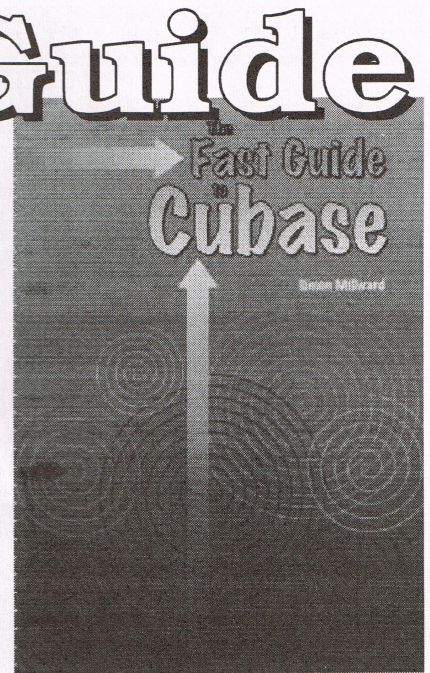
a generic version of Cubase without troubling us with platform specific differences. It was written using the atari version as its main reference and, in fact, all of the grabs were originally submitted to the Publisher in atari format.



↑ Illustrations like this one make The Fast Guide to Cubase the slickest computer "program guide" I've seen - ever!

The Fast Guide to Cubase is smartly organised into chapters (see Chapter Titles), each dealing with a different part of the 'Cubase Universe'. Somehow Simon manages to mention a huge number of short-cuts without resorting to lots of lists (my pet hate, as far as manuals go). He also describes many useful techniques for dealing quickly and easily with recording and editing.

With the help of this book, a complete novice to music sequencing could be using Cubase at an acceptable level of competence within less than an hour. But don't think of it as a beginners' guide because that is



far from the truth - even "power users" will find useful titbits and may perhaps be enlightened a little with regard to some of the more obscure parts of the Cubase system.

The Fast Guide to Cubase tries to be a quick reference guide as well as a user companion and, surprisingly, it succeeds admirably. It has a concise index to complement its chapter and page layouts. I am that impressed by its structure that I think the book would fall open at whatever page I needed next, but for the lack of a spiral binding! In short, unless you are one of those few magicians who can use Cubase fluently without the help of any documentation whatsoever, you are likely to find The Fast Guide to Cubase indispensable.

THE FAST GUIDE TO CUBASE



Publisher
PC publishing

Contact

Sound on Sound Publications, Ltd.
Telephone: +44 (0)1954 789888
URL: <http://www.pc-pubs.demon.co.uk/>
Price: £10.95



Pros

Excellent index and layout, useful for beginners but plenty of tips for "power users", a good read and reference work, easy to navigate.



Cons

A book this size can't cover everything, I would have preferred a spiral binder

90%

ST Magazine

REVIEW

ST MAGAZINE, XCHANGE

An overview of the French Atari ST Magazine by Colin Monro...

Some things transcend language barriers. The first thing you can't miss is the impressive and stylish design - just what one would expect from a French publication! Full colour graphic icons, filtered swirls around Atarian logos, cut-outs, drop shadows at every turn. The magazine is produced using Atari software, we all know it's possible but we rarely see



the proof and it's easy to forget just how powerful our favourite platform is. OK, so they're using the mighty Hades Atari clone with 128Mb of memory, a Medusa with 64Mb, several TTs and a Falcon but they're Atari machines at heart!

ST Magazine covers a wide range of topics, from Jaguar games to interviews with software houses to tutorials on the Persistence of Vision raytracer - complete with sumptuous colour screenshots. There's also serious stuff including a series on Linux 68K - the UNIX-like operating system for Falcons and other 68030 Ataris. It's a tricky subject, even trickier if you don't understand French, but don't let that stop you!

The most obvious thing which struck me was the number of products either not available in the UK, for example:

- Calligrapher Gold - supposedly long since dropped here but still for sale new in France.
- Le Redacteur 4, a new Falcon-friendly version of the word processor I use for all my professional work and which ST Magazine use for their word-crunching.
- WebSpace, part of a complete Internet package from Oxo, that claims to be up to five times faster than its competitors.
- Connection kits and drivers from PARX for the Casio QV-100 Digital Camera and excitingly, the development of a driver and connection for the QuickCam video camera, the golf-ball-on-a-plinth job that's popular on Macs and PCs which



Publisher

ST Magazine, La Terre du Milieu-216, Rue de l'Essert, 74310 Les Houches, France
Tel: +33 04 50 54 49 77

Cost: Each issue costs 39F (about \$4) and a one year subscription costs 352F (about \$48)

costs a lot less than a standard video camera.

- Calamus enthusiasts will drool over the range of exotic (and often expensive) modules from Adequate Systems and other companies for Calamus SL (Image Applications plans to distribute these in the UK).
- OXO's planned Falcon Evolution model, which features a re-engineered motherboard to enable it to fit into a standard PC tower, support more than 14Mb memory and remain compatible with add-ons such as AfterBurner and other add-ons.

I'm pleased to see foreign packages, such as Jeremy Hughes' ImageCopy 4, get extensive reviews. There is also a detailed section covering Public Domain software releases and other Atari magazines throughout the world - including, you've guessed it, Atari Computing!

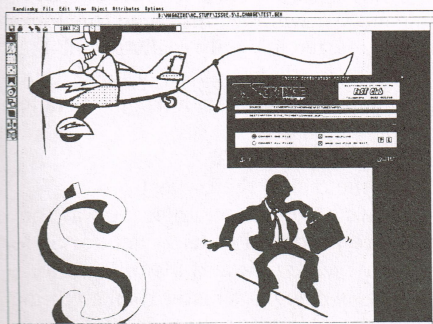
The magazine includes a floppy disk which features a selection of PD games, demos and utilities. ☺

XCHANGE

XChange comes from the stable of temptingly-priced utilities published by FaST Club. Its sole purpose is to convert between some of the most commonly encountered vector graphic formats on the Atari, Mac and PC platforms. In principal this is a good idea, as a considerable number of Atari applications tend to use custom formats (Calamus, Outline Art and so forth) and only have limited support for other standards.

After the title screen comes the program itself which, due to a partial 3D

↓ Kandinsky's lack of Postscript import (and some common Windows formats too) can be partially resolved by using the accessory version of XChange

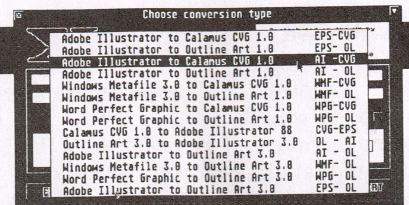


Outline graphic conversion or vectorial vermicelli? Shiuming Lai untangles the mess...

implementation looks a bit odd! In use all the action takes place from one window. Operation is a doddle - select a source path and a destination path for the conversion. A popup list allows the selection of format conversion, and files may be converted singly or in a batch.

Since the last release, the paper manual has been ditched in favour of an ST-Guide hypertext file, which is quite sensible because there isn't a lot to it. Exporting Outline Art v3.0 (24-bit colour) files is now possible too.

As you'd expect, the supplied example files converted without problems but the routines don't seem to have been updated. Embedded text in Adobe Illustrator/EPS files is still ignored and the same applies for bitmap data (also found in WordPerfect Graphic files). Even worse, XChange crashes with Postscript files generated by Kandinsky v2.5 and files generated using Powerview on a UNIX machine - although the same files display fine using Ghostscript. There's also no GEM metafile support.



The recent addition of Outline Art v3.0 export combined with a price drop makes XChange better value, but its currently only a partial solution to file conversion. ☹

XCHANGE 1.5



Publisher

FaST Club
Telephone: +44 (0)115 945 5250
Fax: +44 (0)115 914 0545
Email: stclub@cix.co.uk
URL: <http://www.cix.co.uk/~sta/>
Cost: £9.95 + £1.25 P&P



Requires

512Kb memory, 640x400 resolution (ST high) or higher



Pros

Fast



Cons

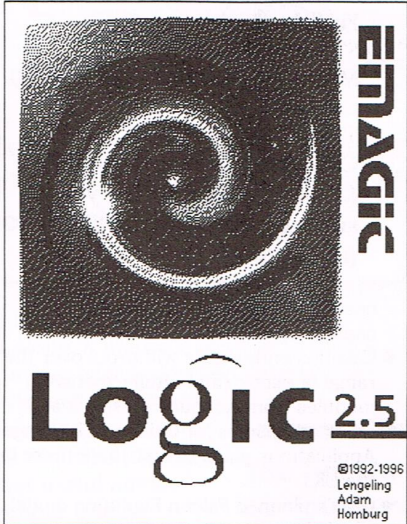
Not up to date, slightly quirky interface

70%

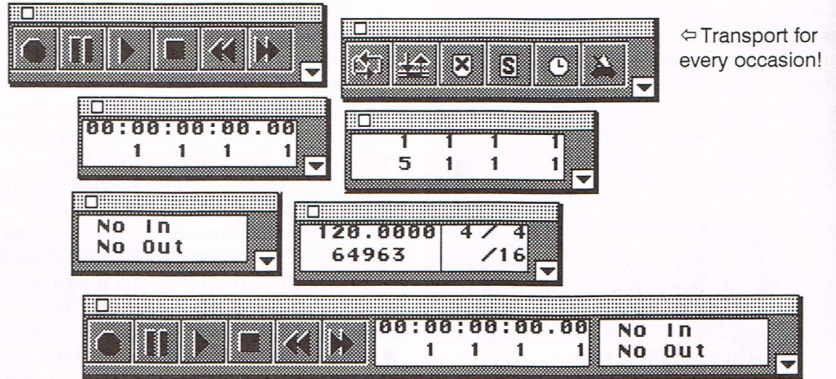
ATARI COMPUTING ISSUE 6

17

Is it logical?



Mark Wherry tries to put the Star Trek puns out of his mind as he discovers a sequencer, Jim - but not as we know it!...



⇒ Transport for every occasion!

Software is often described as long-awaited, but this time it is certainly a worthy title. I first started using Logic 2.0 over two years ago, and even then the box sported a "Free 2.5 upgrade" sticker. Needless to say I filled in the registration card and waited for my upgrade and the much needed new manual. Several months later Sound Technology said Emagic have abandoned the Atari platform and there would be no upgrade but recently I read the updated program was being released at an Italian show and I saw an Emagic press release early in 1997 stating the Atari v2.5 would ship in April offering all the features of the Mac v2.6. Logic 2.5 is now available in the UK as an upgrade and we're all left to ponder whether the wait was worthwhile.

Logic has a lot going for it and if you're serious about music, or are a current Logic owner, this is one program you have got to have

First impressions

On first starting the program, which seems to load quicker, the new Logic

logo appears followed by the familiar arrange window. Cubase users will instantly recognise the familiar rectangular blocks representing musical sections, common to most

modern sequencers across all platforms. At this point I'd better mention I never really liked Cubase - I find it really awkward. However,

despite the similar approach Logic takes, I find it much easier to work with and far more powerful.

Making arrangements

The arrange window hasn't changed much, but there are some great new features and improvements. For example, it is now possible to mute tracks. With the cursor positioned over the track number or velocity meter, the pointer changes to the mute tool and you can mute/un-mute tracks as desired.

Markers are also included, these enable you to place text notes to help you keep track of the structure of

your music, for example, verse, chorus, bridge and so on. You can jump to individual markers via a special event list or environment fader.

Hyper draw is another really useful feature - although on first inspection it looks like a gimmick. When activated lines can be drawn on the object to represent controller values, for example, volume, pan and so on. This makes occasional alterations and even mixing down much easier and more visible.

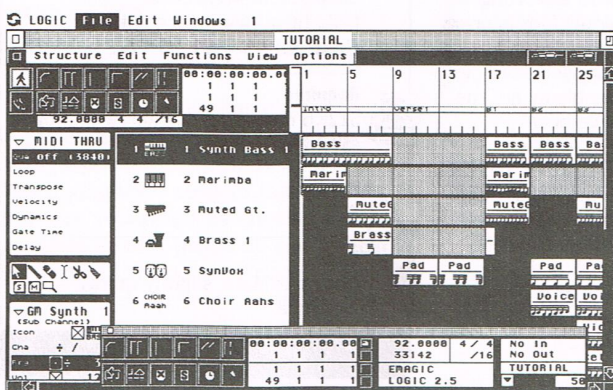
Modes of transport

The transport window also looks pretty much the same, but includes one important change. It is now possible to completely customise the transport bar. Each element can be called separately or combined with others, and multiple transport windows can be opened and active at the same time! This might seem over the top, but it does reduce the need to have the full transport window open all the time, which is especially useful at standard ST resolutions.

Fans of the giant SMPTE window will also love the addition of a new giant display transport window - the giant bar window. Although this looks impressive, it's only really useful if you're partially sighted or need to be able to see the screen from a distance.

What's the score

For me one of the biggest disappointments in Logic 2.0 was the score window. I've used Notator SL for many years now and it's brilliant for score-writing. It's faster than anything I've ever seen (don't even think about



⇒ Logic 2.5 in action with one of the demo songs. It's now possible to integrate a transport window into the arrange window itself. Note the markers in the bar line at the top

mentioning Sibelius 7!) and makes entering notes via step or real time a breeze. So has this feature improved in Logic v2.5? I would have to say "almost" because although the score window has more symbols and layout abilities the underlying method used by Logic means it is still more awkward than SL. In fact, I challenge anyone to enter a perfect slur symbol first time!

with Cubase mixer maps and immensely powerful. Using the environmental controls it is possible to create virtual MIDI controls on the screen. Effectively you can create your own custom virtual mixing desks - and it goes much further than that...

As shown in fig one all the objects can be wired up to define the path for the MIDI data. Available objects include faders, switches, monitors,

stuck back in the dark ages without iconify or hide features - or even support for NVDI so we're restricted to those horrid GDOS fonts.

Thankfully Logic does run under MagiC and the timing is just so stable, even compared to the Mac, on one occasion Logic was playing a song and MagxDesk crashed - I simply reloaded it and to my amazement Logic kept playing and did not even go out of time!

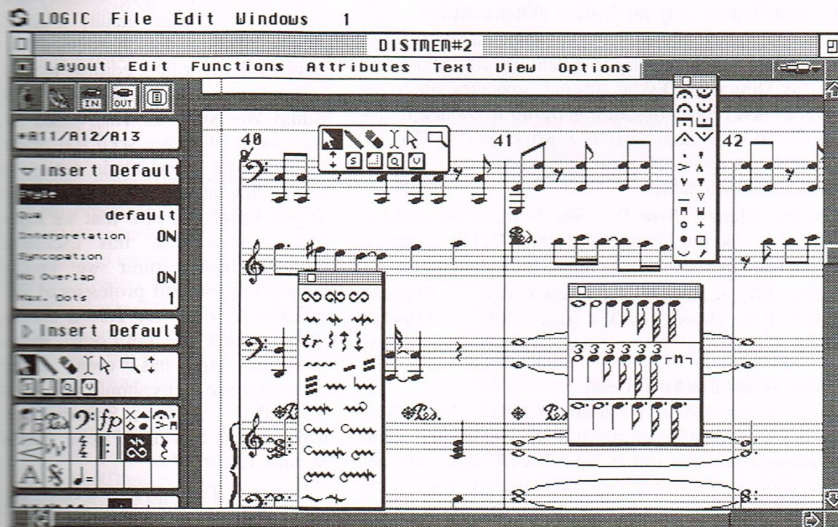
There is, however, one big problem. Logic is a memory hog - it reserves all the available memory except 63Kb on starting the program. If you want to multitask you have to think ahead and load all the programs you might need before launching Logic - again this really isn't good enough considering MagiC has been around for years already.

Warp factor?

In many ways this upgrade rates full marks but the niggles all add up. Try stopping a song while notes are being sustained and they hang and the only way to silence them is to resend the program changes. During recording instead of the count-in bar being: 1-2-3-4, you get: 1—2-3-4. Perhaps I'm being too hard, Logic has a lot going for it and if you're serious about music, or are a current Logic owner, this is one program you have got to have.

Beam me up!

It's no longer possible to buy a full copy of Logic in the UK! I spoke to Sound Technology and the official Emagic line is this version was put together for the benefit of existing Emagic users who have remained faithful to Logic over the years. However they say if there was enough demand they would try to put together a special order... ☹



It is however an improvement, for example it is now possible to get Logic to play grace notes - although they still can't be entered in real-time. The method of choosing note values has been improved with a pop-up menu, and the floating windows for the score symbols have also been rethought. There's also an equivalent to the SL polyphonic voice separator tool - which is a definite plus.

One of my favourite new features is the automatic score style assignment. This means that Logic will no longer display bass parts in the treble clef - yippe!

Environmental controls

One of the most intriguing features in Logic is the environment window. It is a totally different concept compared

keyboards, chord memorisers, real-time transformers and they are all configurable. Another powerful new tool is touch tracks, which enables parts of arrangements to be triggered from the keyboard. Once set up it's even possible to control remixes live which can be a lot of fun! Although the environment window can be daunting to a new user it's well worth spending some time setting up a good environment because once it has been set up it can be imported to all your songs - which reminds me, why must Logic insist on saving the environment to each individual song file? - It seems so unnecessary.

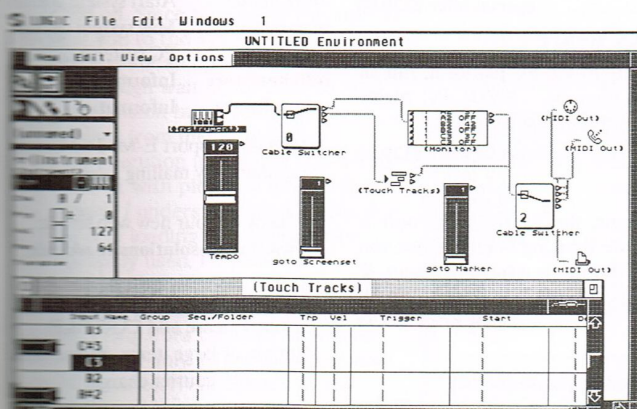
Unforgiven

Unfortunately Logic is not an Atari program - hang on let me explain!...

Logic was originally programmed for the Apple Mac then ported to the

Atari and PC. Emagic rewrote their own window handling system to compensate for computers not having background operation abilities which is fair enough. Now we have MagiC and other Atari multitasking operating systems Logic is

fig one



LOGIC 2.5 UPGRADE

Publisher

Emagic

UK Distributor

Sound Technology, Letchworth Point, Letchworth, Herts, SG6 1ND

Tel: +44 (0)1462 480500
Cost: £59 inclusive of VAT and P&P (from Logic 2)

Pros

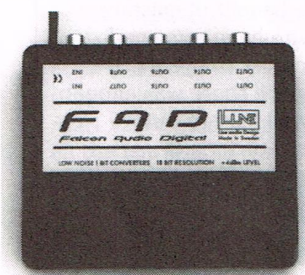
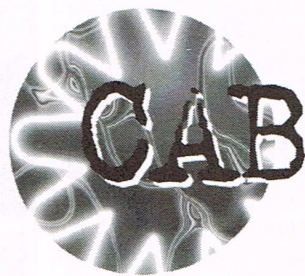
Very powerful, feature packed, stable timing

Cons

Currently only available as upgrade, can be sluggish

System Solutions

Brandt Fernandes (Europe) Ltd.
Company registered in England 2612998



MAIL ORDER

Tel: (01753) 832212

Fax: (01753) 830344
119 Arthur Road, Windsor,
Berkshire. SL4 1RU.

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Fax: (0181) 693 6936
17-19 Blackwater Street,
East Dulwich, London. SE22 8RS

Opening Times: Mon. to Fri. 10am - 6pm

Cab V.2.5 - Surf the web with CAB! NEW VERSION!

The new version 2.5 comes complete with TCP/IP stack, PPP and SLIP dialler. CAB 2.5 works on TOS, MagiC, MagiC Mac and PC. Easy installation and set up, you will be surfing within minutes (you do need an internet account, of course). Cab now comes with useful plug-ins:

AutoSurf - downloads whole pages including graphics for off-line reading
CABalog - catalogues images using 'thumbnails'.

CAB Stega - Hide a text message in an image (secret information)

CAB Check - Checks Hotlist pages for updates. Find whats new quickly.

C.A.B. v2.5 HTML Browser Software including PPP **£29.95**
special price for InterActive registered users **£23.95**
CAB v2 to 2.5 upgrades (normally £15.00) **until 31 August 1997 £10.00**

Hades 040/060 - StarTrack Digital Audio Workstation

The ultimate TOS based computer, available in 4MB to 1GB RAM configurations, is compatible in speed terms to a Pentium 200. StarTrack, a new development for Direct to Disk recording, manages up to 99 stereo tracks. The Hades 060 processor can handle up to 14 live tracks without DSP. The StarTrack VME audio card also works on the Atari TT & Mega STe. High quality stereo A/D and D/A converters, SPDIF coaxial and optical which are switchable.

Are You planning to buy Hades? Now the time is right. Prices have dropped. Let us take the risk out of self assembly. Get a complete working system. Choose from below or call us for an individual quote.

Hades 040,16MB, 2.5Gb, Kbd, Mouse, NVDI 4 (was £1995) **£1595.00**
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StarTrack VME Card & Software **introductory offer £599.00**

Texel - the ultimate Atari spreadsheet

Texel is a new, easy to use spreadsheet program for MagiC, MagiC Mac and TOS. Because it is a true GEM application it will run on just about any hardware. Texel allows a maximum of 16384 * 702 (A - ZZ) cells per worksheet. You can choose from over 90 functions in the fields. Export/Import of most common formats, powerful sorting routines, preview in windows. Texel comes on a single floppy disk and runs on systems with 2Mb of free memory and a resolution of at least 640 * 400.

Texel Spreadsheet R.R.P. £79.95 **introductory offer £59.95**

Line Audio - Falcon audio connectivity

Brand new from Line Audio is the FAD 2/2 (2 analog inputs, 2 analog outputs). FAD 2/8 (2 analog inputs, 8 analog outputs) and FAD 8 (8 analog outputs). Of the same audio quality of the famous Jam products these units offer low cost solutions to digital connectivity on the Falcon.

FAD 2/2 **£169.00** FAD 2/8 **£229.00** FAD 8 **£199.00**

Zero - X Version 2.0 - Major Update Available Now

Direct to disk now supported on playback, recording, editing and image creating operations. New filters supporting a DSP if present. 2-4 times faster autosearch. Akai SCSI send and receive directly to/from your hard drive. + Much much more.

Price still the same at **£169.00**
Upgrade from v1.x to v2 **£49.00**

Ease 5 - Now with long file name support ...

such as those used by Windows'95 and the Macintosh OS. Under Magic, Ease now allows the resolution to be changed on the fly. New icon handling, and standard RSC format support.

Ease 5 desktop R.R.P. £49.95 **special offer £39.95**

MagiC Mac - New release v2.1.5 for System 8 - Out Now!

The ideal solution for anyone moving from the Atari to the Apple Macintosh platform. Reliable, stable and fast (price includes Ease 5). MagiC allows you to run your favourite Atari programs on a Mac.

MagiC Mac R.R.P. £149.00 **special offer £129.00**

MagiC PC - Atari O.S. for Windows 95/NT

Is the ideal software for Atari users moving to the PC platform, run all your favourite Atari software (includes Ease 5). NVDI PC highly recommended for extra speed and colours (available separately).

MagiC PC R.R.P. £149.00 **special offer £129.00**

RSVE - High Speed Modem Port

With the advent of higher speed modems, the Atari's serial port is showing it's age. If you have a modem or are thinking of buying one you will require higher speed connection. The RSVE is a small hardware & software solution allowing connection speeds of 38,400 right up to 115200 on an accelerated ST. **New Price £29.95**

For upgrade information and pricing please contact
sales@system-solutions.co.uk, or fax / telephone our mail order office.

What's new?

You've really moved us! Well only part of us. Our Windsor branch has moved to a new larger showroom and workshop. Watch out for opening offers.

Hard Disk & MIDI recording

We are pleased to announce that we are now the UK distributors of CreamWare products. CreamWare manufactures high quality Digital Audio Products for Pentium PC's. Multitrack recording, editing, effects and post production tool's for Digital Audio Workstations. This wasn't an easy move. We have seen too many things on the PC which do not quite work. 'Plug and Pray'. I'm sure many of you know. But now that we have tied a knot with this excellent German manufacturer we finally have a reliable and professional PC solution on offer for Falcon Audio users, which is not only more powerful but has even more expansion capability should you need it - and all that for a System Price which equals that of a Falcon Audio System. Hot stuff!

Interested? Then give us a call. Ask for MasterPort and tripleDAT information. Do you want to move over to a Pentium PC? Let us make it easy for you with a pre-installed MagiC PC setup. We can even port your old software for you. Call us for a quote on a complete Pentium system. Prices start from as low as £699 plus VAT.

