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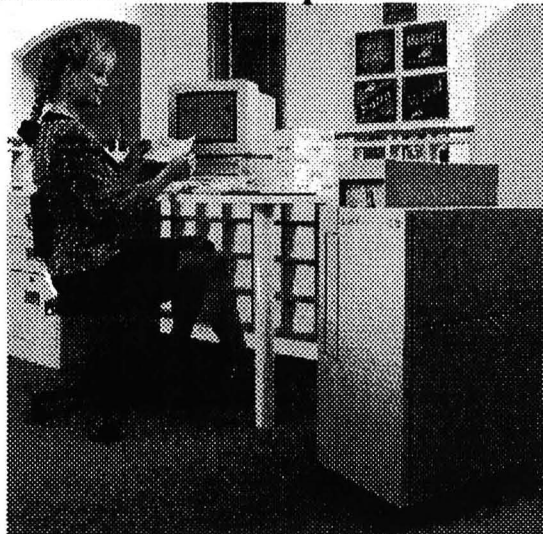
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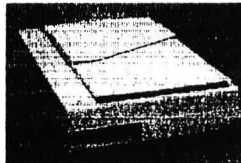
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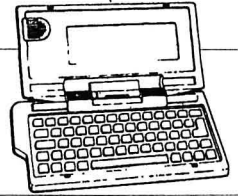
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News & Stuff!

High Resolution

Sheldon Winick on the state of mailorder

News Wire

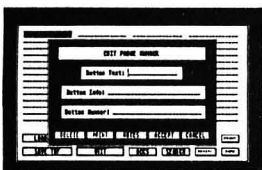
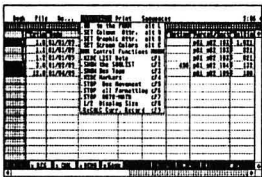
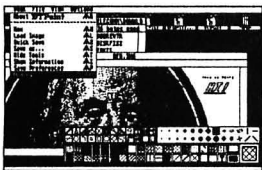
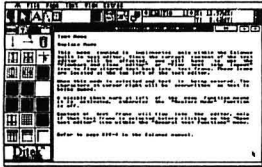
Panther, SoftSource, Contest worth \$10,000!

News & Comment

STart Stops, Inside Atari, Taiwan Deals, 'Perfect' Words?

Reviews

CalAssistant, DTPaint, Z-KEYS, D.E.K.A., Informer II

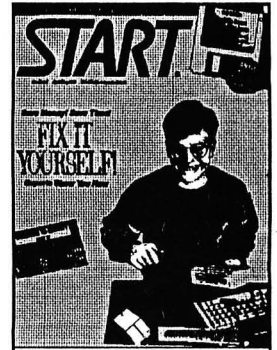


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Columns!

ST ■ Viruses, Atari & You.

TT ■ Newdesk: The new standard.

On Line ■ Getting On...

8-BIT ■ Connectivity with your classic Atari.

MIDI ■ Your first keyboard(s).

LYNX ■ "Easter Eggs." Games within games.

PORTFOLIO ■ The wonderful world of data transferring.

Software Ideas ■ Cool software—almost free.

User Groups ■ Shows. Getting membership

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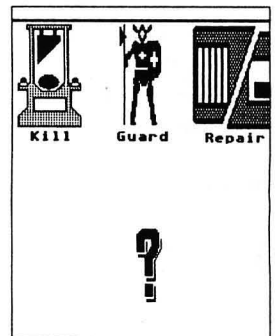
Resource!

Everything (just about) Portfolio

The Back Page ■ Classifieds, Ad Index, AtariWatch '91

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Read Me!

AtariUser Magazine has become the largest circulation Atari magazine in the Western Hemisphere, with well over 35,000 copies being distributed this month. This month we also sadly have to report that the longest running and trusted Atari magazine, *STart*, has ceased publication. Some have said that AtariUser stands only to gain from this fact... I disagree. All Atari users lose when one of our support systems fail, just as the left hand can't rejoice in the loss of the right.

However, *AtariUser* and Atari user must continue. *AtariUser's* distribution is equal to (probably larger than) all the remaining Atari magazines in the US and Canada **com-bined!** We're taking that responsibility seriously, and will do our best to fill the gaps left by *STart* and the other Atari magazines that are memories.

This month, we have new features, and have improved on

others. **John Eldsvoog** (CODEHEAD) brings us observations of the TT and Mega STe. **George Woodside** (VKILLER) shares his view of the Virus threat in the Atari market. And several columns focus on **CONNECTIVITY**.

BJ Gleason is probably the most prolific programmer for the Portfolio, and we're proud to have him do our regular Portfolio column. This month, he has a **SAVE THIS PAGE** pull-out Resource for the palmtop Atari.

Next: For August, we'll have a **SUMMER FUN SPECIAL ISSUE...** and **Dave Small** will join the *AtariUser* staff with columns specializing in the new TT030 and 68030 technology. Thanks for the continuing encouragement and words of praise for our project. AtariUser is growing. —*John Nagy, Editor-in-Chief, AtariUser Magazine*

High Resolution!

▼ VIEWPOINTS AND RESPONSES FROM OUR ATARI COMMUNITY

Sheldon Winick on Mailorder

▼ MARKETING THE ATARI

Those of us who have been following the Atari market for any length of time have seen Atari's marketing policies take a roller-coaster ride over the years as the company has attempted to find its niche in the industry.