Repairs and Upgrades

All repairs are carried out at both our branches by qualified personnel. If you need your machine back in a hurry we can offer a professional next day service. Our workshop can fit all quality products which are available. Remember we are the recognised Atari specialists. Please call us to discuss your requirements.

E-Mail

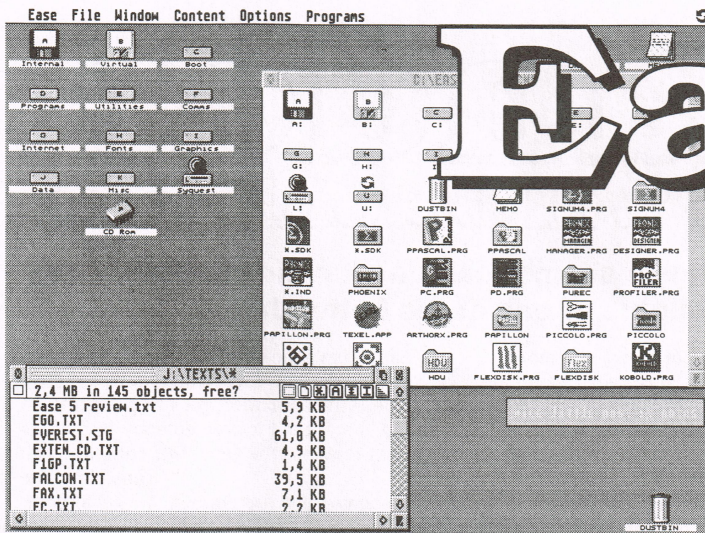
We now have new E-Mail addresses. Our domain is system-solutions.co.uk (eg. sales@system-solutions.co.uk)

sales	Sales enquiries (no credit card orders via E-Mail)
atari-quotes	Atari system quotes
mac-quotes	Mac system quotes
pc-quotes	PC systems quotes
info-hardware	Information
info-software	Information

After-sales support E-Mail addresses are available by mailing sales.

Check out our new web site at:
www.system-solutions.co.uk/cafe

All prices include VAT. For small items please add £3.95 P&P. Multiple or large items, please add £10 courier charge.



Ease 5

Kevin Beardsworth takes a look at the latest update to this replacement desktop...

Once at the desktop Ease appears neat and tidy, the default icons are functional and can be edited using

In a similar vein left clicking anywhere on the Ease desktop background displays a desktop popup which displays a list of all icons currently on the desktop. This great little feature really comes into its own when your desktop icons are buried beneath piles of open application windows. The built-in Notepad facility is useful for creating on-screen reminders and, if you use it, saves installing an equivalent stand alone utility.

I've experimented with just about every Atari replacement desktop. Finding a desktop which provides the ultimate working environment has been my personal quest for the Holy Grail. However one desktop has eluded my detailed attention, but thanks to Atari Computing that's all changed.

Ease was originally written as a MagXDesk replacement and MagiC certainly pushes any desktop to its limits. As a MagXDesk replacement Ease is up against stiff competition from Neodesk and Thing. Like all shells under MagiC, Ease is started by adding an entry in the MAGX.INF file which includes its path and program name after the SHL command. This can be performed automatically when installing MagiC or by subsequently editing MAGX.INF using any ASCII text editor.

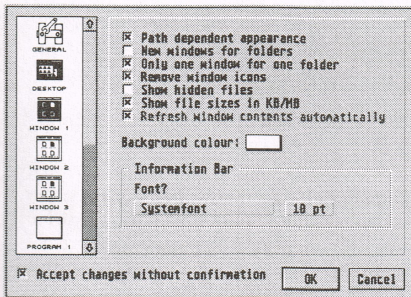
the built-in icon editor as desired. Icon files are saved internally in Ease's own proprietary format but standard RSC files can be imported and exported. Desktop icons have to have labels, which is one of my pet hates - even the TOS Newdesk could handle icons without labels.

Configuring Ease is straightforward thanks to the modern well-designed interface. All the main dialogs are displayed in windows and both these and all the alerts sport the neat 3D design where system resources allow. Despite this Ease dialogs have fallen behind its competitors, there's no keyboard shortcuts and most of the windowed dialogs are modal which means other Ease functions are blocked until its closed again! This is positively multitasking unfriendly, very strange!

Ease configuration is divided into two main areas, called Settings and Applications. The later offers the features found in the TOS Install application dialog with the added ability to support more than one file type and define "Hotkeys" for easy program launching. Software can also be configured to auto start on booting Ease which is handy so long as you always run the same software each session. The Settings sections deals with everything else from how windows should appear to how individual drives are assigned.

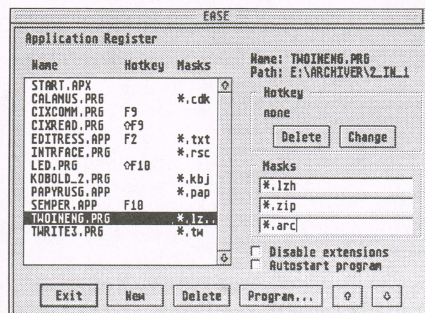
Naturally Ease features several "Wow!" features. The most impressive is the drive tree popup. Hold down the left mouse button over a drive icon for a configurable period of time and Ease displays a file tree. From here you can navigate the entire hard drive partition without opening a window.

The main Application dialog, based on the TOS Install applications dialog with useful added extras



↑ The main Settings dialog. As icons are selected different configuration options are displayed

Ease takes a whopping 54 seconds to arrive at the desktop on my system with the "Load fonts at start up" option switched on and 24 seconds with it switched off. Since turning off this option restricts you to the system font inside Ease it's not much of an option for most users. It's bad enough waiting for Ease to load once per session but if you plan to unload Ease from memory during program execution in a single TOS setup you'll be left with plenty of time to read the manual! I understand the delay is due to Ease only loading into memory the icons actually used. I'd personally welcome an option to load all the icons into memory in exchange for faster loading, Thing does this and arrives at the desktop in only 14 seconds complete with all installed NVDI/Speedo fonts.



EASE 5

Publisher
ASH

UK distributor
System Solutions
Contact: +44 (0)181 693 3355

Cost: Special offer price
£39.95 (normally £49.95).
Also included with
MagiCMac/PC

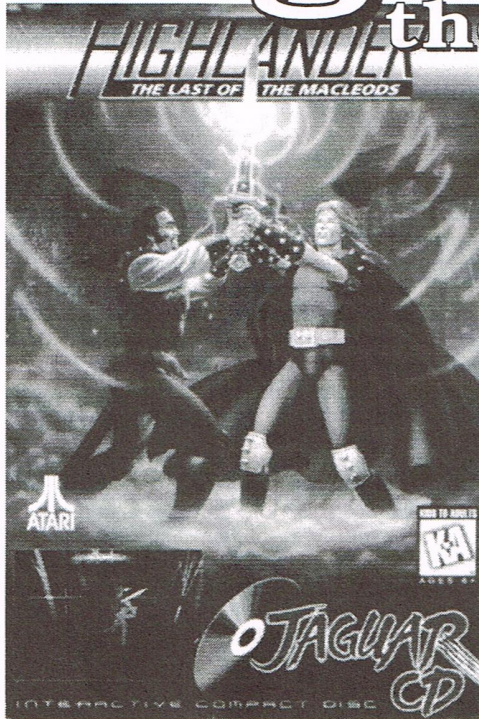
Requires
Any Atari, 1Mb memory minimum and hard disk recommended

Pros
Looks good, reliable, easy to setup and use

Cons
Slow to load, modal dialogs, included with MagiCMac/PC but not MagiC

75%

Highlander: there will be only one!



Which is a shame really, as Xav finally discovers the delights of one of the better Jaguar games...

granularity of Jaguar full motion video, but are perfectly watchable, and are well picked to add to, rather than detract from the game.

Virtua Myst?

So what is the game itself like? When asked this by someone else, the best I could manage was to describe it as "a cross between Myst and Virtua Fighter". This may seem like a strange hybrid, but the character you control, Quentin MacLeod, is made up of 3D polygons overlaid onto some beautifully rendered backgrounds. Although all the characters could do with a little more shading, the overall effect is of a very convincing world.

The plot is taken from the cartoon, and is largely irrelevant - although Quentin's immortality seems to be conveniently ignored, in order for the game to have more of a challenge. Familiarity with the Highlander story helps to understand this apparent contradiction, but the game fails to adequately explain it to novice die-hards.

The game itself is nominally a puzzle, in which you collect objects to help you progress towards your ultimate aim of killing the bad guy. The first step is to get the family sword, so that

you stand a more reasonable chance of inflicting some damage on the opposition, but you also have to take care to keep your strength up with plenty of bread, cheese and drink. One of the more realistic things

about the game is that eating and drinking actually take some time. In real terms, young Quentin actively wolfs down his bread and cheese, but it takes long enough for you to sustain

more damage than healing if you try to have a snack mid-battle.

Eating isn't the only realistic feature of the game. With the exception of tackling stairs, where the animation goes to pot a little, the character's movements are excellent - right down to the weight distribution as he

runs. Even the way that your view on Quentin cuts between different "camera" angles smacks more of a cinematic experience than a traditional game. The subtle use of imitated fish-eye lenses

and other camera tricks helps to add to the movie feel, although when the game cuts to another viewpoint just as you're about to lay into an opponent, you'll probably find yourself less than impressed with it.

When Atari was still promoting the Jaguar, they spoke of no less than three games in the Highlander series. Unfortunately this is the only one we'll get. I like this game a lot, it looks good, plays well (once you get the hang of the controls) and requires a rare mixture of thought and violence. Like all CD games, you won't want to play it for too long unless you've got a Memory Track cartridge, and a Procontroller is helpful, though not essential.

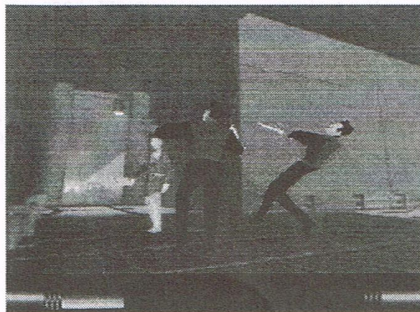
If you've got a Jag, and you're seriously considering a CD drive, this could be the game to swing it. If you've got a CD drive, but haven't bought this game yet, crack open the cheque book. This, along with the VLM, represents the best advert for the Jag CD that I've seen so far. ☺

It's always good to know that you can trust the person you're buying from - especially in the Jaguar market, where there isn't exactly a lot of choice anyway. Such was the case with The Console Centre's Matt McGee, who actively refused to sell me a game that would have brought in more money, in favour of the cheaper but better "Highlander". In retrospect, I'm very glad he did.

A quick history lesson: in the mid-eighties the film "Highlander" - about a group of immortals living amongst normal humans - became a bit of a surprise hit. Starring

Christophe Lambert, and with music by Queen, its well earned success led to a number of spin offs. First was an abysmal sequel, and then a third film which was better, but still failed to live up to the promise of the original. Next came a television series, which can generally be found plugging any free gaps in the late night schedules, and has turned out to be surprisingly good. Finally, there was a cartoon series.

This game takes the cartoon as its basis, and uses the mass storage of the CD format to fit in plenty of clips and animations. These suffer from the usual



HIGHLANDER

Contact

The Console Centre
Tel/Fax: +44 (0)1484 544926
(weekends and after 5pm)
RRP: \$49.99

Requires

Jaguar CD

Pros

Unique gameplay, brilliant graphics, good use of video clips, longevity

Cons

View changes can be distracting, progress can be slow at times

90%

Billy Boy

Ever-youthful, Shiuming (Boy) Lai tries a new kids game...

STOSSER Software is currently churning out new games at an impressive rate - two issues ago it was Diamond Ice, and now we have Billy Boy, another platformer, but this time aimed at the younger player.

That's not to say it's any less well produced, because to be fair, it's arguably one of STOSSER's finest to date!

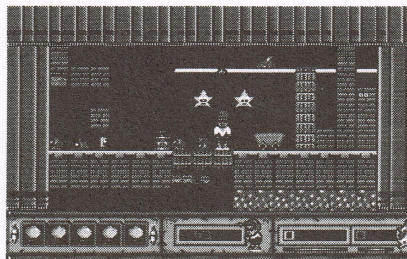
So what's the game this time? Well it's extremely simple, even I could understand it! The aim is to get out of the various fantasy worlds by finding the guardian, who will let Billy Boy out and onto the next. Along the way, Billy's travels are peppered with lots of baddies, which sap his energy upon contact - some of them can be temporarily driven into the ground by stomping on their heads. Collecting the food scattered around the imaginatively designed levels bumps up the score.

Yellow stars are also worth collecting, and to add an extra challenge, there is a flying balloon with a mind of its own on each level. This displays a letter at most times, and once these are all collected to form the word "BONUS" full health is awarded on the next level.

Initially, the game is so simple anyone can get a feel for the game. After the first three levels though, it becomes apparent a modicum of the squidgy grey stuff between the ears is required to get any further! In an unobtrusive manner, to avoid scaring the novice with complications, special objects reveal secret pink stars which need to be collected to pass the



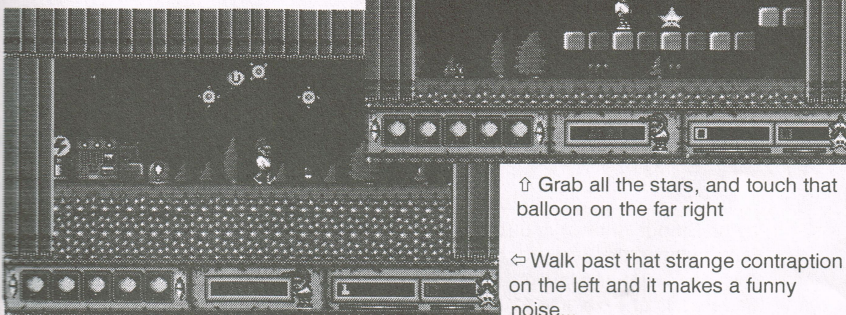
checkpoints set at intervals of a few levels. Another subtle touch is the navigation arrows hinting in the background.



↑ Watch out for the creepy eyes blinking in the background - get out of there fast!

Control is a doddle and needs no explanation - the response of the main sprite is rapid and doesn't detract from the gameplay.

That's all there is to it - simple and fun! The graphics are bright, bold and drawn to a high standard. Animation is good too, brimming with detail, and even the backgrounds always have something happening to keep it looking lively. A breezy tune bops along to the proceedings,



↑ Grab all the stars, and touch that balloon on the far right

⇔ Walk past that strange contraption on the left and it makes a funny noise...

SOUND ADVICE

The game does not check the STe DMA sound replay speed, so if another program which affects this setting has been used first the in-game sound effects may sound wrong. To solve this problem using Atari's SAM (System Audio Manager) assign a 25kHz sample to some rarely-used key and press this prior to running Billy Boy - this sets the correct speed.

accompanied by nice sampled sound effects on STe machines. All this adds up to a package which really puts some recent commercial offerings to shame.

Like Diamond Ice and the last few STOSSER releases, Billy Boy is commentware. This means the authors don't want money, but just an honest opinion of what users think. Due to a very poor feedback in the past a new registration key system has been implemented to encourage feedback - otherwise certain features remain disabled. To register, send comments, along with your details to STOSSER, and in return you'll receive a key to unlock the disabled features. I'm hoping you'll all give STOSSER some feedback on this one because he'll pack it in if enough people don't respond. In the words of the programming team, it's very depressing to think nobody cares about the effort they put into making free quality games! The next planned release, HERO 2 (a sequel to an earlier commercial offering), is a 4Mb STe minimum(!) title - I can't wait so get your feedback in! ☺

BILLY BOY



Publisher
STOSSER Software

Contact
PD libraries/on-line services.
URL: <http://www.airtime.co.uk/users/stosser/>



Requires
ST/STe only, 320x200 resolution (ST low), 1Mb memory



Pros
Doesn't cost a sausage, hard-disk friendly, top-notch graphics and gameplay



Cons
Some fatal hazards but only one life to get past them



Scores
Graphics: 90%
Sound: 90%
Gameplay: 90%

90%

Show diary

Colin Monro attended the Spring Atari Show in Glasgow. Here's his diary...

I have to come clean here and admit this is the first Atari Show I've ever attended, despite using Atari machines for nearly seven years. This time around I felt I couldn't afford to miss the opportunity to put faces to email addresses and voices on telephone lines. I was determined not to spend anything except the admission fee - there's certainly no way I would be tempted by show offers!



↑ Mike Goodman organises the shows and manning the Goodman stand is certainly a family event!

I arrived in the midst of a downpour and was greeted by the cheerful faces of Sandy Thomson and Al Goold, the ACG/STAG members who were manning the Atari Computing stand.

ACG members: Brian Stanton (left) and Al Goold (right)

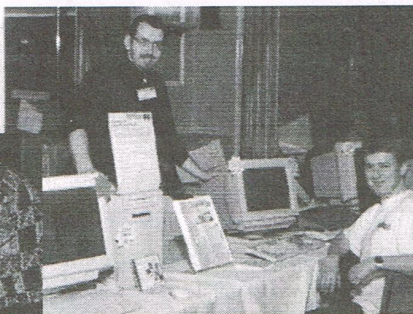


Apart from selling subscriptions and back issues (having to disappoint people clamouring for AC#1 which is sold out) they were only too happy to point newcomers in the right direction. For instance, one gent asked for information, explaining he was beginning to think he

was the only Atari User in Dundee, and had no one to turn to for help. "But nay, nay and thrice nay," cried Sandy Thomson gleefully pointing out the perspiration drenched figure desperately trying to resist the delights of the System Solutions stand - me!

I have become the unpaid technical support for Dundee but it's worth it with so many Atari users operating in a vacuum with no one to turn to for sensible, non "Stand on one leg and howl at the moon" advice.

Atari Computing stand sported a Nemesis equipped Falcon running an excellent animation by Ed McGlone based on the Atari Spacecraft Carrier used for the cover of AC#3. One foolish youth, after having stared at the animation for a couple of minutes, remarked, "Is that all it can do?". Ever eager to please, Al frog-marched him over to the Calamus User/Image Applications stand and left him to it!



↑ Image Applications: Steve Llewellyn (left) ably assisted at Glasgow by some local talent!

Handily, Calamus User, under the expert guidance of Steve Llewellyn, was my next port of call. I was interested in seeing the new version of the desktop publisher, Calamus SL'96, that has been released. My gripe was, that having bought Calamus SL '95 direct from the publishers MGI in Canada late last year, I felt indispensed to blow another £130 on a mere upgrade.

Steve gently explained, as I'm sure he does with all unbelievers, what the differences are, and took me on an extensive guided tour of

⇐ Karl Brandt (shown) and Rob Perry manned the System Solutions stand and launched the UK versions of Texel and CAB 2



the new program. While the speed of the program was evident, it was actually some time before anyone else watching realised Steve was running SL on a Macintosh Quadra 840AV under MagiCMac! Performance is rock solid, no glitches or crashes, and this approach remains an attractive option for anyone needing to squeeze a bit more power out of their Atari software.

It is an exciting time for Calamus users. After a period in which it seemed there would be no more active development, Calamus SL'96 is a virtual rewrite - although the interface remains reassuringly familiar.

The Line Art and StarScreening modules now included with Calamus SL help it outperform giants such as Quark Express and Pagemaker. In fact the Line Art module can do much of the work which previously required Outline Art or DA Vektor. There are also exciting plans to market the Windows version of Calamus and set up bureaux throughout the UK to handle it. More PC defection? Not so, this is a fifth column approach, which will mean Atari users can send their Calamus files to PC bureaux for high-resolution output without the need for much conversion because the document types will be the same.

Leaving the Calamus stand with thoughts of an upgrade ringing little bells in my head, I moved across to the Titan Designs stand. Apex Media was on demonstration in the hands of Black Scorpion programmer Doug Little. Watching Doug bend Apex to his will was a little frightening - it was all happening too fast for most mere mortals to know quite what he was doing! However, the results were highly impressive.

⇓ Black Scorpion: (left to right) David Encill, Dave Murphy and Doug Little



I got my first look at the C-Lab Mark X cases which Titan can use to re-house your Atari. The case is truly a thing of beauty. OK, so they are not cheap but they are superbly engineered and neat little cases which allow room for expansion and utilise the unsurpassed Mega series keyboard. Even Doug Little's Falcon, equipped with an Afterburner and loads of extra memory, fitted neatly into a C-Lab case.

SOCIAL EVENTS

I was on my way home from the last Atari show when I realised I hadn't purchased anything! Yet I felt the trip was worthwhile because of the people I'd met - we're part of a big club, whose only membership criteria is a love of TOS based computing. Now Mike has been "Goodman" enough to organise some more shows, why not come along and meet some of the characters who continue to support the Atari community? Membership "cards" not required!

Neil Martin A/C/G

up in the company of Microsoft's Internet Explorer which, in my opinion, runs more slowly on a Mac than CAB does under MagiCMac! Variety was the keyword of this show - there must have been dozens of different machines including the awesome Hades, Apple Macintosh desktop and portable models running MagicMac 2.1, Pentiums running Gemulator and MagiC PC along with an astonishing range of heavily-modified, re-cased and souped-up STs, TTs and Falcons. More akin to a custom car show than a computer show!

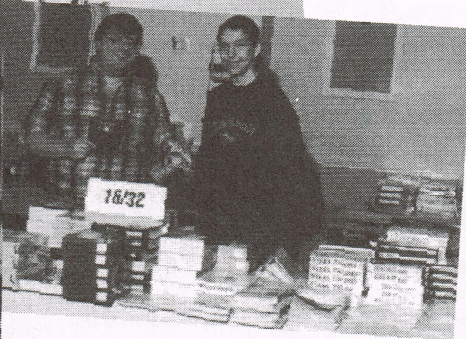


↳ The UK Association of Atari User Groups stand manned by STAG members (from left to right) Neill Hunter, Paul Walsh, Ken Johnston and Andrew Irvine



↑ Console Centre: Matt McGee

David Encill was keen to tell me how effective and reliable the Nemesis hardware accelerator and when one sees just how much attention to detail has gone into the product the £40 fitting fee sounds like the snip of the century - especially if you're not experienced with a soldering iron.



↑ 16/32 Systems: Nick Harlow (left)

Due to the late cancellation of the Maggie team (at Glasgow) a stand under the UKAAUG banner had been created, featuring a selection of STAG members' machines of all types running the Virtual Web pages under CAB, which looks highly impressive - certainly able to hold its head

2ND OPINION

John Fletcher, Atari Wrinklies club member, attended the Birmingham show at the Motorcycle Museum with his son Simon - who soon found himself in Atari gaming heaven! One vendor seemed to think he was in a casbah offering a bewildering number of bundled packages which seemed to change price every time we visited the stand and I have to admit to being tempted!

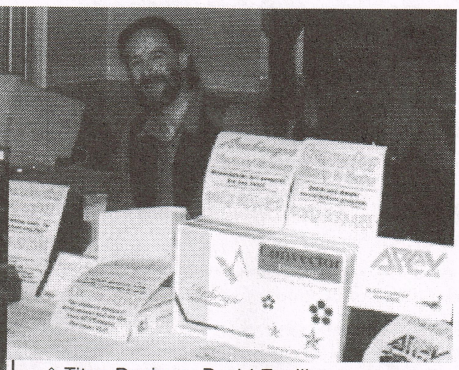
I picked up Protracker for £3 and a comms starter pack of six disks from Floppyshop to "surf the net" for £8 along with a new 14k4 Fax modem from TUS for £44 - the last one on the stand.

We both really enjoyed the show. I met two fellow Wrinklies and my son came away with two plastic bags full of boxed games at bargain prices - we'll certainly be back for more!



↑ The Upgrade Shop (TUS): Dave Prescott

↳ Floppyshop: Steve Delaney (left)



↑ Titan Designs: David Encill

And now, a confession, I bought myself the one gadget I didn't need, but always promised myself - a Jaguar. At the prices on offer from the Console Centre and 16/32 Systems, I couldn't go wrong. Not that I have time to play games, of course, harrumph...

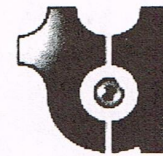


↑ Portfolio Club:

Ed's note: Remember this is a personal diary rather than a show report because Colin didn't visit every stand and spent more time at some than others. If you'd like to contribute alternative viewpoints we'd be pleased to receive them.

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EZ-Flyer - 230MB..... £199.00

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SyJet - 1.5GB..... £429.00

1.5GB cartridges..... £79.95

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Yamaha 4x6 Internal... £525.00

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OLGA strikes back!

Can the mysterious ID4 help save the force? Mark Wherry investigates.....