By the time the Tramiel family took control of Atari from Warner Communications, whose years of poor marketing had managed to alienate most of Atari's established dealer base, the main source of Atari equipment had become closeout sales at mass-merchandisers or from mail-order marketers. With a very meager dealer base to work with, the original ST's were put out to the mail-order merchants and volume discounters who had managed to stay with the Atari platform up to that time.

But when Atari rolled out its Mega line of small business machines a few years later, they also decided that they needed to cultivate a new image and larger dealer base in this country. While the mail-order marketers and discount merchants had done a fine job of marketing the early ST's to the existing Atari user base, they were not getting exposure to the general public and not making a real penetration into the business and educational market. Furthermore, the mail-order discounters had established a "street price" for Atari equipment that was too low to offer a full-service storefront dealer a reasonable margin of profit.

Mail-order marketing was banned entirely and the ST/Mega systems were taken out of general distribution and only sold direct to dealerships by Atari Corp. But without a concentrated effort to recruit and support local dealerships, as well as provide them with the necessary advertising, recruitment of new dealerships was not successfully accomplished. The total ban on mail-order also resulted in making Atari's systems unavailable in areas of the country where no dealership existed.

Atari is currently letting the pendulum swing back in the other direction, and has returned its products to general distribution to make them more readily available to any dealer who wants them. Mail-order merchandising has returned to the Atari marketplace as well, and has immediately caused some controversy in the Atari community.

The premier issue of *AtariUser* featured an ad on the inside front cover from a mail-order discounter offering the 1040STe at a very low price spotlighted in a large point text. Unfortunately, that ad seemed to create more controversy and discussion than the excellent content of the articles in the issue. I understand that several dealers complained bitterly to *AtariUser*, and I've heard that some even went so far as to dumpster their entire shipment.

Many of Atari's dealerships in the country rely on Atari's 1040STe as their bread-and-butter machine. As such, they must either make a fair profit margin on that machine or move on to other markets. What has aggravated this controversy further is the national price war that a few of the mail-order merchants

have been engaging in over the past few months, and the threat that this same thing could happen to Atari business and professional systems as well. If the ability to make a fair margin of profit is eliminated, there will be very little incentive for dealers to carry and support the Atari platform.

The problem remains in how to allow *legitimate* mail-order merchants to market their systems to those who prefer to shop in that market, while avoiding the national price wars and related controversy. It not only threatens the very survival of a large number of Atari's local full-service dealerships, but also creates the atmosphere that will undoubtedly prevent new Atari dealerships from being recruited.

So, what is the solution to this complex problem? Perhaps the national Atari periodicals should consider adopting an advertising policy that would ban advertising pricing for Atari products in their publications. Advertisers could still inform consumers which products were available, and encourage shoppers to "call for best price."

Without the fear of their customers picking up a periodical and being immediately introduced to absurdly low prices being flashed in their faces, local dealers would not be as reluctant to carry, and recommend to their customers, magazines for the Atari platform. We have seen the demise of too many Atari related periodicals already; I would hate to think that more may be lost because Atari dealers might choose to not carry or promote them.

There is room in the marketplace for legitimate mail-order merchants, mass merchandisers, full service dealerships and VAR's. Each of these appeals to a different market segment, and each offers the potential of increasing Atari's market penetration in this country. But for everyone to be successful, it is necessary to establish some rules and guidelines along with a spirit of cooperation by all the players.

We will all benefit from a greater market penetration and larger user base of Atari owners. And we will all benefit when the consumer has the ability to shop for Atari systems at the type of merchandiser who best suits his or her own individual needs and requirements. But these goals can only be accomplished if we can find a way to cooperate and work together toward improving Atari's market position instead of trying to reduce it even further by detrimental marketing tactics. ■

Publisher's Note: AtariUser understands both sides of this delicate issue. Although almost no one directly contacted AtariUser complaining of deeply-discounted ST prices, AtariUser has adopted an advertising policy whereby Atari ST computer prices may not be bannered or highlighted.

▲ **Sheldon Winick** operates the Computer Studio, a very successful Atari dealership in Asheville, North Carolina. He has recently been writing for the online magazine GENie Lamp, and is in the process of organizing a national Atari Dealers Association.

■ "So, what is the solution to this complex problem? Perhaps the national Atari periodicals should consider adopting an advertising policy that would ban advertising pricing for Atari products in their publications. Advertisers could still inform consumers which products were available, and encourage shoppers to 'call for best price.'"

▲ *AtariUser Magazine* offers this space each month to members of our community, to express themselves on matters of interest to *AtariUsers*.

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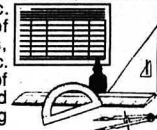


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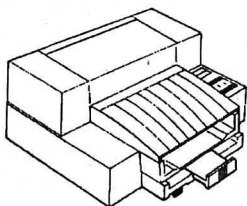
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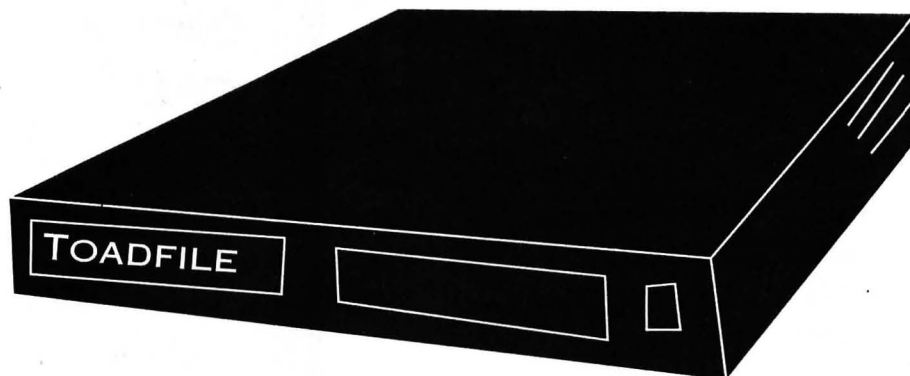
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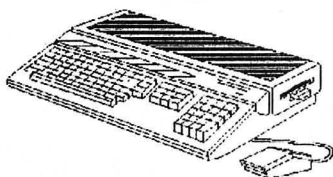
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Panther, SoftSource, Contest