Last issue we looked at a basic OLGA set-up to achieve object linking and I expect, by now, you're all as impressed as I am every time I see it in action. If you would like more of the same stand by for "inplace drawing". This allows the output from one program to be drawn in another programs workspace. Sounds interesting eh? But if you're wondering, what on earth you would use it for read on...

ID4 You?

With ID4-OLGA (Inplace Drawing For OLGA) you can, for example, put a spreadsheet file for Texel onto a web page displayed in CAB. This process is called "embedding" and opens up huge potential, particularly for the internet, and other document related mediums.

Imagine you've created a document and want to include information normally maintained using a spreadsheet, maybe prices, maybe football results - any data which needs updating frequently. Normally you would have to edit the document directly or at best cut and paste the updated information manually. Using inplace drawing you could "embed" the required spreadsheet information into the document, then whenever the spreadsheet file was updated the document would automatically display the updated file. Ideal for reports of all kinds and web pages.

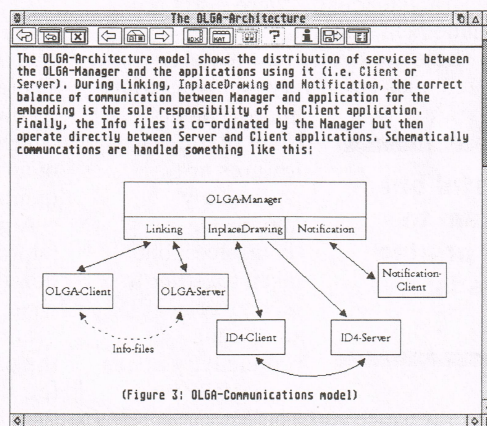
FUTURE OLGA

As I'm writing this an exciting extension to inplace drawing is under development called inplace activation. This will not only allow a program's output to be drawn within another document but also enable allow the program to be operated within another document. Imagine all your programs running within a web page!...

For up to date OLGA information, including a list of supporting applications, check out the OLGA support pages on the internet at:
URL: <http://www.uni-karlsruhe.de/~Thomas.Much/OLGA>

Impressive eh? It goes much further! Taking this concept a stage further documents such as reports and web pages could be made up from a variety of component files.

Graphics could be embedded from an packages such as STella or Kandinsky, tables, graphs and prices from a spreadsheet (Texel) and the other text from a text editor such as Everest or QED. The master document would no longer exist as a traditional stand alone document, but be largely component based, and generated 'on the fly' as and when required. The potential is huge!



↑ OLGA now has a full English ST-Guide hypertext so let's hope authors do their bit and support OLGA...

However, there are limitations to the usefulness of ID4 at the moment. For example, if we embedded a Texel spreadsheet in CAB you would need to own both CAB and Texel and have enough memory to run them both concurrently. Obviously, not everyone is likely to own all the programs you've used to generate your master document so using ID4 to generate documents "on the fly", across the internet is impractical - unless compact freeware viewers were developed to display the data to ensure everyone can view the page correctly.

Clients and Servers

You will usually hear these two words when OLGA is being discussed. CAB could be a client application to display data from various server programs. These programs are called servers, because they are able to send

files, or output data (to the clients). For example in the CAB/Texel relationship CAB would be the client, and Texel would be the server. It's as easy as falling off a log....

Keep me informed

A new extension to the current OLGA release is notification. The problem with object linking, is that only files the user has selected may be monitored and used by that client. This is usually fine, but supposing you wanted the client to monitor all files of a particular type in use on the system. The answer, as you might have guessed, is notification. When notification is used a client is informed when any changes have been made to files it handles and the user can decide whether the file should be linked into the current document.

Call The OLGAnisator!

Unfortunately, although the number of programs which support the OLGA protocol has expanded to include some of the most popular software there are still lots of programs which do not. To address this problem, Thomas 'STella' K_nneth has written a program which bolts on OLGA awareness to non-OLGA programs. However, this does not include ID4-OLGA support. OLGAnisator includes English instructions and is available from Thomas Much's OLGA support pages (see boxout) and PD libraries.

Return of the OLGA?

The problem that faces any proposed standard such as OLGA is support. While the basic object linking has been widely accepted by programs such as QED, Everest, Homepage Penguin, Papillon, Kandinsky, Jane, PixArt and others ID4-OLGA also needs widespread support before most users will make the effort to use it. However, with programs like CAB, Texel, ArtWorx and STella adopting it use the outlook is promising - especially if some compact viewer programs are developed. ☺



Papyrus 5 alive!

REVIEW

PAPYRUS 5

Goodbye Papyrus 4, good buy Papyrus 5?

Michael High investigates...

The Birmingham Atari show during April 1997 was full of surprises. With Papyrus 4 only released a few months earlier I didn't expect to see Papyrus 5 quite so soon but within minutes of paying my entrance fee I had upgraded to Papyrus 5. Is it worth the money or should you wait for Papyrus 6? The answer depends on your equipment and the type of documents you want to produce.

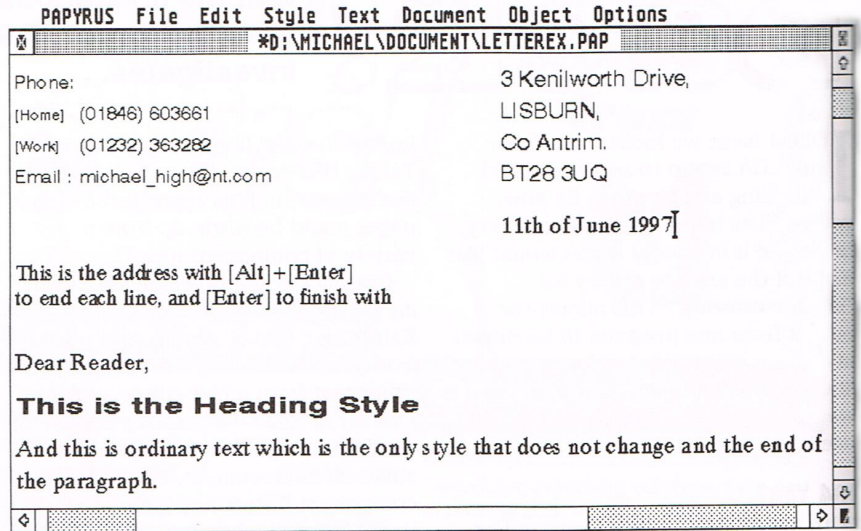
Colourful Papyrus 4

Most of the improvements in Papyrus 4 were aimed at anyone using colour monitors and printers. It was an expensive upgrade by Atari standards but the bundled BitStream font CD containing 500 TrueType fonts partly made up for this. The revamped 3D interface, colour image import and print facilities were certainly of little interest to me and my mono STe based system connected to a black and white laser printer.

If you want a powerful but easy to learn program to produce first class printed documents Papyrus is unbeatable

Serious Papyrus 5

In contrast to Papyrus 4 this version offers plenty for serious black and white types! In exchange for your upgrade fee you get two disks and a twelve page



↑ Figure one

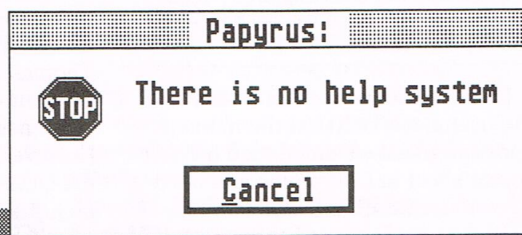
“upgrade manual” - there's still no online help system.

There are twelve new features listed, plus some very handy interface improvements. None of the new features are particularly impressive in themselves, but taken together they do deliver a significant productivity bonus - especially for serious wordsmiths.

lower case letter and upper and lower case roman numeral enumeration. There are also counters for tables, pictures and two user defined styles - which hints at the possible inclusion of an “outline” mode in the next upgrade.

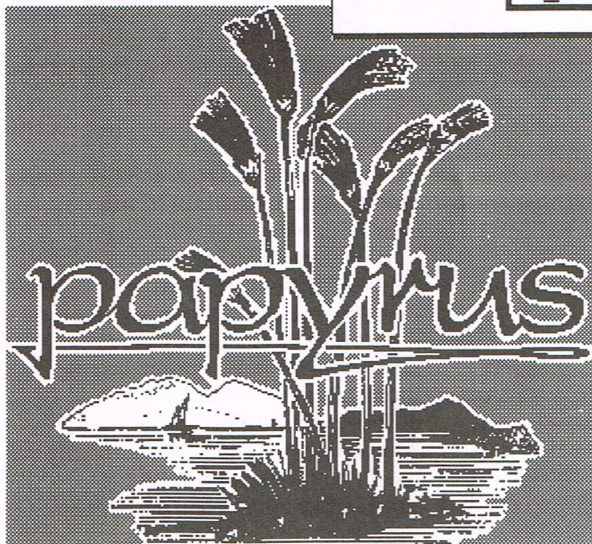
Arguably the most powerful improvement is a combination of a new text feature and an interface change. Typing [Alt]+[Enter] generates a line break without ending the paragraph and it's possible to set the style of the next paragraph in the Paragraph style dialog - put the two together and you have mouse free letters!

Let me explain, figure one shows a letter template which opens with the cursor at the end of the date. This is the “file save date” which doesn't need changing manually so long as the file is saved before output. The toolbar and ruler have been turned off using the [Alternate]+L keyboard shortcut freeing up the extra space for text display. The paragraph style “Date” specifies the next style as “To”, complete with its paragraph offsets and text style. On pressing the [Return] key the address is entered with a line break between each line. Pressing [Return] after the last address line steps through “Dear”, “Heading” and “Normal” paragraph styles for the remainder of the letter. Finally [Control]+R performs a spell check followed by [Control]+S to save and [Control]+P to print and the document is complete. Using this approach entire documents can be set up and created without accessing a menu or touching the mouse.



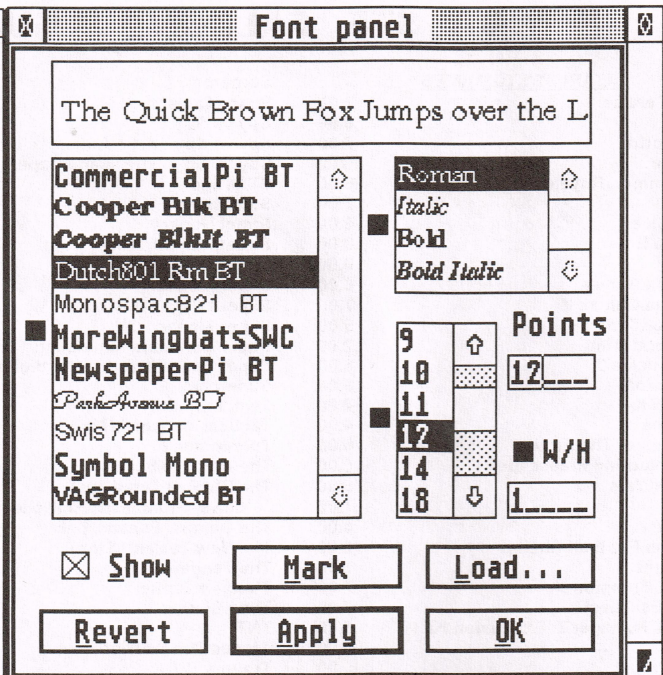
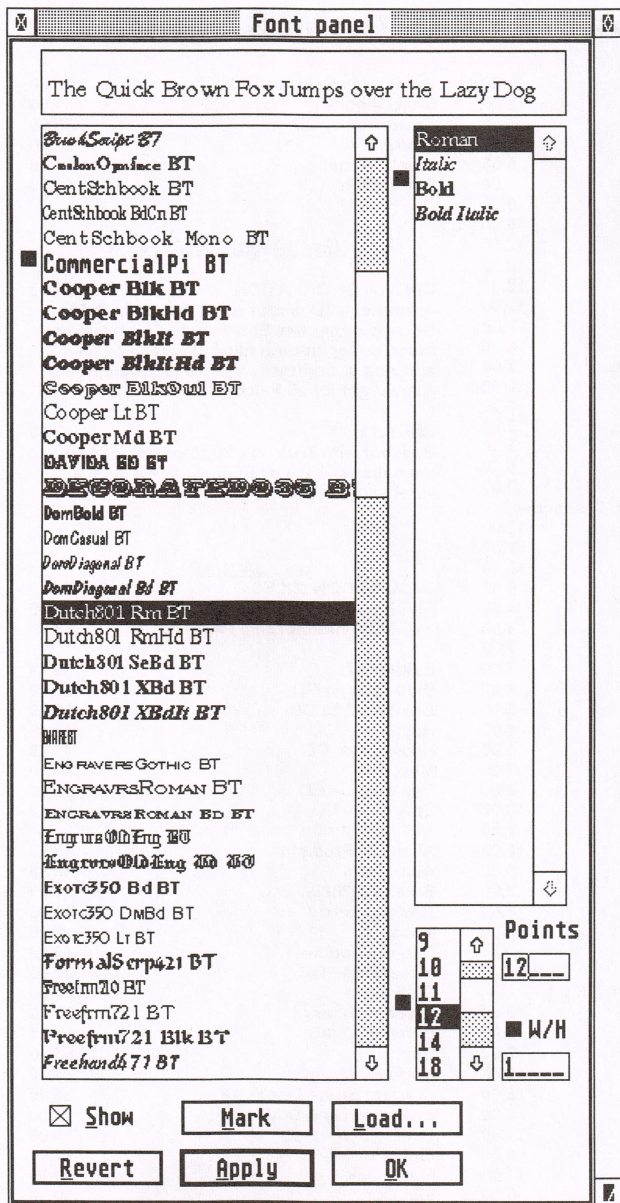
↑ Room for improvement: The manual only tells you what has changed with no guidance on how to put the changes to good effect which was disappointing.

For writing business or academic papers the new itemised paragraphs offer plenty of flexibility. Paragraphs and sub-paragraphs can be given any combination of number, upper and



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↑ Take one font selector then just add pixels

The revised dictionary has a better similarity search, but for some reason seems to be missing all the two letter words but it's not a major chore to add an, as, at, be, by and so on manually.

Graphically better ...

Text objects can now have lines round them and can be rotated to any angle which is much easier than create boxed text manually in an external program and importing them as graphics.

Similarly images can also be framed with lines - all that's missing is a shadow feature.

New vertical and horizontal guide lines used in conjunction with the snap facility makes precise alignment possible.

For anyone running larger resolutions the ability to size dialogs should appeal, the longer font selection fits onto an 800 pixel high screen.

dialogs are non-modal, which means they don't have to be closed and can be left open on the desktop while you carry on typing - or switching to another application.

Context sensitive popups are another new feature, right click anywhere and you'll be presented with a selection of relevant options.

The options vary from weak, for selected text, to comprehensive, for images which reveals a menu with all the attributes and useful things like "Send to back" which saves accessing the menu bar, and although most of these options are already available as keyboard shortcuts it's a feature I'd like to see expanded in future versions.

That's the main changes covered but there's one final feature I want to mention. If you've ever ever created a "template" document containing lots of custom styles then forgot and turn off the autosave or to use Save as instead of save? For anyone who has

Better by design

Mail merging and building an index or table of contents is easier using the new has been made "create" function. Papyrus 5 now makes extensive use of "tab dialogs", like those used in Thing, - after opening a main dialog you can select from a series of sub dialogs. The main

lost an original document the new "Open as template" option is almost idiot proof.

The verdict.

If you need a text editor try Everest, Edith and the others reviewed in AC#4, if you need to produce a typeset magazine take a look at Calamus or DA Vector, but if you want a powerful but easy to learn program to produce first class printed documents Papyrus is unbeatable.

PAPYRUS V5.15

Publisher
ROM Logicware

UK distribution
HiSoft Systems, The Old School, Greenfield, Bedford, MK45 5DE
Tel: +44 (0)1525 718181
Fax: +44 (0)1525 713716
Email: papyrus@hisoft.co.uk
URL: http://www.hisoft.co.uk/
RRP: £149.95 (Bundled with Twist 2 database - first time buyers via HiSoft). Upgrades £30.

Requires
All Ataris with 2.5Mb or more memory, plus hard disk drive.

Pros
Productivity gains, improved interface, especially worthwhile for owners of colour capable systems/printers.

Cons
Disjointed documentation, no online help

86%

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Get your CiX

Al Goold gets his head CiXed in...

Without CiX (Compulink Information eXchange, pronounced kicks) there would be no Atari Computing - it's that simple!

The twelve members of the Atari Computing Group (A/C/G) have never all met in person together. Although over the years most of us have met each other at various shows we have never all been in the same place at the same time. We pass around the raw copy which eventually becomes what you are reading and communicate with each other via CiX.

What is CiX?



CiX is essentially a massive commercial Bulletin Board (BBS) which provides open, closed and confidential closed conferencing facilities which can be created by any CiX member.

↓ A selection of Atari related conferences available. With over 6,000 different conferences and over 15,000 calls a day CiX is an invaluable resource, populated by many knowledgeable and friendly people

ON THE RECORD

"There's a lot of twaddle talked about the Internet but without it this magazine would never have been launched. The Atari Computing Group (A/C/G) has around a dozen members who put their hands in their pockets to finance this launch issue. We've never met as a group in person yet we've created this magazine from the ground up, in a cosy corner of the CiX conferencing system. We're proud of this achievement - so if we nag you to get on-line you'll understand, won't you?"

Joe Connor - Issue 1 - Atari Computing - September 1996

There are thousands of open conferences, which anyone can join, covering every imaginable topic - and then some! For example, apart from the Atari related conferences there are conferences about TV, film, politics, football, cars and books along with support conferences run by commercial companies.

In addition to the conference areas CiX offers:

- Unlimited private email to any valid email address.
- Binary file transfer (called binmail) between CiX members via their mailboxes - there's no need for tedious MIME or uuencoding internally.

RUNNING COSTS

CiX has recently revamped its pricing structure to offer integrated conferencing and internet accounts which offer flexibility and excellent value for money.

In addition to the cost of your telephone bill on-line time to CiX is charged by the minute, with part minutes rounded up to the next minute. The actual cost per minute varies depending which account you sign up for and how often you use it:

• Internet Conferencing Account, Occasional User Tariff (ICA-OUT)

- Monthly minimum charge of £7.34 (£6.25 + VAT) - which works out at over two and a half hours at cheap rate.
- Additional time is charged at 4p per minute cheap rate or 6p per minute at peak rate. CiX peak rate runs from 08.00 to 17.00 Monday to Friday. Cheap rate is at all other times.

• Internet Conferencing Account, Standard User Tariff (ICA-SUT)

- Monthly minimum charge of £17.62 (£14.99 + VAT) - including up to 25 hours free.
- Additional time is charged at 1p per minute.

Monthly bill

If you stick mainly to conferencing using Cixcomm/Cixread using a 14,400 modem or faster and access CiX twice a day you are unlikely to go over the minimum fee for the Occasional User ICA-OUT account. You'll also be able to surf the web and enjoy all the benefits of the Internet but if you find yourself regularly going over the minimum you will pay a premium rate and should switch to an Internet Conferencing Standard User (ICA-SUT) account.

WHERE ARE YOU?

These are among the most popular Atari related conferences on CiX. Why not drop in and say hello?

- atari.st
- ataricomputing
- atari.user.gps
- atari.st.olr
- atari.internet
- stapplications
- titan.bss

The unregistered version of CiXread enables access to a maximum of five conferences.

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<input type="checkbox"/> atari.dev	Conference for (registered) Atari ST developers
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<input type="checkbox"/> atari.ucs	For Atari 2600 UCS discussion and trading
<input type="checkbox"/> atari.uk.cd	Atari UK CD ROM
<input type="checkbox"/> gen.toolkits	To discuss the development of gen toolkits for the Atari. Specifically 'Genfast'
<input type="checkbox"/> jag_dev	Atari Jaguar Developers
<input type="checkbox"/> jaguar.club	- the only club for the Atari Jaguar
<input type="checkbox"/> lexicor	Lexicor Products, mainly for the Atari series 0
<input type="checkbox"/> lynx	Atari Lynx -The portable games console.
<input type="checkbox"/> mint	Discussion of the MINT extension for the atari st
<input type="checkbox"/> portfolio	Atari portfolio users
<input type="checkbox"/> prosupport	Atari Software Developers Support Program
<input type="checkbox"/> sta_online	Online edition of ST Applications magazine. Mail stclub to join.
<input type="checkbox"/> stformat	On-Line Support for ST FORMAT Magazine
<input type="checkbox"/> the.jaguar.cu	- conference for owners of the Atari entertainment system
<input type="checkbox"/> titan.bss	Titan Designs/Black Scorpion Software for Atari ST/Falcon/Jaguar


```

Cixread 4.0j
*****
**          Cixread          **
**    The Off Line Reader for the Atari ST    **
**          Version 4.0j  Aug 24 1996          **
*****

Script file path = E:\AC\CIX\
Working directory = E:\AC\CIX\CIXREAD\
Notebook = E:\AC\CIX\CIXREAD\NOTEBOOK.THT.

ATARI COMPUTING on CIX

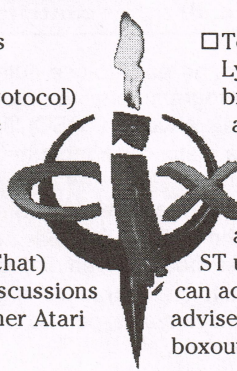
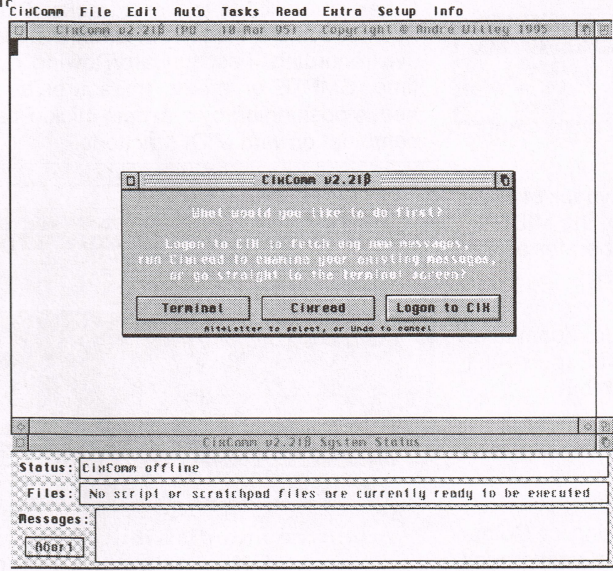
Current Mail Outbasket State:
Current Log File:
New mail: Memo 31438, From: kjackson@cix.compulink.co.uk
Main:j
ataricomputing/announce: first available: 1, last available: 20.
No unread messages
[READ ONLY]

No more unread in this topic.
CixComm File Edit Auto Tasks Read Extra Setup Info
Reference:
  
```

↔ Cixread, the custom Atari off-line reader (OLR)

↓ Cixcomm, the terminal program, which integrates neatly with Cixread

- File libraries where members can make software available for download to others, including a large storehouse of Atari related files in the atari.st conference.
- Usenet News, allowing access to many thousands of worldwide newsgroups
- Direct Internet facilities including:
 - FTP (File Transfer Protocol)
 - Telnet, which can be used to run interactive sessions with other peoples computers
 - IRC (Internet Relay Chat) allowing real time discussions with hundreds of other Atari users worldwide.



Text based web access, using Lynx (full graphical web browsing requires a Cix-IP account which costs extra).

But can I use my machine?
 With the addition of a modem any machine from a 1Mb Atari ST up to a Falcon or Atari emulator can access Cix. A hard drive is advised, but not essential - see boxout. ☺

HOW TO JOIN CIX

SwiftCix offer

It couldn't be easier thanks to our special offer. Jim Hornby of The Atari Wrinklies Club has written a beginners guide to getting on-line with Cix, called SwiftCix. Atari Computing are delighted to offer this guide, along with a disk containing unregistered versions of Cixcomm and Cixread for only \$4.99

Cixcomm/Cixread offer

Cixcomm and Cixread are both shareware, supported by their programmers, on Cix. Both programs normally cost \$20 each but we've arranged a special deal for Atari Computing readers who can register both programs for \$30.

Important! Be sure to include your chosen Cix nickname so we know where to send the Shareware keys.

After a few days you'll receive a small "key" file in your binary mailbox via your Cix account for each of the two programs. If you decide to pay for your registrations when purchasing SwiftCix all you have to do once you are on-line is to send an email containing your name and address and your "key" files will be emailed to you.

Email: ataricomputing@cix.co.uk

To take advantage of either offers send a cheque/PO made payable to "Atari Computing Group", to:
Atari Computing
 (SwiftCix/Cix Registration Offer)
 "Rois Bheinn", Overton Crescent
 Johnstone
 PA5 8JB

GETTING ON-LINE WITH A FLOPPY BASED SYSTEM?

Peter Wood (petewood@cix.co.uk) explains how he did it...