▼ Z*NET'S ATARIUSER NEWSWIRE FOR JULY 1991

■ **Word from the game design center in Chicago says that Atari has completely dropped development of the PANTHER game machine.** Panther was to have been a new pinnacle in home game units, using the Motorola 68000 CPU much like an ST computer. It was said to be designed to offer remarkable graphics with high-power "object oriented" programming that would make scaling and 3-D viewpoints easy and fast. Panther was also to interface to the Lynx hand-held game units for multi-player action on the home TV. Official reasons are "technical problems," but insiders agree that the most worrisome problem is the "Super Famicom," re-dubbed "Super NES" unit from Nintendo. The Nintendo unit will be commercially available long before Panther could have been, and is certain to capture the high end of the home game market with Nintendo's command of the software industry. Super NES will also use advanced peripherals like a CD ROM and will be compatible with other NES products. Atari staff say that they are now working on "other exciting projects."

■ **Atari Canada's General Manager Geoff Earle announced a new trade-up program** to make it easier for existing 8-bit Atari owners to become ST owners. This program allows an end user to trade in their existing 800/600/400/XL/XE eight bit CPU towards a new 520STFM. Total cost to the user will be \$250 plus GST and taxes if applicable. Canadian users wishing to trade up should send a cheque or money order along with their 8-bit Atari CPU to: Atari Canada, 90 Gough Road, Markham Ontario, Canada, Attention: Trade-up plan. It is expected that Atari USA will be following with their own trade plan later in the year. The offer is expected to use up existing stocks of the earlier 520STFM units, now that the STe version of the 520 is to become the new bottom line machine.

■ **Atari Canada is making positive advances into the educational marketplace.** New bundles from Atari will be offered next quarter combining hardware again with software. Last year Atari released an educational bundle which sold extremely well. This year, Atari Canada will be bundling Dorothy Brumleve's KidPrgs. These programs are an instant hit with pre-schoolers and parents alike, and should do well in the younger educational sales market. D.A. Brumleve, developer of Kidprgs, now offers her own hardware/software bundle designed for children attending a pre-school, day care center, at-risk program, or Kindergarten -Grade 1. The package includes a 1040STe, 11 programs and disk-box, mouse, and mousepad. Used with a color monitor or tv, the package provides a complete computer center for a school program aimed at kids ages 2-7. Brumleve presented the package at the Midwest Association for the Education of Young Children conference in Des Moines, April 18-20, and was well-received. Programs included with the package include PD and commercial offerings which have been specially modified to suit the needs of a classroom setting. Interested teachers/directors should contact Dorothy Brumleve at 217-337-1937.

■ **With a minimum of pomp and circumstance, the long-awaited S O F T S O U R C E KNOWLEGEBASE opened in June** on the GENie Telecommunications Service. The database of "all" Atari hardware and software is planned to include demonstration versions of most applications, downloadable right from the database. Users can now search for listed products by category of product, keywords in the description, price range, release date, languages supported, and more. While the search format is arcane and user unfriendly, most Atarians can make use of the system by referring to the Softsource Manual and category

lists that are available in the GENie ST RT library. Several hundred entries are now in the database, which was conceived and announced nearly two years ago. Dan MacNamee of Atari is in charge of the project, which is also to spawn a CD ROM disk with every known product and demo on it, for real-time use at dealers. The concept is to allow users to compare and actually see and use major applications before choosing the right one for their needs and budget.

■ **Over 200 people from more than six different clubs came to see Bob Brodie in a theater setting** above the Glendale Public Library in late April. Also attending the talk was Mike Fulton, Atari's newest technical support man for developers, and a variety of other notable visitors including representatives from CodeHead, Soft-Aware, Gadgets by Small, Sliceware, the Computer Network, ST Informer, Z*Net, and AtariUser Magazine. When the meeting adjourned, it was only to re-form at The Computer Network, a nearby Atari Dealer. There, an open house had been advertised via direct mail and posters, as well as a handout at the Brodie talk. Developers had arranged display stations at the store, and refreshments were offered by the store. Tony Lee, one of the co-owners of The Computer Network, reported that the three-day sales total for the weekend was more than \$25,000 above average. Calling it a "BobFest," arranger John King Tarpinian of the user group HACKS says these kinds of events are easy and inexpensive to arrange. Less than a show and more than a visit, this type of event can really offer an attractive forum for Bob and third-party developers to meet with users and to support dealers.