For the past eighteen months, I've had a great deal of pleasure, been in touch with many very helpful people, and gained a lot of valuable experience, being on-line with my floppy based ST setup.

Of course there are drawbacks and limitations as to what I can do, but the important thing is that I can, like everyone else, ask a simple question, on-line, and more often than not, be inundated with answers. Almost everyone wants to help.

I had to make a choice between buying a modem or hard drive as I couldn't afford both. I choose the modem partly because it coincided with an article in ST Format, which went into detail about how get on-line

- except, at least as far as floppies were concerned, the article was flawed. Luckily I was in contact with a couple of guys who were a great help. With hindsight, the problems I experienced could easily have been avoided and the setup I have is straightforward and I would encourage anyone who wants to get on-line to go for it!

Nitty Gritty

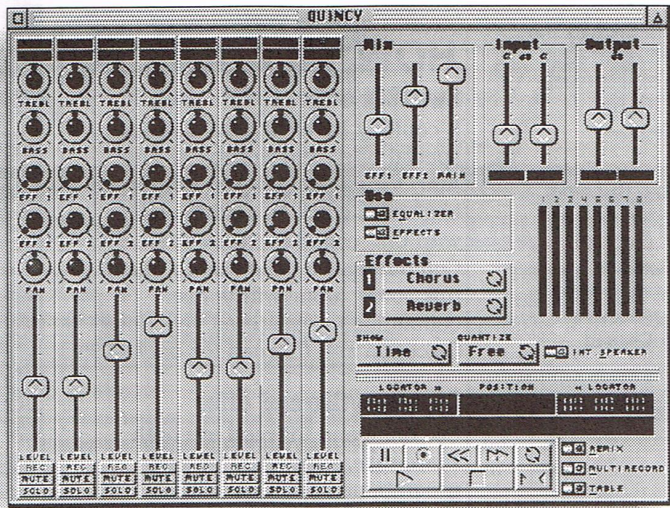
Moderation is the key. I have no desire to get onto the web, nor do I need to download lots of large files at the same time so I rarely encounter a problem.

My setup is an Atari ST with 1Mb memory, a TV, an external floppy

drive, a printer and a 14,400 modem. Using a slower modem simply means the on-line costs add up more quickly, but a faster modem is wasted unless you have a modified serial port.

Because of my limited disk space, I have to keep a tight reign on the files that I download, and the conferences I join, transferring files onto other disks after each blink, along with anything else I want to keep and while this is tedious I have achieved what I set out to do - communicate. Using email I can correspond with anyone else on-line anywhere in the world - even your mate next door with his \$2000 multimedia turbo PC!

Following the advice given in Jim Hornby's SwiftCix I can access Cix via my floppy based system.



QUINCY

8-track, digital recording for the Falcon 030 with mixing and effects.

Integrated mixer console:

Level, pan, 2 base effects, bass and treble controls, mute and solo per track. 2 simultaneous effects or correctors + - 12 dB per track. Adjustable chorus, reverb and delay. VU-meters available during recording.

Tape transport:

N tracks remixable to 1 or 2 tracks. Playback of loops to the nearest sample. Punch In/Punch Out recording. Non-destructive recording. Fast forward/Rewind during playback. Real-time, SMPTE or metric (measures/beats) display. Instantaneous positioning by a simple click. Position quantification in combination with MIDI functions.

MIDI Management:

Import of type 0 and 1 MIDI files. Synchronous playback of audio and MIDI including loops. Muting of each track of the MIDI file, tempo changes and creation of a metronome. Generates a MIDI clock for synchronisation of an external sequencer.

Sample Editing:

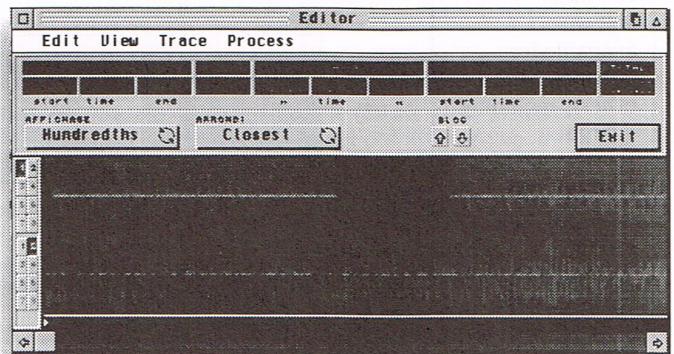
6 Types of display: envelope, decimalisation, cloud. Zoom to an accuracy of a single sample. Copy/Paste/Import/Export AVR, AIFF, AIFF-C Analyze, volume re-touching, fade-in/out.

Inputs/Outputs:

Recording of 1 or two analog or digital tracks Digital outputs: 2 post-mix tracks or 8 pre-mix tracks.

Hardware Requirements:

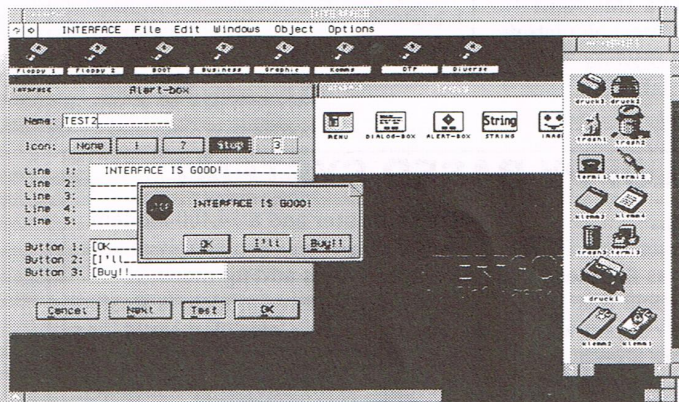
Falcon 030 with a minimum of 4Mb of RAM Mono or Colour monitor IDE or SCSI hard drives (SCSI required for background operation).



Produced and distributed in France by PARX
UK distribution by I6/32
Distributed all other contries Falcon Pro Center

INTERFACE

THE ULTIMATE RESOURCE EDITOR FOR ALL TOS COMPUTERS

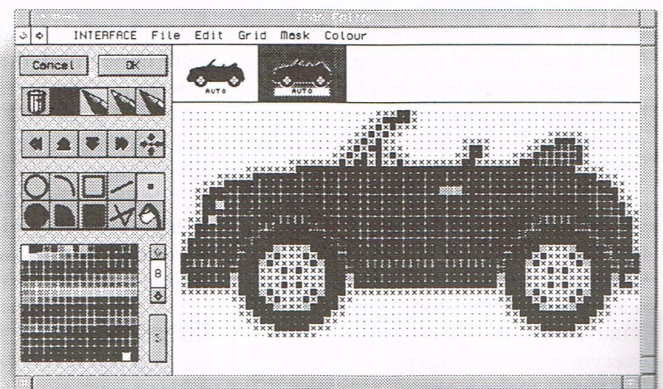


The Icon Editor allows the creation and editing of custom icons for use within your own programs. It's features include:

- * Maximum icon size of 640x400 pixels.
- * Icons in 2, 4, 16 or 256 colours.
- * Supports animated icons.
- * Import of icons from external sources in several formats including Windows and OS/2 icons.
- * Import and save in *.IMG format.

INTERFACE 2 is an easy-to-use, fully professional tool for the use of both programmers, non-programmers and translators needing to edit resource (*.RSC) files and icons. The resource editor itself includes, among many others, the following features:

- * Handles RSC files over 100 kB in size.
- * Includes the MyDials routines necessary for creating "flying" and keyboard-driven dialogues.
- * Allows you to create true 3D dialogues and alerts, radio buttons, check boxes, pop-up menus, editable fields, keyboard shortcuts, etc.
- * Includes the libraries necessary to link your resources into a number of programming languages such as Omikron Basic, GFA Basic, Lattice C, Pure C, Turbo C, and Modula 2.

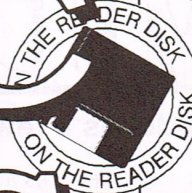


Interface distribution:

Europe (outside Germany): Falcon Pro Center, tel: +46 31-54 55 26 email: fpc@algonet.se
UK: Floppyshop, tel: +44 01224-31 27 56 email: sdelaney@zetnet.co.uk
France: ParX, +33 243 56 92 76 email: info@parx.fr
QUINCY and INTERFACE distribution enquiries for other European countries welcome. Please contact Tom at Falcon Pro Center.



BASIC basics



WHERE'S PDO?

I tried to install a coprocessor and damaged my Falcon losing the source code for PDO! However, PDO will return next issue and I'll be explaining the source. As a consolation for the delayed PDO there's a number guessing game on the Reader disk complete with explanatory notes.

IF you want something done, THEN do it yourself, ELSE don't bother! With the summer heat, why not stay in and do some programming? Paul Jones goes through the BASIC basics...

FOR loops, although useful, don't make decisions and it's decisions which make programs useful so this time we're going to look at the different types of loop available in HBASIC:

```
FOR a=1 TO 100
  IF a=25 THEN PRINT "Quarter way there..."
  IF a=50 THEN PRINT "Half way there..."
  IF a=75 THEN PRINT "Three-quarters of the way there..."
  IF a=100 THEN PRINT "Finished..."
NEXT
```

This loop increments a from 1 up to 100. If a is equal to 25 (nothing more, nothing less) the computer outputs "Quarter way there..." and so on.

We can extend the decision making process by asking the program to evaluate if a statement is true. IF the statement is true the program performs one task, ELSE it performs a different task:

```
IF a=1 THEN PRINT "a is 1" ELSE PRINT "a is something other than 1"
```

So if a contains one the program outputs "a is 1", otherwise (if a = 2 or -1 etc) the program outputs "a is something other than 1". Easy eh? Now try this:

```
INPUT "Input number:", a
IF a<10 THEN PRINT "a is below ten!"
IF a>10 THEN PRINT "a is above ten!"
IF a=10 THEN PRINT "a equals ten!"
```

Using the INPUT statement we can print a prompt message on screen and ask the user to input (or get) a number/string for use within the program - we're assuming the user will input a number and this is assigned to a.

Here's another loop and decision variation which consists of an IF loop containing multiple ELSEIF statements - use as many ELSEIF's as required.

```
INPUT "Input number:", a
IF a<10 THEN PRINT "a is below ten!"
ELSEIF a<=10 THEN PRINT "a is below ten or equal to ten!"
ELSEIF a>10 THEN PRINT "a is above ten!"
END IF
```

Notice I've placed the actions on separate indented lines using the [Tab] key because it makes the code easier to read.

FEEDBACK

If you have any comments about the tutorial, problems with your code or code to contribute please get in touch:
Email: paulat.jones@zetnet.co.uk
URL: <http://www.users.zetnet.co.uk/pjones/home.htm>
Post: Via the Atari Computing Office

The program takes the input number and checks each statement in turn, outputs the result string of the first true statement then jumps to the end of the loop. HiSoft BASIC syntax requires the final ENDIF for any "IF... THEN..." statement where the command isn't on a single line.

SUBscribe and FUNCTION normally

SUB routines and FUNCTIONS are useful for performing repeated tasks. The difference between SUB and FUNCTION is the later can return something whereas a SUB cannot. Consider this program:

```
FOR a=1 TO 10
  PRINT "Hello!"
NEXT a

FOR a=1 TO 10
  PRINT "From Paul J."
NEXT a
```

This simply prints "Hello!" ten times followed by ten "From Paul J."s. Notice I've specified "NEXT a" instead of "NEXT" on its own - this makes it easier to keep track of multiple loops when creating large programs and is good practice. An alternative to having dozens of loops running inside each other (called nested loops) is to use a SUB routine.

This program has exactly the same result as the previous example. We've created our first command - just like the built-in PRINT command. The CALL prefix before the strings is optional - but stops the compiler complaining, especially v2:

```
SUB print_my_string (s$)
  STATIC a
  FOR a=1 TO 10
    PRINT s$
  NEXT a
END SUB

CALL print_my_string ("Hello!")
CALL print_my_string ("From Paul J.")
```

Anything between the brackets is called a parameter and "sent" to the "print_my_string" routine. Let's consider the SUB routine line by line:

SUB print_my_string (s\$)

We've created a SUB routine called "print_my_string". It takes a parameter and puts it into s\$ ready to use. Variables cannot be included in strings so this function ONLY prints strings - if you try to include variables the compiler will complain!

STATIC a

This only works in SUB/FUNCTIONs. It tells HBASIC we want to use the variable a in our SUB program. Every variable/string you use must be included here - s\$ doesn't have to be declared using STATIC because HBASIC already knows about it.

```
FOR a=1 TO 10
  PRINT s$
NEXT a
```

Whatever s\$ contains will be printed ten times so by changing s\$ the SUB routines can save writing almost identical separate loops.

Everything you want to use in a SUB/FUNCTION, and is not used as a parameter has to be STATICed. Also, if you want to use the contents of a variable/string from the main program or another SUB/FUNCTION, you need a "SHARED" statement which declares any strings or variables used.

END SUB

This informs HBASIC the SUB routine has finished. The same format applies to a FUNCTION - except a FUNCTION returns a number:

```
DEF FNmulti (a, b)
  FNmulti=a*b
END DEF

a=FNmulti (2, 4)
PRINT "2 times 4="; a
```

Here we get two variable parameters, multiply them together and put them into the result variable. STATIC isn't needed because every number we're using is known to HBASIC.

Because this is a function we're expecting something to be returned; in our example the result is put into the name of function.

I've called the function a=FNmulti (2,4) where a contains the result, but it doesn't matter what the variable/string input

parameters are in the SUB/FUNCTION - "g=FNmulti (2,4)" would work the same. The FN tells HBASIC we want to call a FUNCTION.

In the HBASIC v2 compile dialogs there's a "No FN's in libraries"

option which means you don't have to type in FN's but for compatibility it's safest to leave them in. ☺

HTML coding

Neil Jones-Rodway introduces a few more of those HTML tricks...

Over the past few issues this tutorial has covered some of the key ideas and features of HTML. The HTML language contains many, many more features, but this issue we'll look at the last few things that could be considered "essential".

Lists

HTML lets you have two kinds of lists: ordered and unordered. Ordered lists (...) are numbered sequentially and unordered lists (...) are "bulleted" (a bullet is the large dot denoting each item). In both cases, each list item is marked with a tag, as follows:

```
Ingredients for an Omelette:
<UL>
<LI> 2 eggs
<LI> Salt and pepper
<LI> A pinch of mixed herbs
<LI> Margarine for frying
<LI> A filling of some kind
</UL>
```

List tags can also have attributes:

The <OL...> tag can have a START=... attribute, which lets you start numbering from any number instead of the normal 1, and a TYPE=... attribute to set the style of the numbering. This type can be either a "1", an "A" or "a", or an "I" or "i", for "1, 2, 3..." numbering, "A, B, C..." or "a, b, c..." lettering, and "I, II, III..." or "i, ii, iii..." numerating respectively.

The <UL...> tag can also have a TYPE=... attribute, in this case either CIRCLE, DISC or SQUARE to select the bullet type.

Lists can also be nested which is especially useful for ordered lists as it allows you to number chapters and

sections automatically. Although typically list items only consist of a few words there's no limit - a paragraph or two could be inserted. An HTML document is included on the Reader disk which displays each different list format.

Link tricks

HTML links can do a lot more than link to other HTML pages, you can also link to:

- HREF="mailto:someone@somewhere.net" enables the reader to send an email to "someone@somewhere.net".
- HREF="news:comp.sys.atari.st" connects the reader to the specified newsgroup.
- HREF="ftp://ftp.uni-kl.de/pub/atari/" connects the user to the atari directory of the "ftp.uni-kl.de" FTP site.

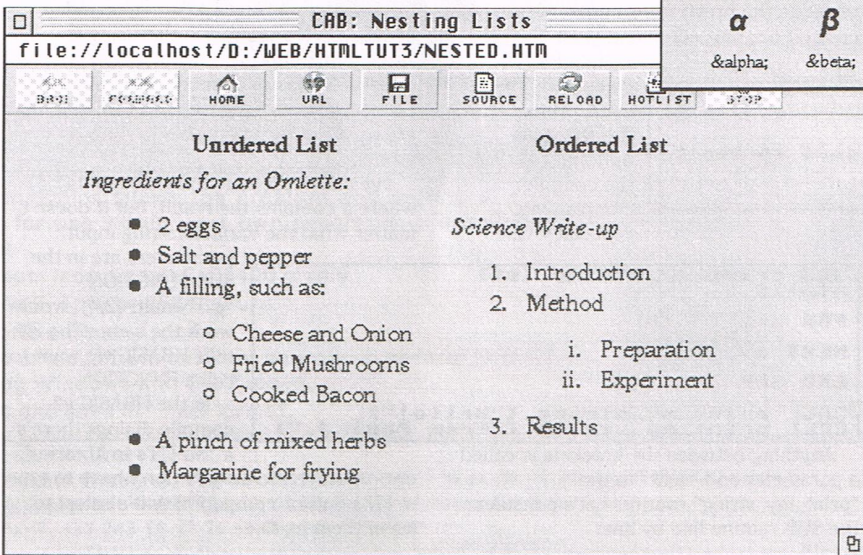
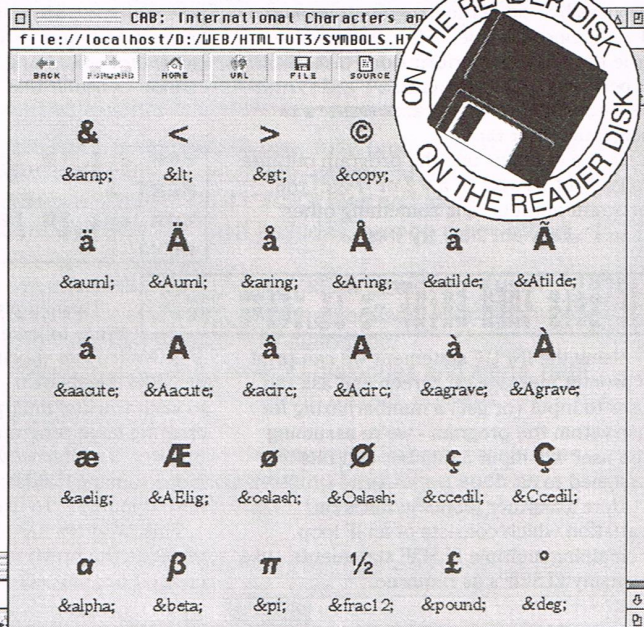
Currently CAB can handle email links internally and passes everything else to dedicated News or FTP clients.

Accents

Getting international characters to appear correctly isn't as easy as you'd think. The problem stems from the fact that the ASCII standard only defined the first 128 out of the 256 possible characters, the

second half of the character set (which includes all the accented characters) is unfortunately platform dependent. As HTML is designed to work across different platforms, this had to be resolved.

The solution was straightforward and quite neat. All of the accented characters, and most of the commonly used symbols, are given a name, and these names are used to tell the browser exactly which character to display. The names are bound in a &...; to mark them as these escaped characters. An a umlaut (ä) is written as ä a capital A umlaut (Ä) as Ä and so on. A full list along with a SYMBOLS.HTM document is included on the Reader disk. As you may have guessed you can't use plain &'s in your text (or <'s and >'s either) so these have also been assigned escaped characters &, < and > respectively.



↑ Here's some of the more common escaped characters you may want to use. Accents are only shown for a but can be used on any vowel

We have now covered all the basics needed to put together a respectable HTML document. There are still plenty of HTML features we haven't covered but you should be able to pick up the finer points by dissecting other people's HTML files.

Next issue, in the final instalment of this tutorial, we'll construct a set of pages from the ground up, and find practical uses for functions covered since #AC3 - so get some practice in.☺

Pros and cons

Atari's standard joypad was a wonderful piece of design, giving programmers over a dozen buttons to assign to whatever functions they desired. Unfortunately not all of the buttons were easy to hit when attempting to master the "Power Death Throw" in "Street Scuffle 3". The answer was obvious - just add some more buttons. But add them how?

Atari's engineers engineered, and the result was the Procontroller joypad variant - which also addressed several niggles present in the original design. From our point of view the most important feature was the addition of five extra buttons: there are three more "fire" buttons (X, Y and Z) and a pair of fingertip operated buttons (L and R - not to be confused with those on the D-Pad). In hardware terms there were a variety of ways Atari could have added these extra buttons - and in my opinion they chose the worst! However, it's still better than no extra buttons at all isn't it?...

In my opinion the best way to add another three fire buttons would have been to put them in the "blank" positions on the Pause line. Instead, Atari fitted them in parallel with three of the numeric keypad buttons. When reading back a Procontroller, therefore, a press of X will appear the same as a press of 9, Y as 8 and Z as 7. Similarly the fingertip buttons are mapped with L appearing as 4 and R as 6.

So in fact we didn't actually get any "extra" buttons but if your program requires more than six fire buttons, or could be made easier by putting some functions literally at the user's fingertips, you can consider offering a Procontroller mode.

Tricks of the trade

It's all very well taking "expert" advice for granted, but often you can learn just as much by ignoring the rules and experimenting for yourself - which is what this series is all about! Take the joypad circuit - a section of which is shown in figure 1.

The "official" rules state you should test each group of switches individually, writing a low to each of the four control lines in turn. But have you considered what would happen if you were to take more than one line low at a time? Suppose, for example, pins 3 and 4 were both pulled low: the effect would be that pin 10 would also

Xav looks at Atari's Procontroller, then discovers how an understanding of the joypad hardware can reveal some useful software tricks.

go low if either button A or button B were being pressed. The reason for this is that the negative logic system of a joypad has the effect of turning what we perceive as an "AND" function (pin 3 AND pin 4) into an "OR" function (button A OR button B).

So this is more than just a passing curiosity? Suppose your program only requires a single fire button - by pulling pins 2, 3 and 4 LOW (by writing a mask of 0xFF8), you will get a LOW on pin 10 when any of the fire buttons are being pressed. The downside is that you can't differentiate between the D-Pad and some of the numeric keypad, but in a program with only one fire button you're unlikely to be terribly worried about the keypad. Clearly we've only made one read of the joypad, rather than the usual three, leaving more processor time for the rest of the game logic.

Why isn't this feature officially documented? Because there's a problem. Unfortunately this little cheat clashes with Atari's Team Tap (a multi-joypad adapter) but so long as you know the user doesn't have a Team Tap (ask them - don't assume) there's no problem.

Another trick, which does work with the Team Tap, is useful for multi-player games. Suppose you want to read from both of the enhanced joystick ports - presumably reading two joypads. With the code we used in

the last issue, this would have to be done in two passes. Since reading the ports is more "costly" in processor usage than a little data manipulation, it would be nice if we could read both ports at once, then split the resultant information down if necessary.

The way to do this is actually quite easy.

Let's say that you want to read group 1 from both joypads. Usually you would write a mask of 0xFFFE, then read for port A, followed by a write of 0xFFEF and a read for port B. Why not just write a mask of 0xFFEE? All this does is take one line LOW in each joypad

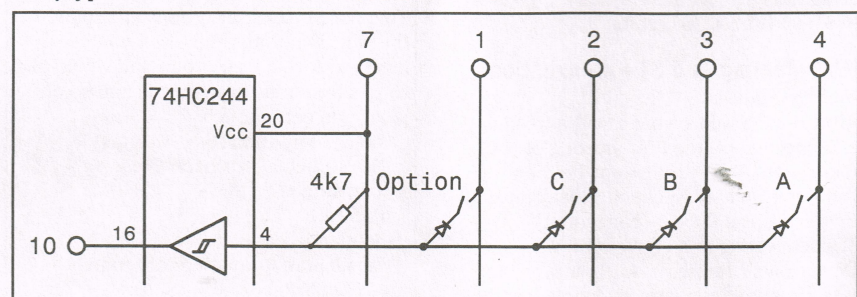
simultaneously, and the data for both are returned in the bits of 0xFF9200 and 0xFF9202 as described last time.

Of course, you don't have to read the same group on each port, for example, a mask of 0xFFB7 returns the status of port A group 4, and of port B group 2 - you can even combine this with the previous tip, so long as you're sure there's no Team Tap connected: a mask of 0xFF88 will check to see if any of the fire buttons are being pressed on either joypad.

Next time

That pretty much concludes our coverage of the joypad as an isolated device. In the next issue we'll look at user friendly ways to implement joypads into your programs, and take a first look at the Team Tap. ☺

↓ Figure 1: Joypad fire button arrangement



User Group NEWS

SHAGing in June

Jeremy Beadle



Attendance at our third meet was our best yet, with 28 including ourselves. More people are expected next time around so we have organised an adjoining room to be made available if we need it.

The usual crew were there tapping away along with some familiar faces from other Atari Groups, we gave a warm welcome to Derryck Croker (Cheshunt Computer Club) and Richard Spowart (Wessex Atari Group) and hopefully we can reciprocate by visiting other User Groups to exchange experience and ideas and have a great time of course.