■ **Johns Hopkins University is sponsoring a "National Search for Computing Applications to Assist Persons with Disabilities."** Devices and software of any kind that assist the

nation's 25 million persons with physical or learning disabilities are eligible as entries. First prize in the competition is \$10,000, with over 100 additional prizes to be offered. The program is made possible by grants from the National Science Foundation and MCI Communications Corporation. In conjunction with the contest, a national effort including workshops and television events are expected to bring the cause to persons of every walk of life. Science Museums across the country will hold exhibitions in December 1991 where regional winners will be selected. The top 30 regional winners will go to be exhibited at the Smithsonian Institution in Washington D.C., where the 10 National Winners will be selected and honored. The eligible solutions can be on or for any type of computer, from the smallest to the largest, and need not even be electronic in nature. A cheap and easy to use device that helps a sight-impaired person to read the screen might be optical or mechanical, for example. Louis Biggie, National Search Coordinator, contacted *AtariUser Magazine* because he is a believer in the ingenuity of Atari owners. He expects that a number of entries will come designed for use on or with Atari Portfolio, ST, or 8-bit computers. A similar search conducted 10 years ago resulted in 8,000 participants and a wide variety of solutions for the handicapped, including a reading and a writing machine for the blind, adaptive firmware for Apple II applications, and lots more. The competition is open to US residents, and the entry deadline is August 23, 1991. Get an entry flier from: CAPD, P.O. Box 1200, Laurel, MD 20723. All invention rights remain with the contestant.

■

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Start Stops, Inside Atari Corp., Taiwan Deals, 'Perfect' Words?

There is good news and bad news this month. The bad news is that another Atari magazine has closed.

So, first the good news. The Mega STE is finally street legal in the USA. Atari released the computer to distributors without FCC Type B acceptance labels some months ago, after the test center Atari used certified the machine, but then was itself decertified by the FCC. Since NeXT and other computer manufacturers have blithely thumbed their noses at things like FCC certification, Atari decided to risk similar releases.

Fortunately, the risk is over for the 16 MHz Mega STE computers, which received "real" certification on May 15, 1991. That means that the "business and professional only" sales myth can be dropped, and "home consumers" can legitimately buy the units.

By the way, rumors of FCC confiscations of non-compliant hardware in home raids are simply scare stories. Responsibility for sales to Type A (commercial) environments really lie with the efforts of the manufacturer and dealer, not with the end user. Fines and injunctions are the weapons of the FCC, and never against the "innocent" buyer.

What of the TT030? No, it has not yet earned the Type B rating. Soon, we hope, but occasional stories continue to surface about owners who can't set a monitor on top of the machine and get reliable floppy performance, etc. These stories mean that the existing shielding in the TT may be insufficient in practice, therefore almost certainly insufficient in the FCC theoretical world. Soon? Meanwhile, TT030 shipments into the USA continue under the Type A standard. So if you want one, you won't have to wait. A local dealer here in Los Angeles has one left from their original shipment—more than 2 months ago. The demand has not quite begun in earnest.

Part of the lag in TT interest may be attributed to the SST from Gadgets by Small. Dave Small, Mac

emulation czar of Spectre fame, is teetering on the edge of commercial release of his 68030 upgrade board for the old Mega computers. The capabilities of this adaptation of 68030 technology with caches, dedicated RAM, a licensed version of Atari's TOS (version 2.02) may make it FASTER than a "real" TT. But the cost is significant: start at \$600, add at least \$200 for a 16 MHz 68030; then add another \$260 for 4 meg of RAM. Want more speed? A package price of \$1,400 will get you the SST, a 33 MHz CPU and 4 meg RAM. Speed kills, they say. Certainly kills the budget.

As I understand it, though, the SST creates more of a super ST than a homemade TT. Many similarities in the architecture of the SST and the TT make some mighty handy compatibilities, but SST owners will NOT be able to use TT applications with any certainty of operation. Indeed, the SST will "break" a good number of "bad" ST programs too. And no way to throttle down the SST equipped system is currently planned, short of opening the case, yanking out the board, and replacing the stock 68000 chip.

Dave's SST will be talked about by lots more people than buy it, but those who do spring for it will definitely rank with the super cool. But this is not the same market at all as the TT030 from Atari. The TT is to the SST as a Lamborghini is to a supercharged, chopped 'Vette. The hot rod may well beat the production vehicle on the street, but the two cars don't really appeal to the same market.

Many people have poo-pooed the project, saying it is impossible to get the speeds they predict out of the design. To quote Dave on Gadget's motto, "The difficult we do with assembly language; the impossible we do with Diet Pepsi." We should have performance measures sometime very soon. Gadgets, 40 W. Littleton Blvd. #210-211, Littleton, CO 80120, 303-791-6098.

A quasi-related mini-controversy has been raging over Jim Allen's Turbo20 accelerator. It seems that Jim has redesigned his Turbo16 and is driving "hand picked" 16 MHz 68000's at a higher clock rate to get still faster performance. A few critics forecast doom as the overdriven chips burn their way to oblivion, taking your computer with it. Jim claims that quite to the contrary, his selection process determines the chips that can take the faster running without decay, and the ones that won't cut it aren't used. He stakes his reputation—a good one to date—on the reliability of the product. It's \$329. Fast Technology, P.O. Box 578, Andover, MA 01810, 508-475-3810.

INSIDE ATARI

Budgets are the watchword around Sunnyvale these days. It seems that Atari has been running without a budget since Greg Pratt took over the Presidency last October, and that expenses are being reviewed one at a time. A complete budget simply can't get through Jack Tramiel. That makes long-term planning impossible. Among the effects of the crunch are layoffs, consolidations, and rumors of more. Shows? Can't commit until they get close—although the major shows of the year appear to be safe as of now. Commitments to Glendale and

WAACE are finally in place, and followthrough on the planned Chicago show looks good now. These were in serious jeopardy until just recently, when Jack himself approved the line items. We're glad he believes in shows.

Other reactions to the economy at Atari briefly included consolidation of the Canadian and Mexican Atari operations into Atari USA, and the elimination of more sub-staff in customer relations. These plans were reversed by the Tramiels within days of first announcement, again frustrating Mr. Pratt who is charged with keeping the company solidly in the black. Some layoffs and further moves in line with the "North America Plan" that has been talked about for many months are probably inevitable. But when compared with the belt-tightening going on at Apple and IBM, Atari's moves are only typical of the industry and don't seem to forebode doom.

TAIWAN DEALS

Atari has sold their Taiwan production facility! More signals of the end? No, they got \$60 million for it, and now contract with THREE plants in Taiwan alone. Production is way up at last, and cash flow is greatly improved. Atari just decided that it can do better as a contractor than as an owner. The results of this and other moves should



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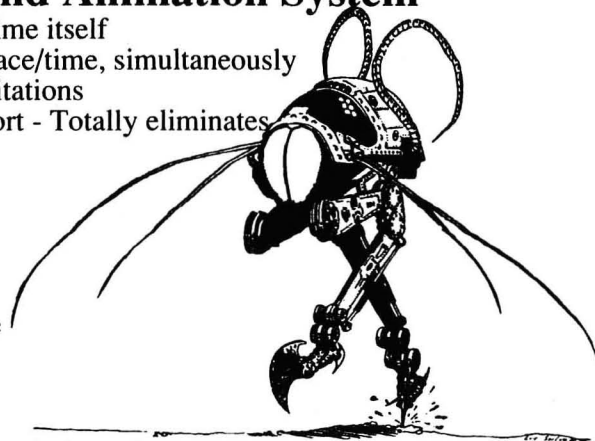
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hit the US shores in July, when literally boatloads of Mega STe machines will arrive in the USA. After a shortage of equipment, the sudden stock may almost be a glut. We are talking about up to 25,000 units a MONTH.

Word is that most of the arriving Mega units will be the one-meg no-hard drive model. These can be upgraded in seconds to 2-meg, but to go to 4 meg may require installing a pair of sockets first. Still no word on what the range of offering or prices for Atari's hard drive kits might run for installing the internal drives.

MORE PERFECT WORDS

Last month we talked about the WordPerfect problem. WP Corp has an Atari version of 5.x give-or-take ready, but wants assurances that there is a market. Ataris' developer man, Bill Rehbock, has been actively soliciting reports from users as to their actual reasons for not buying WordPerfect to date, including bug reports. It seems that the WP crew haven't been informed of many of the niggling things that some users have found to still prevent full use of the otherwise dynamic and powerful word processor. Personally, I don't think that even a totally scrubbed up version 4.1 will sell new units on the Atari. We NEED to know that we are on the 5.x level, like all the other platforms. Otherwise, all I see on the shelf at a dealer when I look at the Atari WP 4.1 is a four year old product, one that has fallen behind the state of the art. So far, Bill tells me his mail has been primarily negative, bashing him and Atari for flubbing the WP deal. What he NEEDS is letters to take with him when he takes a programming team to WordPerfect in July. Those letters should say what YOU think about WordPerfect, both in the current incarnation for the Atari and about why you would buy a new version. Reasons you didn't buy the existing version are important too. Atari Corp, Bill Rehbock, 1196 Borregas Blvd, Sunnyvale, CA 94088. And/or direct to WordPerfect, 1555 North Technology way, Orém, UT 84057. I really



■ Now a collectors item.

START's final issue before ceasing publication.

ics, anchoring a picture to a word, text style attributes allowing global document restyle of tagged text, and lots more. Calamus S is the monochrome version, SL is the 4-color separation version, due in August '91. All modules (except color specific ones) will freely interchange between S and SL, allowing most users to buy S now and decide to move to WYSIWYG color in

SL if and when they have the need.

Timeworks? Well, maybe. GST of the UK produced what we call Timeworks Desktop Publisher years back. It has lain, unimproved and almost unavailable for the last two years, passed up by PageStream and Calamus in power and features. At last, a new version for the Atari is finished, featuring multiple documents and FSM GDOS handling. But it's still up in the air whether Timeworks will distribute the it in the USA. Someone will. And from what I hear, the new version brings Publisher ST back into contention as a lower price but versatile home publisher.

In related news, DynaCADD for the TT is being delayed after having been planned for June release. A recompiled TT version that takes full advantage of the TT's capabilities, DynaCADD TT features include: hidden line removal, bi-directional 3D DXF, 3D faces, compatibility with ray tracing and rendering packages on other platforms, etc. Says Nathan Potechin of ISD, "We have held back the release of the TT version of DynaCADD for ONE additional month. In addition to the long list of features already added to the not yet released new TT version of DynaCADD, we have decided to go even further. Now being added are: A Compiled Programming Language, a fully integrated multi-document editor, configurable command line interpreter, a script language and non-

believe we can affect this situation if we make the effort. If you don't try, don't complain about the results.

DTP BLOSSOMS

We have great news on three fronts at once in the desktop publishing realm. PageStream 2 is really out, Calamus S is at the door, and maybe even a really updated Timeworks Publisher (sorta).