The tables were chock-a-block this month with the usual mix of Falcons, STFM and STe machines but Danny McAleer (Electronic cow) bought along a Stacey laptop - a lovely piece of Atari hardware and the first one many of us had seen.

Activities this month were even less structured than normal mainly due to the increased workload caused by our expanded Newsletter but most people seemed contented. We did manage to fit in a MIDI demonstration by birthday boy Gordon Storey - who was left momentarily speechless by our rendition of Happy Birthday!

I made another of my now infamous speeches, although this time I was better prepared and following requests to hold an additional meet on a Saturday (similar to the WAG formula) this was duly proposed and passed. The first Saturday SHAG meet will be held on 5th July 1997 and the first Saturday of the month after that so do come along.
NeST: 90:102/200.3@nest.ftn

NAG Meeting and ST+ Convention

Richard Spowart

After quite a wait owing to initial planning and sorting out, the first meeting of NAG (Northants Atari Group) was held on the last Bank Holiday weekend in May and doubled up as the ST+ convention.

The meeting and convention was held at Dave Hollis's house in Northampton, and was attended by plenty of people from the

UK Atari scene including Chris Holland (Maggie disk mag), Peter Augustin, Keefy (Keith Dunn WARP disk mag), Jeremy Beadle and Gordon Storey (from SHAG), Dale Wright, Max, Tony Greenwood (STOS maestro) and others whose names escaped me - sorry!

The convention was spread over two days with little or no sleep for anyone who stayed overnight. A real time article was set in motion and contributed to by most people at some point during the event - this is included in the ST+ Show Special.

There was plenty of computing going on throughout the house, two Falcons in the kitchen - mine was connected pretty much permanently to IRC #Atari, where we chatted worldwide and the other was running a preview of Maggie 23. One ST was running the realtime article and we even had a tame PC PC running Pacifist, an interesting ST emulator. Overall a very enjoyable weekend. We'd like to organise other similar events in the future so if you're interested do get in touch.

Northants Atari Group

Dave Hollis
43 Spenfield Court
Lings
Northampton
NN3 8LZ
Tel: +44 (0)1604 416951

TBAG (The Bay Atari Group)

Darren Emmett

On 20th July TBAG held its first meeting. Despite the fine weather, car boot sales and free concerts on the prom we managed eight attendees. Steve Cowans had VidiST hooked up and we tried to get some grabs of Iron Soldier 2 on the Jaguar but without success.

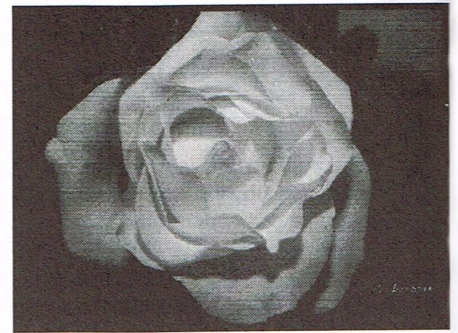
Steve's kids put two Jaguars through their paces and we spent the time discussing alternatives to buying PCs! After a good gossip and exchange of addresses/phone numbers we all departed happy and wiser - well I was at least!

If you live in the Bay/Lancs area and would like to attend a meeting at make contact with other people using our wonderful machines please do get in touch.

The Bay Atari Group
17 Draycombe Drive
Heysham
Lancs
LA3 1LN
Tel: +44(0)1524 854454
NeST: 90:100/301.17@nest.ftn
Email: DEmmett@ffnet.demon.co.uk

This page is for user groups all around the world - not just the UK. If you're involved with a user group and would like to publicise meetings, events and so on please do get in touch:

Atari Computing (User Groups)
"Rois Bheinn", Overton Crescent,
Johnstone,
PA5 8JB
Scotland
Email: ataricomputing@cix.co.uk
NeST: 90:100/315.0@nest.ftn

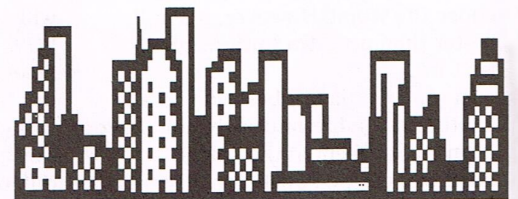


The White Rose Atari Group (WRAG)

WRAG are still going strong but they're looking for new premises for meetings. If you know of anywhere they could use, or you are interested in joining get in touch with the organisers at:

The White Rose Atari Group
Stephen F Barszczak
14 Camberley Mount,
Holmewood,
Bradford.
BD4 9HD.
Tel: +44(0)1274 826353
Email: wrag@tdm-bbs.demon.co.uk
NeST: 90:100/402.0@nest.ftn

Houston Atari Computer Enthusiasts



HACE

An American user group centred around the Houston area. For more information contact:

Bill Roberts
Email: sledge@wl.net

Atari Users Association of Sweden

(Svenska Atariklubben)



The Swedish Atari Club is a non-profit-making association for Atariusers. The Club has about 600 members of different ages, spread across the whole country. Through information, courses and other similar means they encourage the use of Atari computers. All SAK members a magazine called Atarimagasinet four to five times each year. for more information contact SAK: Jesper Kock (Chairman/SysOp at Kockens BBS):
Tel: +46(0)46 25 02 56
FiDo: 2:200/423.0@FidoNet

Corner

Martin Milner looks at Anthony Hoskins' Falcon Extensions...

Over the last few years Anthony has developed six new extensions for the Falcon, with others under development, providing a great deal of control over the machine. These extensions are:

- **System Control:** Allows things like setting the processor and blitter speed, switching the processor caches on or off, cookie detection, bus manipulation and others. If you have Nemesis installed, you can control the speed at which it runs from within STOS with this extension.
- **Grafix II:** Provides replacements for many of the STOS graphics commands such as PLOT and BAR which also now work in the the Falcons 16/256 colour modes. It also can perform the printing of STOS fonts in these resolutions. There are also functions to define drawing modes and fill patterns. By using the new commands, I've been

able to get the Sprite editor to work well on the Falcon.

- **Video:** Provides commands to detect the type of monitor connected, get or set screen resolutions, get the amount of memory required for specified screen resolutions, mouse commands for the extended resolutions (along with a new pointer), zone commands, palette commands, ST low to 16/256 colour palette and image conversion commands, GEM font handling commands and others too.
- **3D Menu:** Provides a whole new set of menu commands for use in Falcon 256 colour resolutions.
- **DSP Tracker Player:** Plays tracker modules using the falcons DSP chip for better quality and less processor slowdown.
- **DMA Sound:** Gives complete control over the Falcons DMA sound subsystem, including commands to reset it, allocate internal record and playback buffers, record samples or play samples at given frequencies and many others.

Support

If you register the shareware version of Anthony's Falcon extensions, you get a massive bundle of software complete with many example programs to try out along with

excellent support - Anthony is very knowledgeable about many aspects of the Falcon's inner workings. If you use STOS on a Falcon this is a must-have. Available from any good PD library.

Gemma

On the reader disk this issue you'll find an archive containing the latest available version (0.98) of the Gemma extension which allows the use of GEM dialogs and more in STOS programs. It's still early days yet, but watch this space!

Stop Press

I've just received news of another new extension in development. Currently support is in place for:- Joypads in ports A & B, the Atari Team Tap, Digital Paddles (these return values like clockwise or anticlockwise which is ideal for driving games), Analogue joysticks, Analogue paddles (a variation of Analogue joysticks) and finally Dynabuster adapters (these allow a pair of "normal" joysticks to be used in each EJP) - more news as development progresses.

Anthony Hoskin has now added a FLI/FLC (animation) Player extension which works well and added more commands to the Video extension.

Next issue I'll take a look at Anthony Jacques Falcon extensions along with some of the other STOS related stuff he's been working on recently. ☺



Mike Kerlake is a happy stamper...

With my intended Suggestive Remark already taken care off (I'm delighted Atari programmers are open to suggestions and respond so quickly) I've come up with a couple of alternatives ideas to kick around.

To recap, the idea of this column is to make suggestions which programmers can use as a starting point to develop from. The software must have a GEM interface, be compatible with both singletasking and multitasking OS's and should be both resolution and colour depth independent.

A-Z sorter

I often have to make up lists of names or items and, as I don't have a particularly tidy mind, I tend to add to these lists ad-hoc. Eventually I need to get them into some sort of alphanumeric order and I currently

Paul Finch of the Portfolio Club (contact details on page 58) is looking for a programmer willing to write a small program to receive and send faxes on a Portfolio pocket PC. Also, the club require a small program to work as a file transfer utility between a Portfolio and desktop PC.

use a TTP program which works, but you have to type in a filename and it's just a bit crude. A nice GEM utility capable of manipulating ASCII files would be a useful addition to our global software arsenal.

Port Activity Monitor (PAM)

Most of us connect printers, modems and other peripherals to the ports on the back of our machines but often, due to lack of space or convenience, these are positioned so their activity lights are not visible.

I've lost count of the times I've forgotten I am online or printing stuff (the downside of multitasking!). What I need is a little window or something placed in the menu bar to monitor the status of all my ports. Similar modem utilities exist for the PC platform - a tiny modem icon flickers during send/receive. Something similar for our favourite machines would do be great - except I'd like all my ports to be monitored!

Those are my Suggestive Remarks but I'm sure I haven't got the monopoly on ideas and I would really like to hear yours. Please write to me, preferably in ASCII format on a floppy, at the usual editorial address! ☺

One of the my office tasks is to despatch all the overseas copies of Atari Computing. We take advantage of the Royal Mail franking service for UK addresses but each direct mailed overseas copy requires stamps.

To help me figure out the combination of stamps needed for the various destinations I started to compile a table but it all got too much so I gave up and made a Suggestive Remark to Mark Baines. Mark had just finished the latest Profile release and was looking around for a new project to get to grips with. A week or two later the result is Stamp Values, a Control Panel eXtension (CPX), [Ed: See review in PD/Shareware pages and it's also on the Reader Disk] which does all the thinking and leaves me to concentrate on licking the stamps!

ged File Edit Search Special Options Shell
Site seeing
 BACK HOME URL FILE SOURCE RELOAD

Jonathan Nott returns and checks out more Atari sites on the internet (with a little help from his friends)...

ATARI2600.COM
<http://www.atari2600.com/>

This is one of a series of web sites dedicated to various classic video game platforms, known as "JerryG Classic Gold Video Game Collectables Sites". It appears to be non-commercial and is a treasure trove of information about these Atari consoles.

The site is divided into sections including a Video Game museum, 2600 games list and a for sale advertisements page. Visitors are also invited to submit their own 2600 related sites for inclusion on the Classic Gold Links page.

The site is an interesting design where the background image depicts the actual case of a 2600 console and the icons are based on the infamous toggle switches featured on these machines. The combination of graphics and navigation tools make this site both intuitive and pleasant to browse.

APPLICATION SYSTEMS HEIDELBERG
<http://members.aol.com/ashinfo/>

ASH have become the Microsoft of Atari platform and with the takeover and release of CAB 2 as a commercial product now offer products covering most areas of interest.

Their web site is launched from an entirely German front page, but the link to a well-translated English version is quite clear. Apart from the main feature, currently a PC/Mac flight simulator, the index page contains a large table of contents.

There's plenty to see although much of the content is for the PC/Mac platforms. However, their Atari

FUJIZONE
 All sites reviewed in Site Seeing are catalogued, along with many others, at Fujizone; the central web resource for Atari users.
 URL: <http://www.users.zetnet.co.uk/fujizone/>

products are covered in an appropriate level of detail.

Overall the graphics are sparse and unexciting, with haphazard layout and no obvious navigation system.

CROFT SOFT ON THE INTERNET
<http://www.users.zetnet.co.uk/polonowski/csotn/>

Croft Soft Software is the brainchild of Colin Polonowski, well known in the Atari community for his games which include Mole Mayhem and the Atari Times HTML magazine.

The web site is extremely well presented with simple but effective graphics and a clear layout.

Comprehensive information includes news, updates, releases and contact details and they can all be accessed easily from the main menu. The Atari Times HTML magazine is available directly from the Croft Soft

pages. The on-line pages provide an excellent companion to the Croft Soft releases.

Man News - Atari Links - ST Applications - Catalogue #15 - #16

FaST Club 35%

For users of Atari ST and Falcon computers

0115-945-5250

Free Atari Helpline. Mon - Fri 2pm to 5pm and Tuesday 7.30pm to 9pm

PO Box 101 - Nottingham - NG2 7PP - UK

Contents

This is the web site of the Nottingham based FaST Club, formerly the ST Club. The home page is split into five main sections News, Atari Links, ST Applications, Catalogue and Help.

The FaST Club publishes the ST Applications magazine. Between

FAST CLUB
<http://www.cix.co.uk/~sta/>

STA58 and STA69 the magazine was dual format with HTML versions available for browsing and download on-line and as a printed magazine.

From STA70 ST Applications has reverted to a printed magazine only and the website is about to get a facelift, I quote:

"We will be introducing a truly interactive and constantly updated web site. The new format will mean the news and forum submissions in the web version will form the basis of the printed magazine - rather than the reverse, which is currently the unsatisfactory state of affairs".

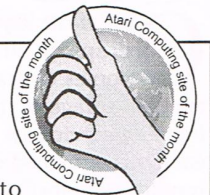
We'll certainly be re-visiting this site to check on progress.

The links provide excellent information on contact detail's covering most of the Atari market.

The excellent Catalogue section includes complete details of the clubs' entire product range - simply click on a product link and you're presented with useful details.

There's a great deal of information on these pages and finding your way around is simplicity itself proving once again the importance of design and a thoughtful approach.

Les Charles/Joe Connor



Reader Disk AC#1

GEMTrek v1.1e - Exclusive! Freeware, Jürgen and Uwe Holtkamp. Tribute to Star Trek.
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.
Start Me Up! v1.10e - Freeware, Thomas Much (MagiC/MultiTOS only). Windows 95 style Start button.

Reader Disk AC#2

Thing v1.09e - Exclusive! Shareware, Arno Welzel/Thomas Binder. Premier desktop.
Crystal Atari Browser (CAB) v1.5 - Exclusive edition! Freeware, Alexander Claus. The best HTML document browser available for the Atari platform.
STOS Compiler Fix version v1.0 - PD, Les Greenhalgh.
AVR and SYN format samples - PD, Colin Monro. Samples to accompany Sound Chip Synth review.

Reader Disk AC#3

Edith Pro v1.221P - Exclusive! Freeware, ZFC Software. Ex-commercial text editor.
HTML3.2 KRZ v1.x - Exclusive! Shareware, Martin-Eric Racine. HTML keyboard shortcuts file for use with Edith, Everest etc.
Videl Inside v2.02 - Freeware, Trisomic Development, François GALEA aka Zerkman. Falcon res enhancer.
Cadenza utilities part 1 - Freeware, Matthew Bacon. Utilities including HiSoft BASIC source.
HTML tutorial - Exclusive! Neil Jones-Rodway.
STOS listing - Exclusive! Martin Milner. Routine to display a single image bob on the logical screen.
UVK Demo v6.9 - Demo, Richard Karsmakers. The Ultimate Virus Killer - best virus killer for the Atari platform.
Atari Computing Database #1 - Exclusive! Norman Bland

Reader disk AC#4

Bitmap View IV - Exclusive! Shareware, Christophe Boyanique. Modular image processor.
Cadenza utilities Part 2 - Freeware, Matthew Bacon. AutoClock v1.00b including HiSoft BASIC source code.
Atari Computing Database #2 - Exclusive, Norman Bland
HiSoft BASIC release 1.23 - Exclusive! Commercial © HiSoft 1987-1997. Complete and fully functional version of HiSoft BASIC.
HTML tutorial example files - Exclusive! Neil Jones-Rodway
KP EJP Tester - Freeware, ©1997 Kosmik Phish Productions. Program and files to accompany the Enhanced Joyport series.

Reader Disk AC#5

HomePage Penguin v1.7x - Shareware, Matthias Jaap. Create your own Internet page without learning any HTML commands!
Bubble GEM (26/02/97) - Freeware, Thomas Much. Displays speech bubble style help provided in CAB and other applications.
Gemulator Frequently Asked Questions (FAQ) v1.0 - Richard Karsmakers/Robert Goodwin
OLGA (Object Linking for GEM Applications) v1.2 - Freeware, Thomas Much. Enables OLGA aware applications to communicate intelligently with each other.
HTML tutorial - Exclusive, Neil Jones-Rodway
HiSoft BASIC tutorial - Exclusive, Paul Jones
Scouter tutorial - Exclusive, Derryck Croker
KP-SACK v1.00 - Freeware, ©1997 Kosmik Phish Productions. A utility which makes it easy to create SAA files for SAM.
System Audio Manager (SAM) v1.3 - © copyright Atari/JTS Corporation. Patched version of SAM V1.2 - removes bug in the WavePlayMacro() call.
KP EJP tutorial - Freeware, ©1997 Kosmik Phish Productions. Source code to accompany the Enhanced Joyport series.
Alta Lista v1.5 - Freeware, Matthias Jaap. Image, text and HTML document database generator.
MTools v1.20 - Shareware, Mark Wherry. Realtime MIDI harmonisation program.
PlaySID2 - Freeware, Cream. Play Commodore 64 SID music files on any STe/Falcon, includes SID files.
Atari Computing Database #3 - Exclusive, Norman Bland.
And more!

Reader Disk 6 Reader Disk

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 8 for details.

OLGANisator 25/1/97

Freeware

Thomas K_nmeth

OLGANisator is designed for use with OLGA (for more details see AC5 magazine and Reader disk). The OLGAnisator retro fits basic OLGA capability to programs which do not directly support the OLGA protocol. Currently the ID4-OLGA feature is not supported, includes German and English documentation.

XURL v2.50

Exclusive

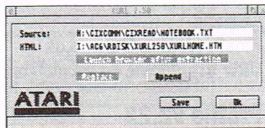
Freeware

Gary Priest

XURL (URL

eXtractor) is

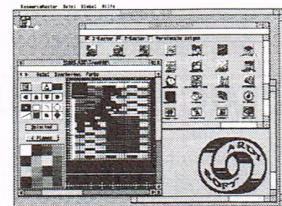
a utility which can extract URLs, typically in the form "http://..." from files. The URLs are compiled into an HTML document where each URL is listed as a clickable link which can be used to surf the net - marvellous!



ResourceMaster v2.07e

Shareware

Armin Diederich (ARDI SOFT)

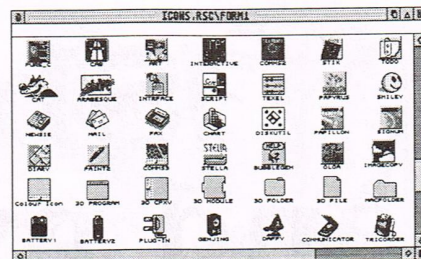


ResourceMaster supports the AES 4/Interface format used by most modern applications. Best of all ResourceMaster can import and export the colour icon RSC files used by alternative desktops such as Thing and Gemini and, as far as we're aware, is the only non-commercial application which can. Includes comprehensive English ST-Guide hypertext format documentation and InterActive UK support.

InterActive icon collection

Joe Connor

This collection, normally reserved for registered Thing users, includes over



300Kb of 32x32 and 16x16 pixel icons. Almost all icons include mono and sixteen colour versions and many are animated. Unlike some icon collections these have been designed to look good together and naturally they load into ResourceMaster. Send us your efforts and we'll release another collection...

tictactoe v1.01

Exclusive

Shareware

Matthew Bacon (Cadenza Software) tictactoe is the "green" alternative to playing "noughts & crosses" on paper! Tictactoe is multitasking aware and GEM compatible. A desktop accessory version is available to registered users.

Stamp Values v1.1

Freeware

Mark S Baines (Linnhe Computing)

Stamp Values is a CPX program which calculates the combinations of stamps necessary to make up any desired value. Includes editable ASCII data files.

GEMMA 0.98

Donationware

GEMMA programming team

GEMMA is an extension for STOS BASIC which allows you to use GEM in STOS. GEMMA is like any other STOS extension - copy it to your STOS extension folder. Once this is done some features of GEM can be incorporated in your STOS programs.

GEMMA Frequently Asked Questions

GEMMA programming team

Still confused? Read this.

SilkMouse v4.2

Freeware

Mark Slagall

SilkMouse is a sophisticated mouse accelerator with knobs on! It's compatible with serial mouse drivers and includes optional screen saver, screen hold and keyboard debouncer.

HTML tutorial

Exclusive

Neil Jones-Rodway

Symbols and lists HTML example documents to accompany the tutorial.

HiSoft BASIC

Exclusive

Paul Jones

Number guessing game complete with explanatory notes and source code.

Atari Computing Database #4

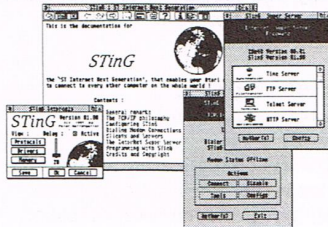
Exclusive

Norman Bland

Atari Computing's own database guide to AC#4 in ST-Guide format. *

Shareware and public domain

NEWS



STinG

STinG is a TCP/IP stack which provides the connection between the internet, your web browser and other internet client programs.

STinG evolved out of ideas discussed in the STiK developers forum. Peter Rottengatter and several others decided a complete rewrite was the only way to get rid of some restrictions in STiK and the release of STinG as a separate product is the result.

STinG takes a modular approach, designed to make STinG easier to extend and enable developers to divide the project into manageable chunks.

There's a preliminary ST-Guide hypertext which describes the STinG model along with various other ASCII documents designed to help users get up and running but it's not easy reading.

STinG certainly look great but there's still no PPP support which means for anyone setting up to surf the web for the first time the choice between STiK and STinG comes down to which is easiest to get up and running and neither program could be described as user friendly.

Peter Rottengatter

Email: perot@pallas.amp.uni-hannover.de

URL: <http://www.stud.uni-hannover.de/~perot/>

Nintari?

"God-Boy" is a Nintendo Gameboy emulator for the Atari Falcon programmed by Leon O'Reilly with the Reservoir Gods development team. The latest release is now available and features:

- 12 colours on screen (compared with only four on a real GameBoy).
- DSP based 50KHz tracker music.
- Stereo sampled sound effects.
- Jaguar Powerpad support.
- VGA/RGB compatibility.

Leon O'Reilly

Email: LEON@powys.tec.org.uk

URL: <http://www.acs.bolton.ac.uk/~msg1css/maison.htm>

Everest v3.6 beta release 3

The last English Everest release (v3.5e) was in August - two years ago! There have been several German beta releases but

there's finally an English version - maybe because Oliver bought a copy of MagiMac to run on his Powerbook! The two main new

features are support for long filenames and the OLGA protocol which used together with a suitable HTML Kürzel file, makes Everest and CAB the perfect HTML authoring combination (see Martin-Eric Racine's HTML Kürzel on the AC3 Reader Disk). Everest registration costs £11 via InterActive. The latest unregistered version can be downloaded via the InterActive website.

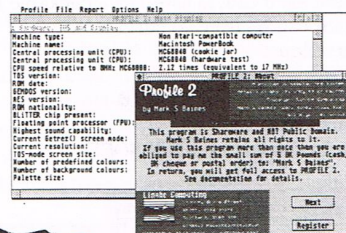
InterActive, 65 Mill Road, Colchester, CO4 5LJ, England

Email: jconnor@cix.co.uk

URL: <http://www.cix.co.uk/~inactive/>

Profile v2.22

Mark Baines' comprehensive Shareware system analyser has been updated again. Profile is now compatible with all Atari machines, emulators and operating



systems. A Profile report is the perfect way to send bug reports to programmers. Registration costs £5 (£6 outside Europe) for a key or £6 (£7 outside Europe) if you'd like a disk containing your registered copy of Profile along with all the other Linnhe Computing software.

Linnhe Computing, Linnhe, Shore Street, Inver, Ross-shire, IV20 1SF, Scotland

Tel: +44(0)1862 871624

Email: msbaines@cix.co.uk

URL: <http://www.stsd.demon.co.uk/linnhe.html>

TransAction

TransAction is the world's first translation crew! They reckoned since demo coders can organise themselves into crews so can they. Working with original software authors TransAction translate software to bring us new English releases. Before TransAction was formed all the crew members had been translating software for years - often duplicating each others efforts.

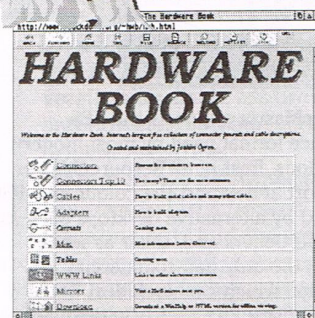
Currently they translate German software into English but if you want to join the crew to expand their capability into other languages get in touch! The TransAction crew are currently inactive (Joe Connor), Mick Lock and Xlator (Peter West).

URL: www.users.zetnet.co.uk/micklock/transact/index.htm

Email: m.lock@zetnet.co.uk



MICHAEL RUGE REPORTS



Hardbook

The Hardware Book, created by Joakim Ögrens, is an HTML based technical reference guide to computers and electronic devices in general. Although not specifically an Atari book it includes pinouts for connectors and information

about constructing cables so is of general interest.

Email: qtech@mailhost.net

URL: <http://www.blackdown.org/>

Hyp2GDOS

This Freeware TTP utility, programmed by Martin Osieka, can output ST-Guide format hypertexts (HYP) via GDOS to your printer or other GDOS devices.

Output to GDOS is page oriented with each page calculated in memory before being sent to the output device.

The layout of the printed pages can be controlled using variables which makes it possible to set the font, header, footer and page margins. Images can also be printed in both black and white and colour - although for colour output you'll need a TrueColor GDOS driver.

Zebuland

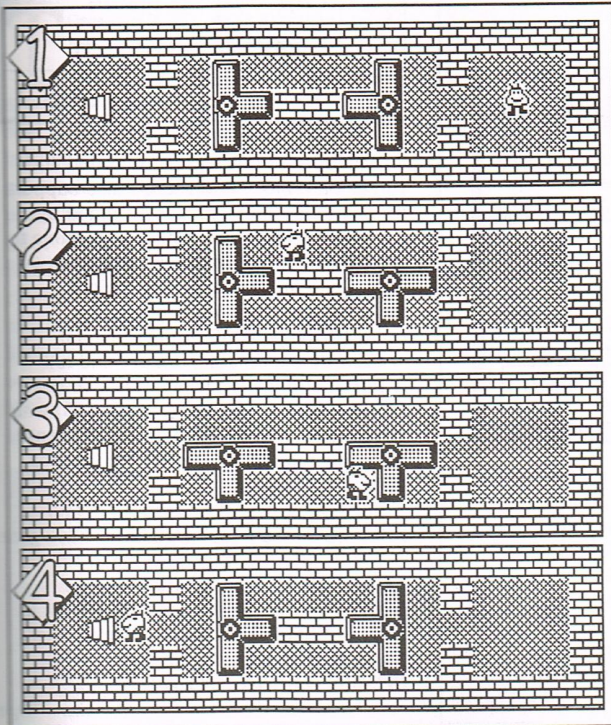
Shiuming Lai unwittingly performs cerebral gymnastics on his day off...

I am pleased to see the active development of Atari software in The Czech Republic, particularly since the quality of new releases is usually of a high standard and offers good value for money too. JAY Software's titles are reminiscent of the classic German ST programs, so even though Zebuland is a game, it is wrapped in a GEM shell and won't run in anything less than ST-high resolution.

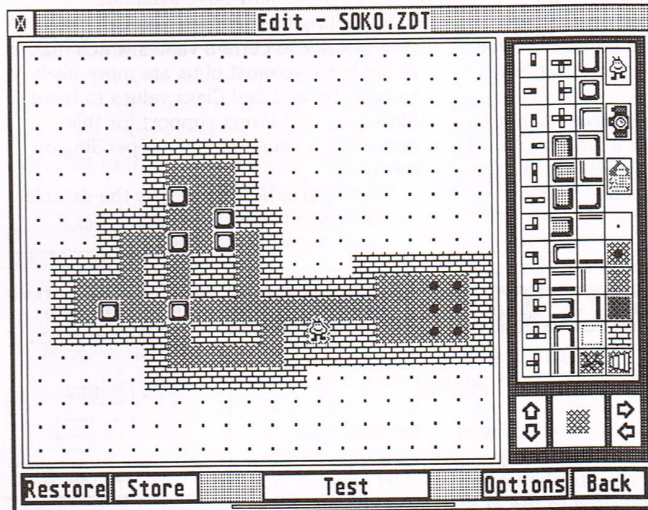
Let's not start with any pretensions - this is no hardware-scrolling, tracker-music-stomping, psychedelic palette-switching technical tour de force. Instead, the authors have concentrated on that crucial element known as playability.

Inspired by the popular KE-Soft games on the Atari 8-bit computers (which are still going strong!), Zebuland is a conversion of one such game which, in turn, is loosely based upon Sokoban. For the uninitiated, this is a puzzle game where a number of blocks have to be pushed around by the player's character, to cover up

⚡ A simple guide to the first level. Own up then, who else still plays silly games with the revolving doors at big department stores?



an equal number of marked spots in the play area. This is done against a time limit and ideally in as few moves as possible. The challenge comes from the maze-like organisation of the play area, so some blocks can only be pushed from certain sides, and more often than not in some kind of order.

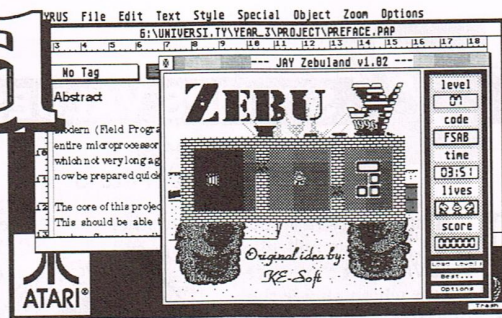


↑ The editor also handles Sokoban-style levels - the possibilities are endless!

Zebuland borrows most heavily from the maze aspect of Sokoban but the objective is slightly different, in that the player must guide the character to an exit point on each level. Some additional obstacles in the

form of gaps, broken ground and rotating blocks must be negotiated to reach the destination. A whole new dimension is introduced by these few features - there are many ingenious level designs, requiring players' mental dexterity to match.

Certain levels have more than one character to play with, so it is necessary to switch between them and make them work cooperatively to complete the level. Control is by keyboard, joystick, mouse or Jaguar Powerpad ("Hurrah!")



↑ The ability to run as an accessory makes Zebuland inconducive to productivity even for non-multitaskers...

I hear Xav cry). All in all, engrossing stuff and definitely not one to start playing if you need to be somewhere in a hurry.

The unregistered version restricts playing beyond level 15 - a key code system is used to unlock the later ones and the registration fee also rewards

users with a nice level editor. Hopefully, if sufficient registrations are received, the authors will go ahead with their plans for a Falcon-enhanced update. ⚡

ZEBULAND V1.02

Publisher

JAY Software

Contact:

Jan Krupka, Trnkova 26,
Olomouc, 779 00, Czech Republic
Telephone: +068/5419108.
Email: krupkaj@risc.upol.cz
URL: <http://www.inf.upol.cz/~krupkaj/jay/>

Registration: \$10.00

Requires

Any Atari or compatible, 512Kb memory, 640x400 resolution (ST high) or higher

Pros

Absorbing, completely sampled sound effects

Cons

Graphics too small (albeit necessarily)

Scores

Graphics: 80%
Sound: 85%
Gameplay: 92%

86%



STAMPS VALUES V1.1

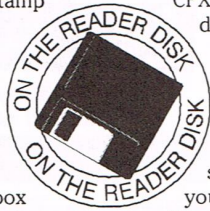
91%

Utility/Business
Freeware, all Ataris

Mark Baines has added yet another CPX to his collection. Stamp Values is a postage calculator which shows the combination of stamps necessary to make up any desired value.

To use it, simply open up the CPX and enter the value of your letter/parcel in the Value box then click on the Calc button. One or more boxes representing the stamps you need will be displayed - it couldn't be easier!

If the exact postage required cannot be made up from the values in your personal datafile the nearest combination over the value required is displayed - to avoid underpayment.

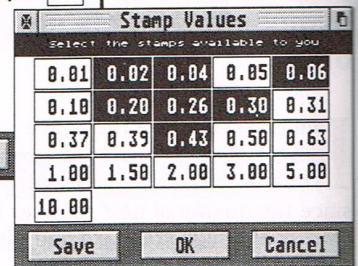
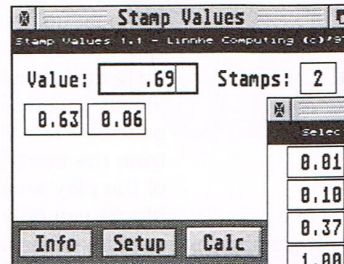


Like most of Mark's CPXs editable ASCII datafiles are included - two in this case. The first contains all possible stamp values and the second contains those

you personally have available.

By editing the datafiles you can even give priority to certain values which makes sense because most of us are more likely to have 1st and 2nd Class values to hand - Mark may add direct support for this feature in a future version, depending on feedback.

There's also no reason why the datafile couldn't be changed for use in other



countries so why not edit the datafiles for your own use send Mark a copy to include with the main distribution?

Email: msbaines@cix.co.uk

URL: <http://www.stsd.demon.co.uk/linhe.html>

Joe Connor



GEMAR V3.06

Utility/business
Shareware, all Ataris

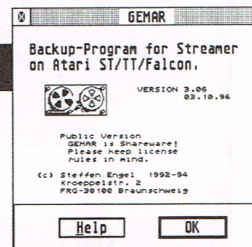
GEMAR, programmed by Steffen Engel, is a comprehensive GEM backup program which supports almost all SCSI tape streamers connected to the ACSII or SCSI Port on Atari or TOS compatible machines.

When launched GEMAR displays its own desktop and although it does work in a multitasking environment it's not

recommended for safety reasons. If your hard disk driver software is

incompatible with GEMAR an alert appears and you should copy SCSIDRV.PRG (included) to your Auto folder, reboot and try again.

The GEMAR desktop includes an icon for each device and partition (CD-ROM, magnetic optical drive, hard disk) along with the GEMAR streamer icon. Several different backup/restore options are available:



- Complete file backup.
- Incremental file backup - only data which has changed is backed up.
- Complete image backup - hard disk sectors, instead of individual files are backed up.



SILKMOUSE V4.2

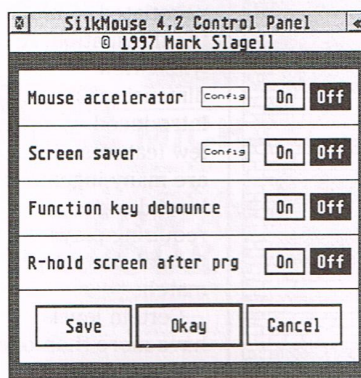
88%

Utility
Freeware, Atari ST/STe/TT/Falcon

The once popular SilkMouse mouse accelerator programmed by Mark Slagell has been updated from v3.2 to v4.2 and re-released as freeware instead of shareware. This is the first update for three years and features a completely reworked acceleration algorithm. SilkMouse is also fully compatible with serial mouse drivers.

Silkmouse can be launched from the Auto folder or Desktop and configured using a separate PRG/ACC utility which offers several optional extras:

- Screen saver, including a new "saver exemption" feature which enables up to 20 programs which don't get along with screen savers to be exempted.
- Function key debounce, when a [Shift] key is held down and two other adjacent keys are pressed together, many Atari keyboards erroneously report a [Shift]+[F1] or [Shift]+[F3] in addition to one or both of the keys actually pressed, this option fixes it.
- Screen-hold feature, you know the feeling, you run an unfamiliar program,



it prints something on screen then disappears. Using this option and holding the right mouse button down freezes the screen until you release the button - neat eh?

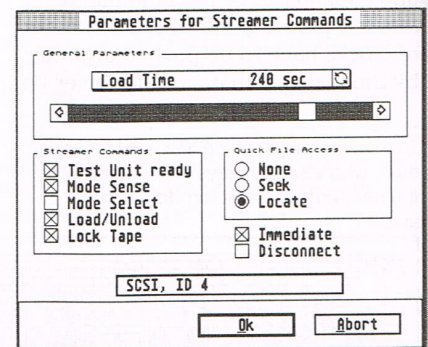
Mark Slagell

Email: sluggo@ames.net

URL: <http://www.geocities.com/>

SiliconValley/Vista/4448/silkmouse.zip

Joe Connor



Backup sessions can be recorded and run as batch jobs and there's also support for the TAR-Importers, programmed by Carsten Friehe, which makes it possible to read data written on other platforms.

1stGuide format hypertext help is included and this complements the optional 100 page A5 printed manual.

GEMAR is a reliable, mature and full featured application which costs 70 DM (approx £25) or 100 DM (approx £35) with the printed manual. A commercial license, including manual, costs 200 DM (approx £70).

With the low cost of hard disks and removable media tape streamers have gone out of fashion but this does mean hobbyists can pick up tape streamer mechanisms at good prices. Used with a copy of GEMAR you won't go far wrong.

Email: Steffen_Engel@sz2.maus.de

URL: <http://members.aol.com/steffene/>

Michael Ruge

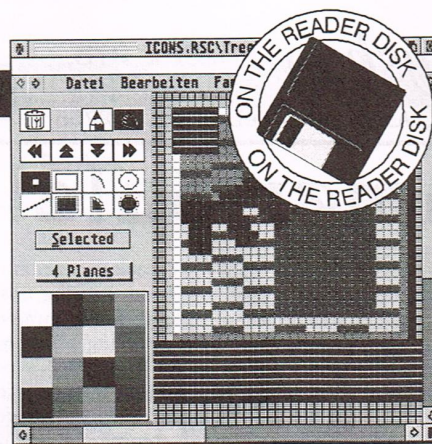
RESOURCEMASTER 2.07E

Utility/programming
Shareware, all Ataris, any resolution

Resource editors are one programming tool we can all find a use for. If you've wondered what's inside the RSC files which accompany most GEM applications you can take a peek using ResourceMaster. Typically RSC files contain the nuts and bolts of the user interface including the dialogs, alert boxes and text strings. Using a Resource editor it's possible to edit the RSC file so it looks different on-screen but a word of warning here - making changes to a program RSC file can easily damage it, rendering your

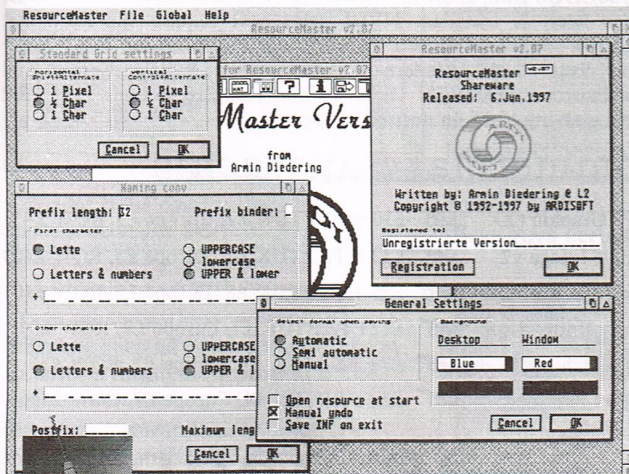
software useless, so always work on a backup. Only make changes for your own use (or in liaison with the original author) and never distribute a hacked RSC file.

In addition to creating the user interface for programs Resource editors typically include an icon editor which can be used to create and edit your desktop icons. ResourceMaster is the only non-commercial RSC editor we're aware of which can handle RSC files larger than 64Kb and supports colour icon editing up to 256 colours. Although the icon editor is still under development it can already be used to edit the colour desktop icons included with Gemini and Thing and this feature alone will ensure its instant popularity.



88%

⇒ The icon editor. Although most of the tool options are still greyed out it's perfectly usable



ResourceMaster is programmed by Armin Diederling and has been under development since 1992. Version 2 includes support for all the extended features needed to support program development on the Falcon and other colour capable machines including the 3D look although it's equally at home on an ST in medium resolution. As you'd expect for a program going through a rapid development phase here are a few bugs to be cleared up but with each new release these become less troublesome.

ResourceMaster includes English ST-Guide format hypertext documentation and is currently released as unrestricted shareware, although restrictions may be added dependent on the level of support. Registration costs £18 via InterActive or 35DM direct with the author.

Mick Lock

XURL V2.5

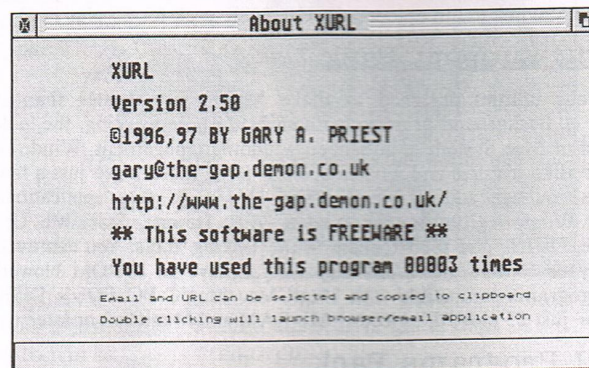
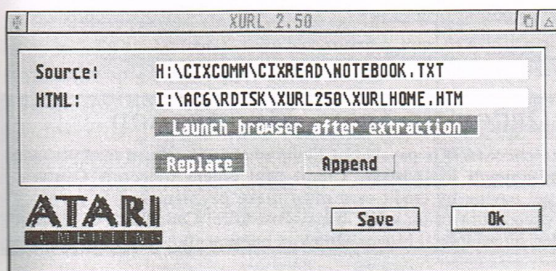
Communications
Freeware, all Ataris

80%

To access any web site you need a URL. These are often long and sprinkled with characters which are awkward to type making them a real pain to type in. CAB provides a hotlist facility which makes accessing often-visited sites much easier, but what happens if you see a web site address in a text file on Usenet or on a BBS? You either have to copy it to the clipboard or write it down on a piece of paper. Either way you're likely to lose or forget it. Wouldn't it be nice if you could just point a program at a folder full of files or just one file and extract those URLs?

XURL (pronounced ZURL), programmed by Gary Priest, does exactly that. It extracts URLs which begin "http:/" from files and adds them to an HTML document which can be loaded into a browser. The URL can then be clicked on and your browser will jump straight to the given URL (so long as you're online).

Configuring XURL is straightforward and entails selecting a couple of paths, one to a file or folder, and one to an HTML document of your choice. If you want to launch a web browser automatically a couple of environmental variables have to be set and this is covered in the documentation.



XURL is actively supported and developed - the latest versions include BubbleGEM and OLGA support.

As it stands, XURL is in daily use on my system and has proved indispensable. I save URLs to my CIXREAD notebook file and then run XURL over it. I've also pointed XURL at my Newsie Usenet folders and it extracted the URLs effortlessly.

Although XURL is freeware I liked it so much I registered CoSta (which I don't use) in payment!

Mike Kerslake

Floppyshop, PO Box 273,
Aberdeen, AB15 8GJ. Tel: 01224 312756

Summer Sale!

Here at Floppyshop we recognise that money is especially tight at this time of year with Summer Holidays on the horizon. Bearing this in mind, we have put together a number of special non-commercial packs at lower than PD prices and have some tempting offers on a number of commercial packages. Only products listed on this page are on special offer, all our other products remain at regular prices. The usual per order P&P charge (details under Non-Commercial Packs) applies to all orders for PD packs. P&P on commercial products are as stated and in addition to charges on any PD disks (or packs) ordered at the same time. All offers are subject to availability and valid until 30th September 1997 or while stocks last.

Non-Commercial Packs

We have seven PD/Shareware packs available. All prices quoted exclude P&P. Please add the following to your order for P&P:- UK £1.25, Europe £2.25, ROW 15% of order value or £3 (whichever is greater).

Communications Starter Pack

Six disk set which includes the very best Shareware releases to get your modem talking to the outside world. This includes Internet software (Oasis 2 and the WWW Access Pack), packages for accessing BBS's or setting up your own (Connect and StarCall 2) and software for sending and receiving faxes (StarFax). All this comes bundled together on SIX DISKS for only £8 plus P&P. This pack requires a hard drive and 1 Mb of RAM.

Hewlett Packard Printer Support Pack

Just about everything you'll ever need for your HP printer including printer drivers for all the top Atari packages, screen dump utilities, graphic file printing at 300 dpi (colour or mono), alternative fonts and the software to download them, envelope printing, creation of A5 booklets from ASCII text and a whole lot more besides! Most programs/files are Deskjet 500 based and therefore compatible with all Deskjets (500 and 600 series) and Laserjets. Also includes SpeedoGDOS drivers for Laserjet, Deskjet 500 series and Deskjet 600 series (at 600 dpi and in colour!). FOUR DISK pack for £5 plus P&P.

MagiC Support Pack

Numerous utilities designed to make MagiC even better than it already is. Background printing (without NVDI), networking, the look and feel of Mac System 8, enhanced window management, Windows 95 look-alike features and iconification of any program are just a few features you can add to MagiC using this pack. Key applications include Window Commander, ALICE, IFS, Stewart, Start Me Up, Appline, DUET and the excellent Multi-Tasking Tools. You can even create your own MagiC ROM chips if you have an EPROM blower! Most programs compatible with MagiC Mac/MagiC PC. FOUR DISK pack for just £5 plus P&P. Needs 1 Mb RAM and MagiC v3 or later.

MIDI Programs Pack

Over 50 excellent programs which can be used with any MIDI based device. Contents include: MIDI scope, MIDI Talk, ByteOven, Chord Master, MIDI Maps, In Control, Robo Bop, Voicese!, The Panic Button, Chordial, MIDI Foxx, MIDI Spectra, Real Arp, Dump It, ST MIDI Ex, Midian, SMF Play, The Piano Player, MIDI Play, ST Muse, Patch Pad, GM Selector, Musicalc, Cubase Help, MIDI Mouse Music, C Beat, Solid Beat, Piano Notes, Real Time MIDI Event Analyser, Delay Calculator, MIDI Menu, Schoenberg, Local Control, IROS, Algorithmic Musical Instrument, ST Thru, MIDI Router and more. SIX DISK pack for just £8 plus P&P.

MIDI Files Pack

All the MIDI files from our collection on four disks. These cover just about every possible musical taste including Classical, Jazz, Folk, Gospel, Rock, Pop, Ragtime, Soul and Reggae. Fully compatible with

any MIDI synth and all MIDI sequencers which support SMF format files. This includes many Shareware packages and most commercial ones. Many are supplied as free samples from larger professional and semi-professional collections. As such they are of excellent quality and you can order more directly from the companies or individuals concerned. Use these disks on Atari, PC or Mac! FOUR DISK pack with almost 250 MIDI files for just £5 plus P&P.

The Bournemouth CFN Collection

Over 320 professional quality fonts, making this the largest single collection of low cost Calamus fonts ever created. Supplied in Calamus CFN format and fully compatible with all versions of Calamus, Outline Art, the entire Digital Arts' series of products and others. Most fonts are supplied as complete font families (with genuine italics and bolds rather than mere slanted and thickened versions). Grouped logically into the following font styles: Serif, Sans Serif, Modern Display, Old Display and Script styles, so there's something for everyone. TWENTY DISK set for just £20 plus P&P. That's a saving of £10 on normal PD prices!

The Bournemouth PostScript Collection

Over 320 professional quality fonts, making this one of the largest collections of high quality low cost PostScript fonts available for Atari computers. This is the PostScript version of the Calamus set listed above and is fully compatible with PageStream v2 and any SpeedoGDOS compatible application when SpeedoGDOS v5 or NVDI v3 (or later) is installed. NVDI users will require the additional PostScript module. Grouped logically into the following font styles:- Serif, Sans Serif, Modern Display, Old Display, Script and Miscellaneous. SIXTEEN DISK set for just £16 pounds plus P&P. That's a saving of £8 on normal PD prices!

Commercial Superdeals

DTP+Graphic CD	£35	£30 + P&P (UK £2, Europe £3, ROW £4)
Positive Image v2	£65	£50 + P&P (UK £2, Europe £5, ROW £10)
Positive Image v1.12	£40	£35 + P&P (UK £2, Europe £5, ROW £10)
Family Roots II	£15	£12+ P&P (UK £1, Europe £2, ROW £3)
Easy Stitch	£10	£7+ P&P (UK £1, Europe £2, ROW £3)
EZ-Art Pro	£10	£7+ P&P (UK £1, Europe £2, ROW £3)

Snap Happy

So you've just returned from that well earned break and got your holiday snaps back from your local Chemist. What next? Why not get them digitised using Floppyshop's low cost PhotoScan service. We offer a professional quality scanning service at competitive prices all year round, but due to the increased demand at this time of year, we are offering our lowest ever prices on this service.

The maximum size on our Standard Service is a 6"x4" print which is scanned and saved to floppy disk in both GIF and JPG format. Please state whether your computer can read high density disks as we'll do a higher resolution scan at no extra charge. Our standard service normally costs £2.50 per scan + P&P with a minimum order of 3 scans. For the duration of our Summer Sale the charge is only £2.00 per scan + P&P (as above) and the minimum number of scans is two.

We also offer a Professional Service for graphic artists, designers and professional photographers where the maximum size of scan is 8.5"x11" and you can choose the exact resolution you require. The normal charge on these is £4 +P&P each but the Summer Special is only £3 per scan + P&P. We need various details from you when using this service so please forward an SAE for our comprehensive PhotoScan leaflet before ordering. Ignore the prices on the leaflet, Summer Specials will apply if you order before 30th September 1997!