At the Vancouver Atarifest in June, Softlogik is scheduled to begin sales of their PageStream 2. I have played with the beta version and can really agree that its output is radically improved without sacrifice of its unique features. We'll have a preview here next month.

Word from ISD's Nathan Potechin is that Calamus S, the modular replacement for the current Calamus 1.09N, will be available as an upgrade from version 1.09N in July for \$69.95 (U.S.). Owners of earlier versions will pay \$100. Calamus S contains every feature 1.09N has plus dozens of new features and it is totally modular. You can choose to purchase whatever additional modules you might require ie; the new vector line art module for use within Calamus, PKS Write word processing module, a paint module, etc. Nathan expects 2 dozen new modules for Calamus before the end of this year. Other features of Calamus S include working in up to 7 windows, 10,000th of a point text increments, rotation of all graph-

graphical properties. We had initially thought to add these features later but finally decided to do it all now. It will be worth the wait, of that I can assure you.... While 16 million colors aren't that relevant in CADD, we will run with every configuration from VGA on up. We WILL USE the built-in math coprocessor."

DEATH OF START

Now the sad news. START magazine is dead. Long the leading Atari magazine in the USA, then the only commercial gloss monthly, then bi-monthly, now... gone.

In mid-May, distributors were notified that they could not get more START magazines. Further checking with START staff brought conflicting reports, then finally the word came from Antic Publishing owner Jim Capparell that "START has suspended publishing pending a sale of the magazine." Even Tom Byron, START editor, was stunned.

Despite the debt position of START Magazine, Antic Publishing may indeed have interested lookers according to comments from the staff. START may be sold for an undisclosed amount to a buyer outside the USA. Several overseas magazines have been eyeing the US market, including those in Germany and the UK. One of the most popular imported magazines, ST FORMAT of England, is thought by many to be the leading contender in the START purchase. Atari itself is said to have contacted Antic Publishing in hopes of the purchase of the subscriber base and the Atari portion of the Antic Software Catalog operation. If this happened, ATARI EXPLORER would gain between 9,000 and 14,000 subscribers. Although nothing is concrete, it would appear that START subscribers and perhaps even creditors may indeed see something come of what was once the largest and most respected Atari support magazine.

With the passing of START, an era in Atari is over. We're glad AtariUser is here to try to help pick up the pieces. And that's enough news for one month. —John Nagy ■

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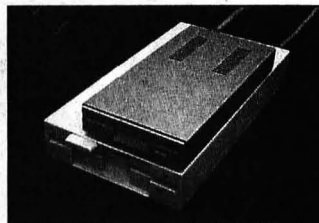
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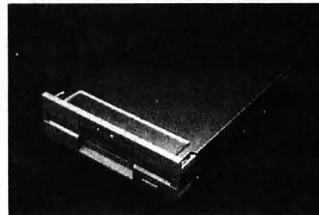
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CalAssistant D.A. Help for DTP

As a Calamus Desktop Publisher user, do you have difficulty with the icons or with looking stuff up in the manual? Or, are you planning on buying Calamus but are put off by the long learning curve? You might find the solution in CalAssistant, an on-line help desk accessory that you can use while working in Calamus.

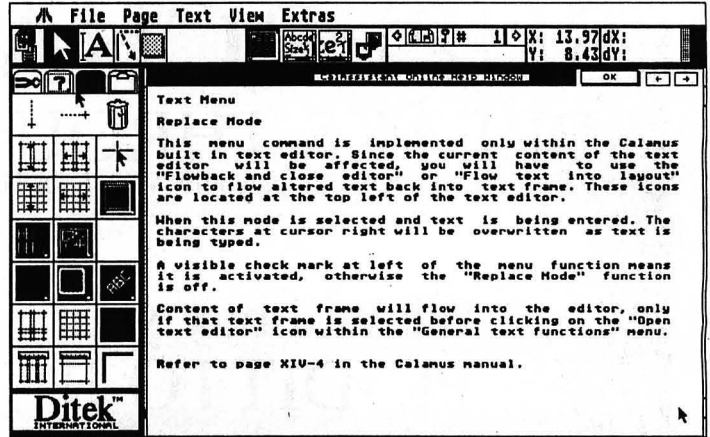
The titles that appear from the drop-down menu tie in to the top line icons within Calamus. The Menu and Sub-Menu commands also relate directly with the Help Messages that appear in the upper-right of the Calamus screen.

When you select a topic from CalAssistant, a Help Window appears. This window will give a brief description of that topic. At the bottom of this window, it tells you where to find additional help in the Calamus Owner's Manual.

How much help is it? Well, there are 600 some separate files in the CalAssistant system, each one a separate detail screen! The manual wisely urges use only on a hard drive. Also, operation in 1-meg RAM or less is not possible. Although you can install the CalAssist accessory and peruse it without Calamus running in a smaller machine, its usefulness would be rather limited.

The manual is sparse, but the program is simple enough to use. Along with the program you get some tutorial CDK files, a complete Helvetica font set, and some PD utilities.

CalAssistant is a very useful program for the beginner at Calamus. It



will shorten the learning curve needed to get you up to being a journeyman Calamus user. Even if you consider yourself a seasoned Calamus user, CalAssistant will make a good quick reference guide, and a way to explore features of the program that you may have avoided.