P&P on all PhotoScan orders is £1.25 (UK), £2.25 Europe, £3 ROW.

Demo disk (please state ST or TT/Falcon) available for £1.00

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 currency by way of cheque drawn on a UK bank, Post Giro, Canadian PO, AMEX Money Order, International Money Order or Eurocheque.

JAY MAGIC SHADOW ARCHIVER V1.02

78%

Utility
Shareware, all Ataris, ST high resolution or above

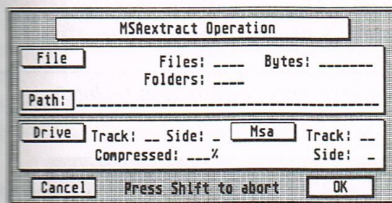
The distinguishing feature of the Magic Shadow Archiver (MSA) format is its ability to hold an entire disk image, including the boot sector and non-standard track/sector specifications. Many demos on the ST use just that kind of disk organisation, for speed and efficiency purposes. A glance at the Atari ST demos section of an FTP site will reveal lots of *.MSA files ripe for the picking.

Object(s)	File	Disk	Sort	Extras
DESKTOP	INF	485	29.07.89	08:00 716
SPECTRA			06.07.94	18:15 608
C	TUT		06.07.94	18:12 14
BASIC	TUT		06.07.94	18:11 2
TRASH	CPX		06.07.94	18:15 696
ECLIPSE			06.07.94	18:12 16
STRBAKUP	TOS	11624	28.06.93	19:05 717
FONTRXX			06.07.94	18:13 253
SUPERSAM	TOS	63798	03.07.94	20:01 729
INGCOPY3	DEM		06.07.94	18:14 309

Shades of the desktop make an appearance in JAY MSA

Currently at v2.3, the original MSA has some limitations which JAY Software sees as good enough reason to write a totally new program. The main new addition in JAY MSA is the directory browse facility, a far cry from having to extract a whole archive first just to see what's in it.

Then there are new compression algorithms (which render archives incompatible with the old MSA - causing it to crash). Strangely, using LZW compression on one particular disk yielded an archive some 10Kb larger than the original disk!



One of many informative dialogs tucked away under a smooth exterior

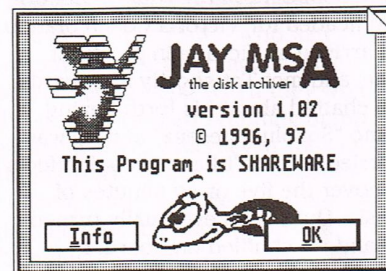
In use, there is no doubting the superiority of the new program. Lots of options allow almost everything to be adjusted to suit and there's on-line help in ST-Guide hypertext format. Also making a debut are "MSA notes" - a small text field appendage intended for describing the archive contents (a la ST ZIP). Unlike MSA 2.3, JAY MSA can be properly installed as an application, so an archive can be loaded into it by dragging on to the

program icon or double-clicking an archive named with an appropriate extender.

Is it worth the £10 shareware registration fee? Hmm... JAY's MSA program is slightly slower (2:55 minutes to recreate Aura's High Fidelity Dreams demo disk compared to 2:40 for MSA v2.3), but much more modern and user-friendly. However, the original MSA is free, takes up far less space and gets the job done so it's a tough call. For archiving "normal" disks - readable from the desktop, there are alternatives like Christian Grunenberg's excellent LHarc-Shell, which in addition to being able to browse directories offers better compression and cross platform compatibility. Finally, new ST software released using weird disk formats is becoming a rarity anyway.

All these factors swings somewhat against JAY MSA. Make no mistake, these guys certainly know how to

CONTACT



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Olomouc, 779 00, Czech Republic
Telephone: +068/5419108
Email: krupkaj@risc.upol.cz
URL: <http://www.inf.upol.cz/~krupkaj/jay/>

make a decent GEM application, and I'm all for variety and choice. JAY MSA is a promising piece of work but it's probably time for them to channel their efforts into something more innovative. Registration costs £10.00 and gets you a key code.

Shiuming Lai

TICTACTOE V1.1

78%

Game
Shareware, all Ataris

Thanks to Matthew Bacon and Cadenza Software we have the answer to playing Minesweeper on a PC - we have electronic noughts & crosses! I suppose it does save paper and the game is nicely GEMmed up and multitasking compatible but I can't help feeling underwhelmed - maybe it's just me and my well known reluctance to engage in what other people describe as fun?

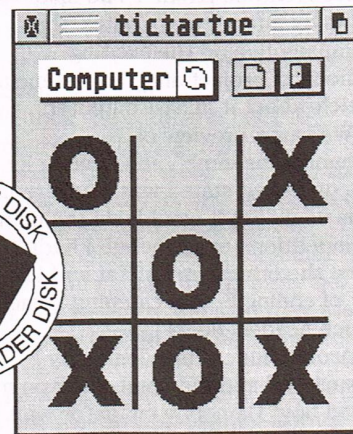
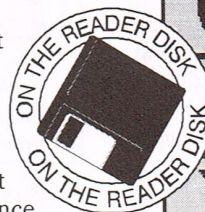
You can play tictactoe against a friend or the computer. Was it just me or didn't we all learn how to win or stalemate every game as kids? There's also a nice ST-Guide hypertext to teach you how to play in case you need it. Given the computer is perfectly capable of stalemating or winning every game Matthew has programmed it to let the human win occasionally! I don't know what's worse, playing the game in the first place, playing someone else, or playing against a computer which lets you win sometimes!

On the other hand registration is completely free and offers worthwhile benefits:

- Five consecutive game limit removed.
- Desktop accessory version.
- The latest versions of all the Cadenza Software (including HBASIC source code for many applications).
- Because Matthew will be better placed to know which software to develop and update which benefits us all.
- Because you'll feel a warm glow inside - although this isn't scientifically proven yet!
- Why not?

Email: k964101@kingston.ac.uk

Joe Connor



Leon, Tat, Arnel and Flinny visited the Siliconvention, truly a golden coding party for Atari users held in Bremen, Germany. Leon O'Reilly reports...

It was a Tuesday when I left my home in Wales, some three days before the party was due to begin. At midday I boarded the train to London and headed for Victoria Coach Station.

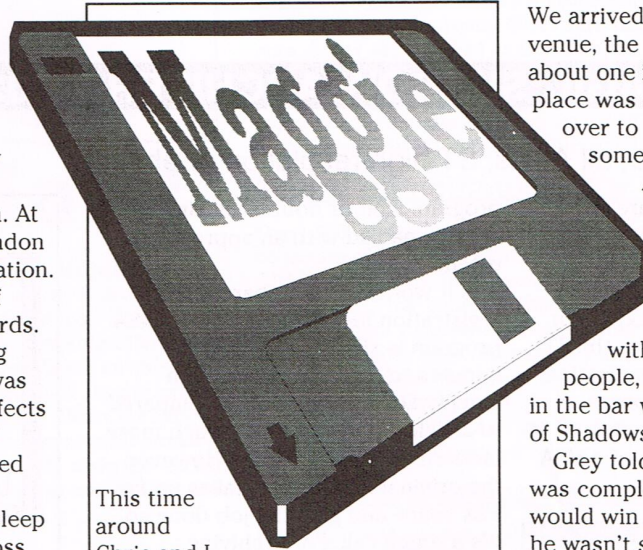
I arrived at Victoria in plenty of time, and met Tat shortly afterwards. We chatted about his forthcoming demo "Sonoluminesenz" and he was worried he didn't have enough effects to cover the five or so minutes of music. Our coach eventually turned up and we shuffled on board. I managed to get a fair amount of sleep on the coach as we travelled across the Netherlands, Belgium and on into Germany.

Agent T of Cream and Jet of Avena were waiting diligently for us at Hamburg's coach station and since neither of them had a car so we had to negotiate the Hamburg underground system. We eventually arrived at Agent T's place where we bought each other up to date about the Falcon scene. The big news was he had tracked down Mad Max (Jochen Hippel is one of the hottest ST musicians in the scene and a living legend) to a small village in Germany and had invited him to the Siliconvention. Agent T had also recently interviewed Centek, the company behind the exciting "Phoenix" project and showed me an article about it in ST Computer.

We saw a preview of "Sonoluminesenz", and even in its uncompleted state I was staggered. I was confident it would win the demo competition - even though I hadn't seen the other entries! Tat and I did a bit of coding before catching some much needed sleep!

Around lunch time Thursday I resurfaced and did some work on my "God-boy" Gameboy emulator while Tat continued working up his demo. Agent T busied himself constructing some logos for it and showed me the stunning graphics he intended to enter into the pixel competitions - he's in a class of his own on the Falcon at present. Later, Arne of Avena turned up.

We stopped briefly at the Symposium party place, at Hittfeld, near Hamburg, where last year's Symposium '96 party was held, to drop Jet of Avena off with his gear. The venue looked a bit grim, just one



This time around Chris and I have decided to devote the Maggie pages entirely to the recent Siliconvention '97 party. This was a very significant event indeed for the Atari demo scene and this is an edited version of Leon's article included in Maggie 23.

All the demos featured in the article along with the Maggie diskmags are available from most PD/Shareware libraries and on-line services.

Richard Spowart and Chris



Holland, The Maggie Team, Inc.
Check out our website and email us your comments...

massive hall -these tend to be a bit soulless and lacking in atmosphere and I was very pleased we were off to the Siliconvention instead.

We arrived at the Siliconvention venue, the Burgerhaus in Bremen, at about one in the morning and the place was deserted so we headed over to Mr Coke's where we got some sleep.

At a more civilised hour we headed back to the Burgerhaus and found some members of the Dead Hackers Society sitting in a corner along with some other Swedish people, and two Polish guys sitting in the bar who turned out to be Grey of Shadows and Winio.

Grey told me the Shadows demo was complete, very impressive and would win the demo competition! - but he wasn't showing it off until then.

An extra hall was opened up which gave us some much needed more space and it was soon filled with crews coding on the Commodore 64 and other machines.

There was a Pacman arcade at reception and a prize was promised for the person who got the highest score on this machine. There was also a "multimedia information point" - designed by Mr Coke, based around his Falcon.

We found a room with enough space for both myself and Tat to set up and work on - the monitors were provided by the organisers, which was a big help.



Mod of TSCC introduced himself we had a long chat about the Atari scene. He showed me around the Undercover shell, although I still prefer the Maggie one! It's great to see an alternative

↓ The IT demo, by Shadows (Poland)



Siliconvention 97

diskmag like theirs, long may it continue. Soon afterwards fellow TSCC member MC Lazer and Flinnny (Nick Flintham) and Arnel (Neil Jones-Rodway) appeared.

The first day we were plagued by power cuts which took ages to sort out and badly affected the real-time article which was running on a Mega ST running Tempus. In the Dutch room, Pieter van der Meer, author of Neurobotix, was coding a 4k intro for one of the competitions, but spent more time working on his new Falcon game - a promising looking Elite style game. I also met Com7 here and it looked like he'd brought along his entire music studio!



TSCC and Escape were in the next room, TSCC working frantically on their 96ktro and Escape working on "Sili-Con-Carne". Also present were Therapy, some ex-Spirits guy and, in the corner, Juri from New-Line making tunes as usual.

The room at the end of this corridor was filled with Playstations and other consoles for everyone to use - no Atari 2600's though! The Swedes were alive and kicking next door, the Dead Hackers Society, No Crew and some other Scandinavian types had made this their headquarters - definitely the loudest and wackiest room!

The second door on the right housed TNB coding their ST demo and RDT working on Running and the final room on the top floor held Lazer, Inter, Absence and some noisy Mac owners. Out in the corridor sat Tat, Agent T and myself and we were later joined by Fried of Avena and provided a second home for Flinnny and Arnel.

Grey of Shadows was worrying about the "Pandemonium" demo which he was supposed to have received by email so he kept popping down to the local internet cafe to see if it had arrived. Flinnny and Arnel also passed plenty of time there - where would the IRC #atari channel be without them?

Mad Max turned up in the evening sporting a new haircut and a number of new pieces of ST music - keep your eyes peeled for these. We were mightily impressing when Winio set up his upgraded Atari XL and showed us some of the best XL demos and we all stayed awake into the early hours and suffered from lack of sleep!

Sonolumineszenz - the clear winner!



The demo competitions were held in a large hall downstairs. There were two screens with two viewing areas. I didn't get to see all of the competitions and was particularly annoyed I missed the 4k competition while coding. There was also a "fake demo" competition - no doubt inspired by the Senior Dads efforts at previous conventions. The advent of the 96k competition was greeted with some relief - at last some new Atari demos!

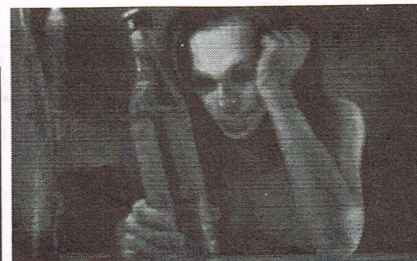
It was great to see TNB releasing an ST intro - we haven't seen many ST demos lately. It was a corker with lots of nice effects but TSCC's demo was the most impressive of the bunch.

The only entries in the main demo competition were on the Falcon, - a total of five! It's great to see the scene kicking back into action:

- Therapy were very unfortunate because a vital file wasn't included on the final disk.
- Polish new-boys Pandemonium unveiled their debut Falcon release "Ignis".
- "Sili-Con-Carne" was Escape's play on words and also their rather splendid demos the demo featured lots of original effects and brilliant music.
- Shadows have been promising great things for a while and finally delivered with their entry "It" which featured brilliant bump mapping, including 3D bump mapping although this was a bit slow because they didn't use the DSP and was clearly a contender.
- Jaws hit the floor when "Sonolumineszenz" opened with an environment mapped fish started swimming across the screen and looked set to win by a landslide of Tony Blair proportion!

At around 2am we headed downstairs to watch Tommy of Avena's live music set. He was performing with a friend and as the two of them hunched over the keyboards and 303s they struck me as the Germanic equivalent of the Chemical Brothers.

Monday morning was votes time using a GFA program developed by Mr. Coke and used at Symposium '96. There was surprise as TNB won the 96ktro competition, not only beating entries from other platforms but also



the favourites TSCC - who had gutted written all over their faces! They brightened up a bit when they won the 4ktro with their stunning bump mapping effect which even runs on a standard ST.

There could only be one winner in the main demo competition and "Sonolumineszenz" duly won it by the proverbial country mile with "It" by Shadows the runner up. Tat picked up his prize - a spanking new Nintendo 64 and beamed like Burnley had just won the FA Cup! Agent T picked up a Playstation as a prize for his rendered picture.

I got chatting with Martina of Lazer who revealed she was keen to do another Falcon demo when she had time. Lost Blubb had done well since its release back in 1995 with several showings on MTV and other cable and satellite channels.

The last day was soon over and people started to pack up and head off home to their respective countries. It was generally agreed it had been a great party - certainly on a par with the classic Fried Bits parties and miles better than the rather dull Symposium '96 event last year.

We took the autobahn back to Hamburg and back at Agent T's we had a well earned sleep. The next day we tried out the PSX and the demo cd. We spoke to Thyroxin and Jet of Avena who had helped to organise the Symposium PC and Amiga party held the same weekend and said they wish they had attended the Siliconvention instead.

The Atari scene is characterised by friendly people who genuinely love their machines and have a real interest in what everyone else is doing. Parties like Siliconvention really emphasise the difference between the Atari scene and other platforms.

The Siliconvention exceeded my best expectations, it was big enough to make it worthwhile with lots of fantastic releases, yet managed to remain intimate, friendly and best of all great fun. It was really brilliant to see so many people still actively involved in the Atari scene - even some we'd given up on months ago. There was a sense of the Atari scene being reborn with new sense of direction and new energy. We went Around The World and Siliconvention '97 definitely had Da Funk. ☺

Bringing multimedia to the Falcon

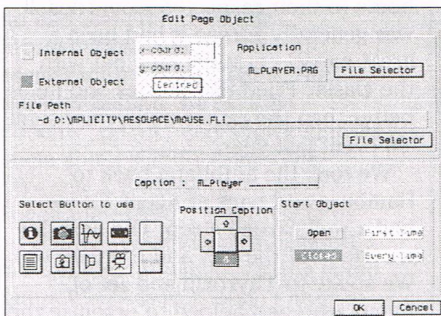
Multimedia conveys messages using a number of different methods or media. On a computer this generally means using text, sound and images - both stills and movies. After lots of head scratching multimedia has found its niche in presentation and education where it is both effective and cheap.

Back in 1993 the Falcon was billed as a multimedia machine. Thanks to TOS/GEM and compact applications the Falcon can still turn in a reasonable performance compared with other platforms.

The Falcon sound system is built-in which means programmers can rely on its presence. The video system supports up to 16-bit colour which is good enough for most applications.

MultiPlicity, the Concept

With the above in mind I set out to program MultiPlicity, a multimedia authoring package, as my final year computing project at University.



↑ New, improved Edit Page Object dialog

Presentations are based on a book metaphor. Each presentation is called a book and each screen within that book is a page. Once a book is built, the reader simply clicks on an icon on a page to start a multimedia event.

Putting it together

The first thing I did was to create a Requirements Document containing (shock horror) details about the project. Using a word processor it's easy to add things as you think of them and keep the document up to date. Here's the main headings:

- Introduction: General outline of the program's abilities.
- Hardware: Hardware requirements for the program.
- Functions: Listing of everything the program does and operational requirements (by far the longest section for MultiPlicity).

- Constraints: For MultiPlicity this stated the programs should use GEM and detect the presence of a multitasking OS and act accordingly.

- Test data: How the program will be tested.

- Future enhancements and developments: Anything you envisage adding to future program releases.

The Requirements Document helps determine:

- What the program should do but not how it should be done.
- Helps separate what is required, for the program to function, from features which are desirable but not essential.
- Sets the boundaries for the project. Setting the boundaries was essential because for a multimedia authoring package the sky really is the limit and I only had 15 weeks to complete the project.

One of MultiPlicity's key aims was to call external programs to run multimedia events. This was partly due to time constraints but on reflection a more important reason is flexibility. For example if an external viewer is updated MultiPlicity can use it without changing a single line of code. When I wrote MultiPlicity there wasn't a decent AVI or Quicktime player available. Now Movie Player is available it can also be utilised. The Thing desktop takes the same approach and I suspect this model of program development will increase in popularity.

Not everything in MultiPlicity uses external applications. There are internal routines for handling IMG graphics files, AVR sound files, and ASCII text files. The main reason for this was to give me experience at programming using these types of files - one of the learning objectives I set myself. Of these, only the graphics handling is essential because it's needed for page backgrounds and icons but the audio code is pretty cool too because it utilises the Falcon sound system - something few external players do. Both these routines have been improved in MultiPlicity 2 (with colour and 16-bit stereo support). All this was in the Requirements Document and ensured I didn't get side-tracked coding a FLIC movie player!



We're pleased to include another Martyn Tidd article this month. This time around Martyn has revised and updated his original MultiPlicity article to reflect changes in the latest version. As usual Joe has distilled the article down to around one quarter of its original size so if you would like to read the complete version please order a copy of AtariPhile #5.

AtariPhile #6 should be available as you read this and if you'd like to order a copy send an SAE, disk and two stamps per issue, one for return postage, one towards our costs. Don't forget to state which issue/s you require! Currently our ftp site is unavailable but the current issue can be downloaded from:

URL: www.fffnet.demon.co.uk/

or read online at:

URL: <http://www.walusoft.co.uk/fff/>

Contacts:

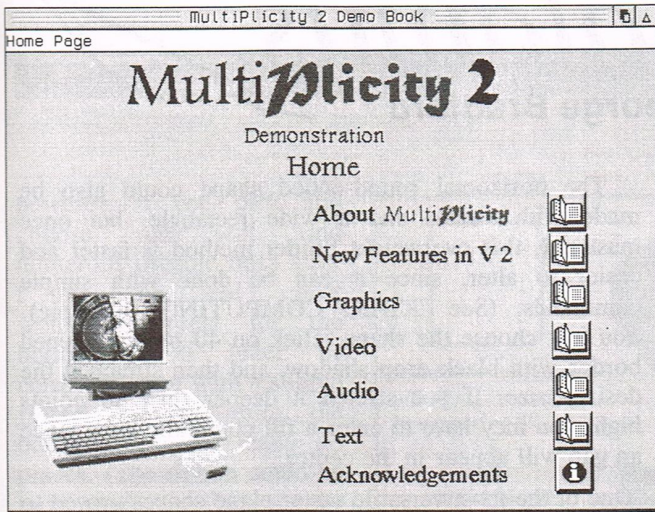
AtariPhile, 11 Pound Meadow,
Whitchurch, Hants, RG28 7LG, England.
Email: atariphile@fff.compulink.co.uk

Colin Fisher-McAllum



↑ Page backgrounds can be in full colour

So, ready to start coding yet? Everybody yells "NO" but I say possibly, although not the actual project. If, like MultiPlicity, your project relies on coding something you are not sure about, it is worth spending time now to try out a few ideas and see if they work. In MultiPlicity's case, it relied on its ability to call other programs to run concurrently with MultiPlicity. My original plan was to use Pexco(), which is the time-honoured way of calling programs from within others. This didn't prove to be what I wanted

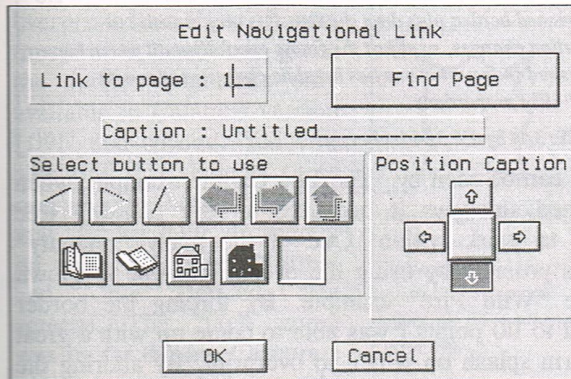


↑ Pictures can be embedded in page backgrounds

because the calling application is frozen until the called application quits. I eventually used `shel_write()` which is the method used by desktops and works well under MultiTOS, Geneva and MagiC.

Designing the Software

Once you know what the software is supposed to do, it's time to decide how it's going to do it. I would recommend taking a top-down approach. Design the software at a superficial level first going into detail later. So, for example, if you want to open a window, at the top level you would simply write "Open Window". Later you can add the details of how this is done. This means you won't get bogged down with detail when you are still trying to work out the program flow. I use Thought! from Titan Designs for this. It's a bit pricey but makes the whole thing really easy to do.



↑ New colour animated icons for both links and objects

At the end of the design process, the whole thing can be output to printer either in its diagrammatic form or as pseudo code that can be more or less directly translated into the

language of your choice (assuming your design is detailed enough).

The best low-cost solution is to write pseudo code directly using a word processor or text editor. Pseudo code is similar to real code except you don't have to worry about syntax. It works

something like this, at the top level you would write:

```
1      Open Window
      Later on you can add more detail:
1.1    Create window
1.2    Open the window
```

Going down a further level may result in:

```
1.1.1  wind_create( window 1 )
1.1.2  wind_set( title = "Window 1" )
1.2.1  wind_open( window 1 )
```

At this stage, the commands are almost in C ready to write the actual code. It's worth trying to identify parts of the program which can be recycled, not just in the current project but in future projects as well - a good example of this is the GEM initialisation code which is almost identical for every program.

Finally, the user interface needs to be designed. For a GEM program you can kill two birds with one stone here by designing the interface using a resource construction program. I used WERCS, which comes with Lattice C, for MultiPlicity, but have now moved onto Interface which is more comprehensive. Once the interface is designed it can be plugged straight into the program code.

Writing the Code

Code should be structured to be as readable as possible. Use indenting if your chosen language allows it and don't be afraid to leave blank lines to separate different parts of a

function. Always sprinkle your code liberally with comments so you, or someone else, can figure out what's going on.

For MultiPlicity I used an approach called "incremental prototyping". This involves coding a section, then compiling and test it in

MultiPlicity 2 is shareware and costs £15 to register. Continued development is dependent on support from users so if you're using MultiPlicity please do support Martyn in his efforts.
Martyn Tidd, 6 The Hollow, Gossops Green, Crawley, West Sussex, RH11 8BT
Email: MartynTidd@aol.com

isolation. It does sound tedious and isn't ideal for every project, but for MultiPlicity it worked really well. Seeing the results of my efforts quickly really helped maintain my enthusiasm. This approach also helps to keep debugging down to bite size chunks and is infinitely preferable to wading through 5,000 lines of source code. To a certain extent, incremental prototyping also sets the order in which things should be done - for example, you can't open a GEM window until you have initialised GEM.