CalAssistant is not a product of ISD or anyone else directly involved with Calamus. \$34.95 from SPAR SYSTEMS, 381 Autumn Avenue, Brooklyn, NY 11208, 718-325-3169. —John King Tarpinian

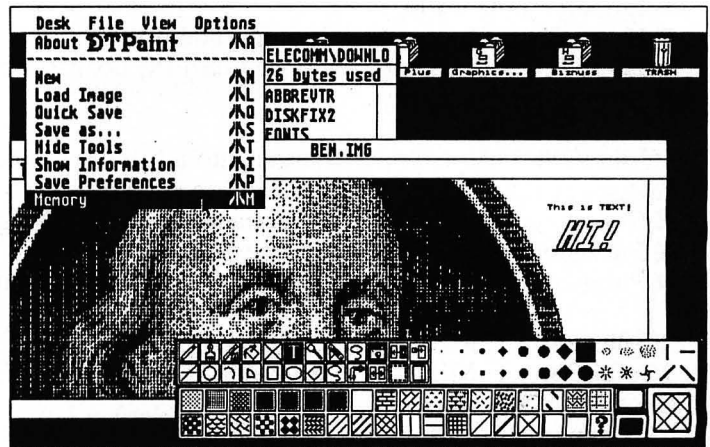
DTPaint Desk Accessory Image Editor

Imagine TouchUp from Migraph as a desk accessory. That's what DTPaint aspires to. DTPaint will load and edit IMG, DEGAS, and MacPaint files even while PageStream, Calamus or some other major application is running. It can be convenient to add or remove details in a picture that you otherwise are ready to use in a desktop publishing program or other graphic application.

Featuring a common but wide array of drawing a fill tools and brushes, along with editable fills and magnification, DTPaint handles quickly and loads and saves files much faster than some editors. Any GDOS font can be used in a variety of sizes and styles. "Lasso" and "jackknife" with clipboard-like block save and load, one level of undo, and resolution change and aspect ratio control complete the picture.

On the down side, DTPaint only runs on monochrome monitors, although it will support the Moniterm. It weighs in at 174K all by itself, and has a memory manager that will allow you to set buffer size. Between DTPaint and a sizable image, you may have 500K or more tied up before you even think about running an application. I don't see a point in using DTPaint in under 2 MEG of RAM.

Worse, DTPaint has a few anomalies of operation that will annoy. The documentation admits that you might lose the mouse, and has a function to find it. Mouse buttons may react oddly within some applications. The "active" window concept allows the toolbox to appear every time you move the mouse out of the edit window—in practice, unnerving. At least this feature can be turned off.



While editing, DTPaint is as good as most and better than many image creation and editing systems. If you have the need and the memory to spare, the intended scheme of use "within" major applications has unique appeal. The problems are not crippling, and can be gotten used to. At \$49.95, DTPaint is a moderate value when compared to other paint programs. A German import, distributed in the USA by Rimik Enterprises, 836 Osborne Street, Vista, CA 92084. —John Nagy

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Keyboard Adapters Z-KEYS & D.E.K.A.

▼ Z-KEYS PC KEYBOARD ADAPTER

Zubair Interfaces is one of several developers who are offering options to the generally lowly-regarded keyboards for 520/1040 STs. The keyboard is attached to the rest of the computer, and many people would prefer a separate keyboard. And on MEGA computers, most users agree that the detached keyboard just isn't very good. Z-Keys lets you replace it with any standard PC keyboard, giving you your choice of touch and layout.

Installing the Z-keys is very simple, though you'd never know it from the 3 pages of instructions that come with the unit. Essentially, you remove the ST's plastic case (not the RF shield), unplug the keyboard cable and plug it into the Z-keys. You then plug the Z-keys cable back into the place where the original keyboard was plugged in. Put it all back together, plug the PC keyboard into its cable, and you're done. You do need to install a small keyboard driver program in your AUTO folder, but that's even easier than the hardware installation.

And how does it work? Very well, thank you. Both the PC keyboard and the ST's original keyboard are active, in the case of a 520 or 1040. Of course, there are some keys that don't exist on one keyboard or the other, but by in large, they are similar enough that the PC keyboard can substitute admirably for the ST's keyboard. HELP and UNDO don't appear on the PC layout, but a software update is available free for all registered owners that re-maps them to F11 and F12. Keyboard not included. Z-Keys, \$99.95 (adaptor for MEGA, \$20), from Zubair Interfaces Inc., 5243B Paramount Blvd., Lakewood, CA 90712, 213-408-6715 —David N. Plotkin

D.E.K.A. SOFTWARE-INDEPENDENT PC KEYBOARD ADAPTOR

Like many users, I type nearly twice as fast on a PC keyboard as on an Atari

keyboard. Of several devices to attach a choice of keyboards to the Atari, only one operates without any resident driver software required. The "Detached Extended Keyboard Adaptor" or D.E.K.A. from WuzTek/Omnimon Peripherals Inc. is completely self contained and needs no attention from you or your ST. That means it always works, not just in ST mode, but in emulation of PC and Macintosh too.

DEKA is a little box, a bit larger than an Atari mouse. It has a jack for the line to the computer, one to the PC keyboard, plus joystick and mouse ports. The joystick port can also be used for barcode readers that are set up for use on a PC.

Using the DEKA is simple—just plug it in, and it works. If you want to use it on an ST model that doesn't already feature a detached keyboard, simple adapters are available from WuzTek that just plug in where the normal keyboard does inside (any version), allowing the use of any Mega keyboard or the DEKA.

Internal configuration switches allow selection of several settings for different type keyboards, but most of the aftermarket keyboards will work as pre-set. Nearly every keyboard will work, although a very few may drain too much power from the Atari.