If your chosen programming language allows, consider splitting your program into modules. These help reduce compilation times and only entails a small extra overhead to manage.

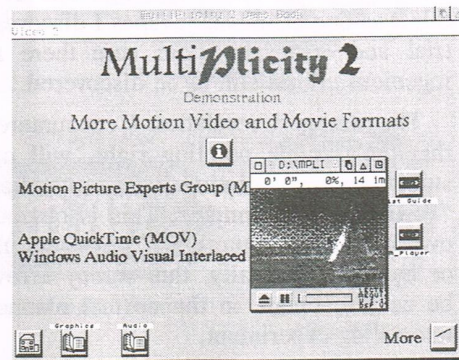
Testing

There's no such thing as bug-free software but generally speaking the more the better rule applies. Get other people to beta test it for you. If you're on-line it's easy - just ask and you'll get plenty of volunteers. Atarians love to get involved - the Atari community is brilliant like that and one of the reasons I have continued to develop on this platform.

Ongoing development

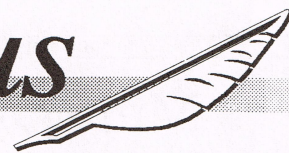
No program is ever really finished. There is always one more feature to add and there will always be bugs to fix. I released MultiPlicity v1.03 as freeware back in May 1996. Since then I've wanted to implement internal colour support and MagiC support but it took ages to get the relevant information together so there has been a long delay until I finally released MultiPlicity 2 several months ago. ☺

↓ Internal graphics routines can display images in a window



Creative Calamus

by George Bradford



RASTER SHAPES

Most of us have come to accept the simple raster plane shapes made available to us in Calamus Desktop, and like myself, I'm sure you wished at times that the selection was larger. Well it is, if you are willing to push the envelope to the extreme and see what's hidden in the depths of this program.

I discovered the bonus features shown here when I accidentally selected the wrong border weight for a small star shape and strange things appeared. Being intrigued with what I saw, I decided to probe deeper and check out the possibilities of the other raster plane shapes, and what you see here are only some of the results. I have no doubt that there are more offbeat graphic effects hiding within the program, so don't hesitate to experiment and see what else can be found.

From what I have seen, the border line appears to thicken to the inside of the shape only, and not outwards whatsoever, contrary to many other programs, which tend to thicken equally on both sides of the line. Also, a broad outline does not come to a sharp point, but results in a blunt, sawed-off mitre, giving the star shape aesthetically pleasing flat tips. At the same time, an extremely overweight border line tends to grow inward until it actually passes out the opposite side of the shape, creating some rather ungodly effects.

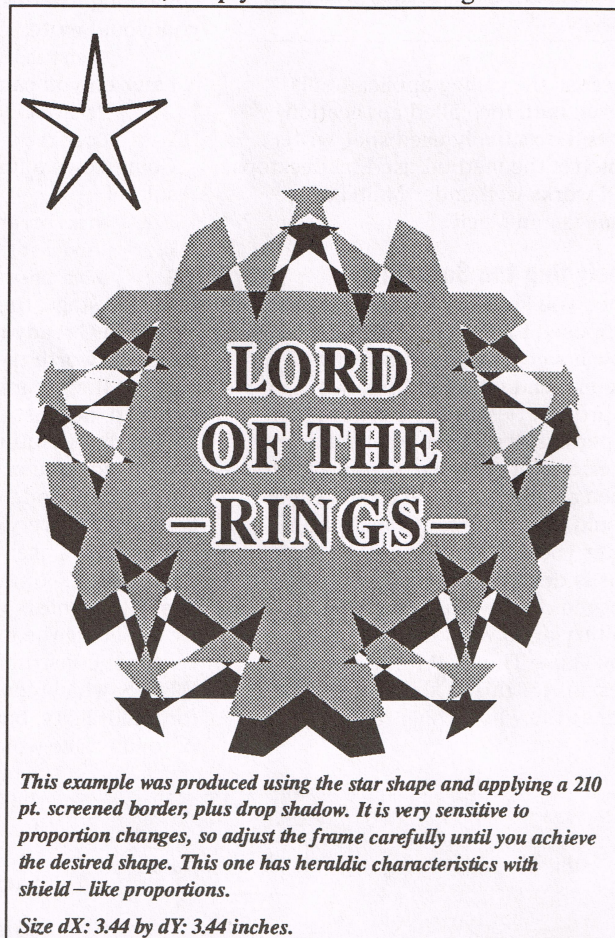
All you have to do is pick and choose the ones you like, and build a sheet full of them with brief notes on how you achieved the shape. The one thing you must keep track of is the dX/dY sizes of the frame, since these determine the exact pattern. As you can see by the limited sampling I have supplied, they just might be the answer to your prayers.

The first example shown here came so close to representing a heraldic shield that I couldn't resist giving it the place of honour. As noted, it was built using the star shape with a 210 point screened border with no fill. You will have to work carefully with this one since it proved to be very sensitive to frame adjustments and altered its state radically with even the smallest movements in either the X or the Y direction. The single solid black down shadow seemed the best choice for my purposes, but the other shadows give different effects also. Although one of my favourites, this was one of the last shapes I discovered, after much trial and error, so I am sure there are even more ingenious effects still to be discovered.

The strangest revelation I encountered was the fact that the triangle pointing right, will produce a blunt stubby arrow pointing left, and vice versa. (See "FIRE EXIT" example). This is obviously due to the overweight lines stumbling over each other in one way or another. Naturally, this stubby arrow effect would be easy to create in the normal manner, but it is an interesting experiment.

The horizontal round-ended shape could also be made with circles and a wide rectangle, but once mastered, this overweight border method is faster and easier to alter, since it can be done with simple commands. (See "ATARI COMPUTING" example). You just choose the shape, click on 40 point screened border with black drop shadow, and then stretch it the desired size. If you stretch it deeper than 80 points high, you may have to enter a fill command also, since an gap will appear in the centre.

One of the most versatile raster plane shapes proved to be the "flash", simply because of its irregular outline.



This example was produced using the star shape and applying a 210 pt. screened border, plus drop shadow. It is very sensitive to proportion changes, so adjust the frame carefully until you achieve the desired shape. This one has heraldic characteristics with shield-like proportions.

Size dX: 3.44 by dY: 3.44 inches.

As can be seen by "The Log Cabin" example, when stretched sideways it produces a very pleasing free shape to work within. One of the many "ungodly" shapes possible by using the overweight line is shown in the "Wild Fire" example. By forcing the border weight to 110 points I was able to come up with a great freeform splash on which to overprint. By altering the border weight gradually you can produce any number of these offbeat shapes, but only a limited number of them are truly pleasing and professional looking.

Another shape that gives great results is the inverted bevel rectangle shown in the "WOODSMAN" and "FIRST" examples. Here again, you can overdo it and get some crazy effects that are far from practical,



however, if you pick and choose you will find numerous useable ones also. I think the "seal" effect would be great for the bottom of a letter or certificate, and with a simple ribbon hanging from the bottom, it could really go places. (The ribbon could be built easily in Calamus by using a rectangle and two triangular shapes.)

I should mention that I could get very little response from the more orthodox shapes like the normal rectangle, rectangle with inverted square corners, the circle, the octagon, and the rhombus. Possibly due to their symmetry these shapes tend to distort into little more than boxy shapes, and I gave up on them.

One important point that should be mentioned about these borders is the fact that although some of them are quite ornate and complex looking, they only average out to about 3K of memory per border effect. So when it comes to screen refresh, they don't hang you up in the least.

With regard to the type overprinted on these shapes, much of it has been given the outline commands only available in Calamus version 1.09N and beyond. You will also find that some of these overweight border effects may display quite differently on the Full Page, Normal and User Defined size screens. The 200% zoom was by far the most accurate representation, and possibly greater enlargement would be even more exact. Whatever your opinion of this mischief, it's certainly worth a peek.

ACARI COMPUTING
3.41 x 0.66"

WELCOME ATARI USERS
2.23 x 1.06"

FIRE EXIT
3.54 x 0.84"

The Log Cabin
3.17 x 1.13"

FINE LEATHER GOODS
1.28 x 2.20"

Wild Fire
2.46 x 1.90"

WOODSMAN
2.45 x 0.65"

FIRST
0.94 x 0.94"

Round cornered rectangle with 40 pt. screened border, and no fill.

Star shape with a 20 pt. screened border and fill, plus 6 pt. drop shadow.

Expanded, with 6 pt. shadow.

Right triangle with a 38 pt. screened border, 14 pt. left shadow and no fill.

Flash shape with a 16 pt. pattern border and 25% fill.

Triangle shapes with an 18 pt. screened border and varying fill.

Flash shape with 60 pt. and 110 pt. screened borders respectively, the latter producing a dramatic effect. No fill in either of these two.

Both inverted bevel rectangles with a 40 pt. screened border and no fill. The white circle on the "seal shape" was added later.

QUESTIONS ANSWERS

Sick as a parrot!

Q You made me sick! I am sorry, but instead of the usual boot licking, you rightfully deserve, I must say your article on the last number from Dr Steve's house of upgrade horrors made me puke!

I knew about the STe's problems with the DMA chip and SCSI connections, but, Dr Steve, you made me open my machine again and cry like a PC user when I saw the bloody CO25613-38 chip stuck on my motherboard. Where did you find another chip - one that works that is? I now have a new baby - a Falcon, at last, a Falcon, and now I am crying again, sniff, sniff!

Ricardo Madeira, Loures, Portugal

A The only acceptable DMA chip number is C398739-001A. These are usually soldered in place underneath the floppy disk.

Unless you know what you're doing this isn't a DIY repair. The solder quality on ST's is good and using inferior tools and excessive heat will trash the motherboard. We (FDC) retail the IC at £35.00 plus £5.00 for a socket and a £15.00 charge to fit it. Courier delivery from Portugal isn't a practical proposition so unless Ricardo fancies a holiday in the UK I he'd be better off to get it fitted locally.

Scott Forshaw, FDC

*FDC, Computer & Electronics Engineers
99 Cottam Street, Oldham, Lancashire, OL1 2NT
Tel/Fax: +44(0)161 620 4490
Email: fdc@cix.co.uk
URL: <http://www.cix.co.uk/~fdc/html/atari.htm>*

File copying

Q I copied a 331Kb file from drive A: to a SyQuest EZ135 using the TOS 1.62 desktop via Drag&Drop, the copy dialog appeared and the file was copied with no error messages (or sense errors from the ICD driver) but the destination file was only 1024 bytes long!

I perform this operation all the time and have never encountered this before, a second try produced the same result. Are the filecopy routines broken?

John Stean, via CIX ataricomputing conference

A TOS versions prior to TOS 2.06/3.06 do not always correctly recognise floppy disk changes. This could result in TOS using the file allocation table (FAT) of the previously loaded disk to copy a file onto the current

AC#5 GLITCHES

There were some factual errors in AC#5 we'd like to clarify:

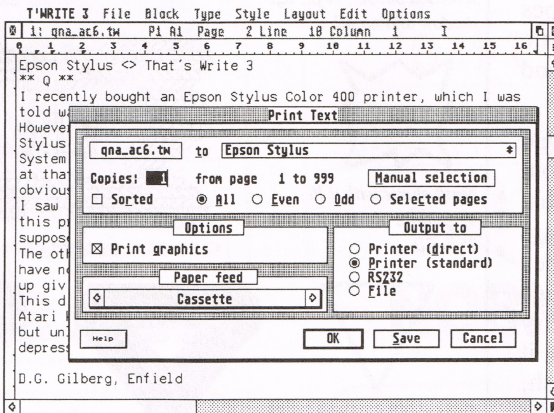
- In Mark Wherry's System extensions article on p18 we stated BubbleGEM was MagiC only. Thanks to several people for pointing out it works just fine under all multitasking operating systems, MagiC, Geneva, MultiTOS, and N.AES. BubbleGEM also works under single TOS - so long as it's renamed and installed as a desktop accessory!
- In the Crown of Creation review we stated in the product boxout the on-screen text was German - yet you can clearly read English text in the screenshots - whoops!
- Martyn Tidd's AtariPhile Multitasking article on p50 states there are three multitasking systems to choose between - there are four including N.AES.

disk - which almost certainly corrupts the current disk.

I'm not sure if this is an unrelated problem but I'd imagine it could affect all removable media.

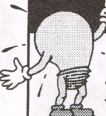
Jeremy Hughes, via CIX

Epson Stylus <> That's Write 3



Q I recently bought an Epson Stylus Color 400 printer, which I was told was compatible with an STe running NVDI 4 and That's Write 3. However, even though there is a TW3 printer driver called Epson Stylus it just doesn't work!

HMM, CD-ROM HASSLE?



I had a problem trying to access my CD-ROM using NeoDesk v3.3, every time I tried to access it NeoDesk gave me a "Data may be damaged" message, after selecting the "Hmn" button a window would open showing the contents of the CD and the same thing happened every time I tried to access a new folder on the CD.

I finally traced the problem to NeoDesk, it appears if you leave the "Check for executable bootsector" option in the Set preferences menu on it gives rise to the problem I've described, turn it off and no more hassle.

Dave Hollis

System Solutions told me to use the NVDI 4 driver but I can't get at that from the print instruction in TW3. Am I missing something obvious?

I saw in an old magazine COMPO were offering a disk which solved this problem but since they are no longer in business I don't suppose there's any way to get hold of this?

The other advice I have been given is to buy Papyrus but I really have no confidence in buying another software item which may end up giving me other problems.

This disappointment is the nearest I have got to scrapping all my Atari kit and visiting my local PC World! An over-reaction maybe but unless someone at Atari Computing can help me out of this deep depression...

D.G. Gilberg, Enfield

Give me the Fax

Q Can anyone tell me if STRaight Fax is any good, does it have any shortcomings, need all sorts of extras to work, is it still supported and is it worth the money?

James, via CIX

A STRaight Fax works fine on my elderly 4Mb Mega ST/Supra Fax modem combination. I have been using it to send out press

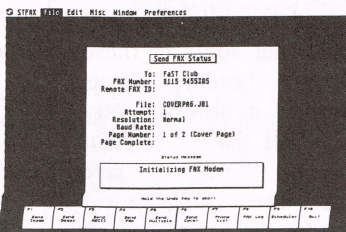
releases and the software deals efficiently with managing lists of recipients. Faxes can be sent immediately or scheduled for later.

There are a couple of minor irritations. First, it's not possible to mix normal/fine resolution faxes in the same transmission and second the cover page allows an image at the top of the page but not at the bottom - which would be useful for signatures.

On the plus side there's a useful facility to embed

image filenames in ASCII text so you can do this yourself, something like:

```
#INCLUDE=D:\FAX\INTRO.J01
Body text goes here
Blah, blah blah...
Regards
#INCLUDE=D:\FAX\SIG.J01
```



The J?? file extender is STFax's proprietary image format. I use GemView rather than the built-in routines to do this.

Roger Derry, via CIX

A I think STRaight Fax is expensive but it is reliable and easy to use, so I would recommend a second-hand purchase.

David Stevenson, via CIX

A Straight Fax works completely problem free for me and it does get updated. What more can you say? It's not cheap, but I think you get what you pay for.

Roy Ardent, via CIX

A A few people have reported problems using STraight FAX driver with Papyrus. I use it regularly without problems however you must enter 0 in the margin settings in the driver setup within Papyrus.

Rob Perry, via CIX

Classic gaming

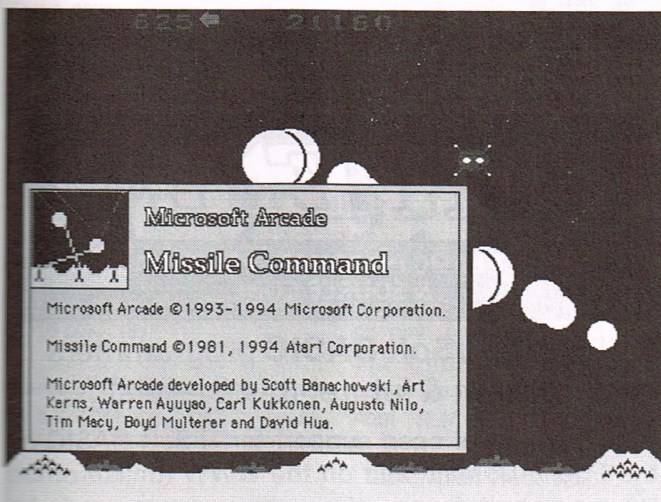
Q Can anyone at Atari Computing help me track down Atari ST versions of these classic original Atari games: Space Invaders, Arcadians and Defender (AKA Guardian). Any help gratefully received...

Mark Rush, Dumfries

A These were actually Classic 2600 cartridge games (and still are) Phwow... invisible invaders! However there are original style versions including a Space Invaders by Sinister Developments, and Taito's Super Space Invaders.

I can remember Arcadians on the 5200/7800 but not on the ST...

Colin Monro, CIX ataricomputing conference



A If you're looking for classic Atari arcade action the original versions of Missile Command, Tempest, Centipede, Asteroids and BattleZone are all available from Microsoft - as part of an Arcade action series available for the Mac and PC platforms. It's not often you'll see Microsoft and Atari in the same dialog box!

Joe Connor

Papyrus colour output

Q I can't seem to get professional quality colour output out of Papyrus and the dithering isn't nearly as good as Imagecopy. I've never managed to get the NVDI Stylus driver to work in colour, and Papyrus v4's image file output is monochrome only.

Ollie Broadway, via CIX

HOLD YOUR TONGUE!

Atari enthusiasts never say:

- Let me help you with those AUTOEXEC.BAT and CONFIG.SYS files.
- After working all day on an Atari I can't wait to get home and play on my PC.
- It only took me two days to install my operating system!
- I miss the good old command line, this desktop is far too tricky to use.
- Instead of going on holiday we put the money towards upgrading our system.



A You can print successfully from papyrus using NVDI. Not only can you get 720dpi in colour (1440dpi in NVDI v5 - coming soon), but the output is calibrated and error-diffused dithered to give output almost as good as Imagecopy. The rules to follow when printing via NVDI v4 are:

- Make sure NVDI.INF has the SPOOLPATH set to a partition with up to 60Mb of free space. The actual space required depends on the page you output but 60Mb is about right for 720dpi on DIN A4.

- Select TrueColor in the NVDI DRIVERS.CPX.
- Make sure Papyrus compatibility is set to MEMORY.SYS.

Rob Perry

A Our commercial Universal NETwork software supports the LANtech system LT101 cartridges with a transparent multitasking software networking system. The software has been continually supported and updated since 1991. The Lantech cartridges can throughput a file at around 26K per second which is reasonably fast. Our software also allows individual file copy tasking in the background while you continue working in the foreground. You can make your own cable with RU59 cable and a BNC connector on each end to connect two computers. The software costs \$69 per node - obviously you need at least 2 nodes. The software works well and has been successful in more than 350 installations around the world, networking more than 1000 Atari computers!

Rod MacDonald, A&D Software

*A&D Software, 909 NW Starlite Place, Grants Pass, OR 97526, USA
Telephone/Fax: +1(541)476 0071
Email: stinformer@chatlink.com
URL: www.chatlink.com/~stinformer*

SCSI Masterclass

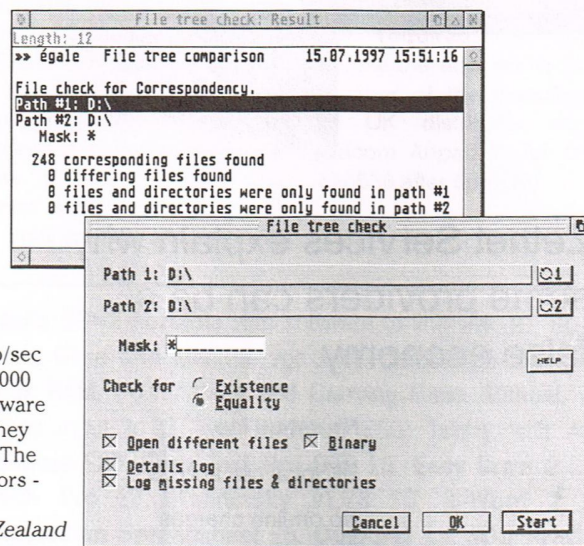


When using Tree Check from Kobold to ensure all files have copied properly from one partition to another, make sure you select the original partition as the destination path - not the source path.

The protocol log does not show files which are present in the source but not in the copy, only the other way round.

I prefer to use the equivalent facility in égale, because this notes separately any files present on one partition but not the other. I also find it more reliable - the Kobold utility shows some files as different even though comparison in égale shows the files are identical.

Peter West, via email



LAN networking

Q I have two Lantech systems LT101 cartridges which are documented as 10Mb/sec LAN cartridges. Are they NE2000 compatible and if anyone is aware of any software for them as they are useless to me at present. The cartridges have BNC connectors - like thin ethernet cables.

Richard Mckeown, New Zealand

GOT A PROBLEM?

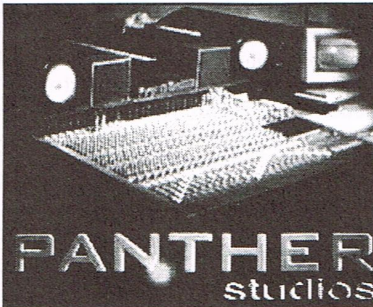
Our team of experts are on hand to investigate and solve almost anything you can throw at them. Send your letters to: Atari Computing Q&A, 65 Mill Road, Colchester, Essex, CO4 5LJ, England. Or email them to: acg@inactive.compulink.co.uk. While we will do our best to answer your question within the pages of Atari Computing we cannot enter into individual correspondence

Do you make music on your Atari ?

The Atari computer is one of the most popular machines for creating and producing music. But what do you do with your finished masterpiece?

Turn home recordings into GREAT recordings!

With over 15 years experience in the music business (including a few chart hits) we've been using Atari's for producing music since 1986 and we know all the tricks!



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RE-MASTERING
ADD VOCALS
ADD EFFECTS
MARKETING
PROMOTION
ARTWORK
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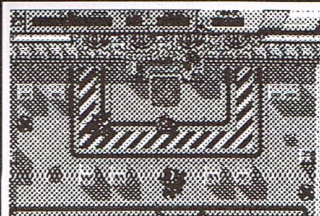
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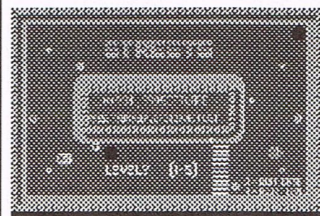
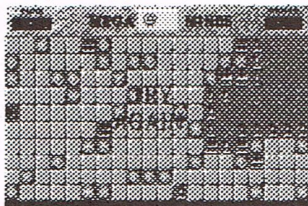


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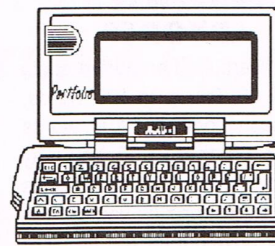
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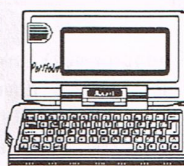
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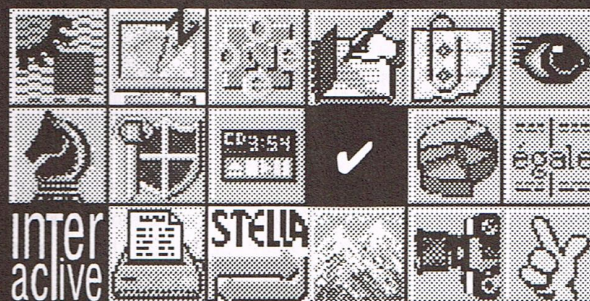
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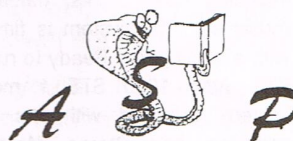
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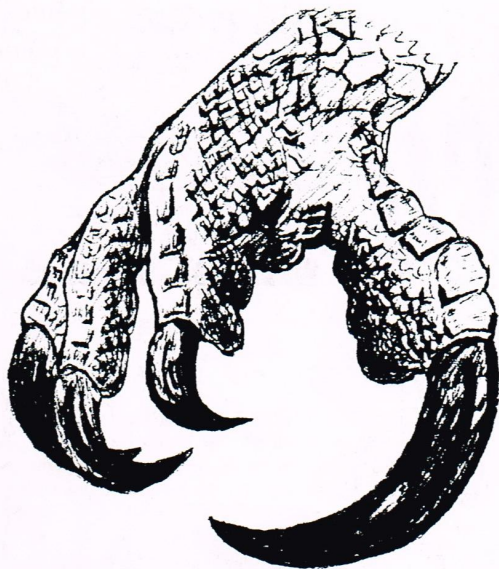
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