Atari's odd keys - HELP and UNDO - are mapped by DEKA to function 11 and 12. PC's Page Up and Page Down are now "(" and ")". NUM LOCK, SCROLL LOCK, and any extra keys do nothing in this version, and the keyboard indicator lights don't work. Since the Atari doesn't use them, it's no surprise. But it would be cute if all the PC keys worked as labeled when in PC emulation. Maybe an option in a later version?

An internal battery-backed real time clock is optional. DEKA retails for \$129.95 from WuzTek/Omnimon Peripherals Inc., One Technology Drive, Building 1E, Suite 301, Irvine, CA 92718. —John Nagy

Informer II

A Database with a Look all it's Own

What, another database? Well, not exactly. Informer II is a multiple table, semi-relational, data-graphics manager billed as being able to process internal and external data records as well as manipulating presentation graphics. According to the manual, "Informer II's primary purpose is to visually and functionally, duplicate and enhance existing manual processes. New and innovative applications requiring data-graphics management are now possible."

Each database contains up to four independent or semi-relational tables, each table can contain 52 columns, columns may be up to 256 characters in length. Each record may contain up to 9216 characters. The size of a database is limited only by the memory of your machine.

A nice feature is the ability to integrate graphics with text for a complete presentation. You can import DEGAS, DEGAS Elite, NeoChrome or any "screen dump" image. The program includes Snapshot for this purpose. The program works in both color or monochrome. "These graphic images can be selectively displayed at will by simply clicking on the name of the graphic image file from your data or using the File Selector...Images can be permanently affixed to the background of the date entry screen to replace a familiar data entry form." With this ability you can design and print fill-in forms, custom reports and graphic oriented forms.

Informer II seems to be a stable, competent execution and is easy to use. Though the last couple years, Soft-Aware has improved the product steadily.

Desk	File	Do...	Display	Print	Sequences	2:06
			.GO to the FORM	alt L		
5	Estim Date		.SET Column Attr.	alt B	Option Parcel/Sec	Salin
1	1.0	01/01/89	.SET Graphic Attr.	alt G	p01 s02 1035	1,021
2	1.1	01/01/89	.SET Screen Colors	alt C	p01 s02 1035	821
3	1.2	01/01/89	*** Control Functions ***		p01 s02 1035	821
4	3.0	01/02/89	.HIDE LIST Data	cf1	450 p01 s02 1045	132
5	12.0	01/04/89	.SHOW the SUBLIST	cf2	p01 s02 1055	100
			.SHOW Box Tops	cf3		
			.HIDE Markers	cf4		
			.STOP Box Movement	cf5		
			.STOP all Formatting	cf6		
			.STOP AUTO-MATH	cf7		
			1/2 Display Size	cf8		
			ReCALC Curr. Record	cf9		

While its potential is high, users will have to decide for themselves just what need for graphics they have in a database. Registered owners get one free upgrade after purchase. Informer II, \$89.95 by Soft-Aware, Unlimited, 334 "B" North Euclid, Upland, CA 91786. —John King Tarpinian ■



ST ALERT ■ Want to add RAM memory? The latest word is that 4 Meg DRAM chips are expected to reach parity with one Meg chips this year. That means a 4 Meg chip will cost just 4 times what a one Meg chip costs. The prices are expected to drop 20-25% per year. If you are getting a TT and want to put in 4 Meg SIMMs, they ought to be under \$200 by next year. ■

16 Meg DRAM production is now being sampled, and at least four Japanese makers are experimenting with 64 Meg DRAMS. A report just released says that optical methods will continue to be used to manufacture DRAMS up to the 256 Meg chips, but then they are going to X-ray lithography for the Gigabyte DRAM chips! Yes, one billion bits on a chip! ■

Viruses, Atari, and You

▼ IF IT HASN'T HAPPENED YET, IT WILL.

It's sad, but true. If you use a personal computer, sooner or later, you will be struck by a virus attack. There are over 40 different viruses known to infect STs, and more than 400 in the MS-DOS world. Yes, those MS-DOS viruses will infect STs running MS-DOS emulators, just as Macintosh viruses will attack an ST running a Macintosh emulator. It's just a matter of time...

What is a virus? It's a program you don't want, but may have anyway. It managed to invade your system without your knowledge, it's running without your cooperation, and it will probably spread itself through your disk library against your wishes. Some try to be cute, others are a nuisance, but more than 25% of the viruses that attack STs do damage.

How does a system get infected? Commercial software may be infected. Disks from a Public Domain library, or User Group library, may bear a virus. A disk from a friend might have one. Loan a disk to someone, and you may get your own disk back bearing a virus.

There are other possibilities, too. You may run a program which creates a virus, and starts it spreading through your system. Another type of "link" virus can travel in any program file, not just on floppy disks.

How do you protect your system from these unwanted invaders? Be wary. Stay informed about what's happening in the software worlds you frequent. Contact your local users groups and bulletin boards. When you receive a new disk, ANY disk, check it for a virus. Do the same with any of your own disks that any one else has used.

Set up a boot disk, and only boot your system with that disk. On it, put only the software you must have to boot up your system. Check it to insure that it is virus free, then write protect it (open the corner window). This is important for floppy disk systems, but even more so for self booting hard disk systems. Since all STs read the disk in drive A before

booting from the hard disk, if the disk in Drive A has a virus, it will get installed in your system, hard drive or not. And then infect every floppy that passes through the system until it is shut off.

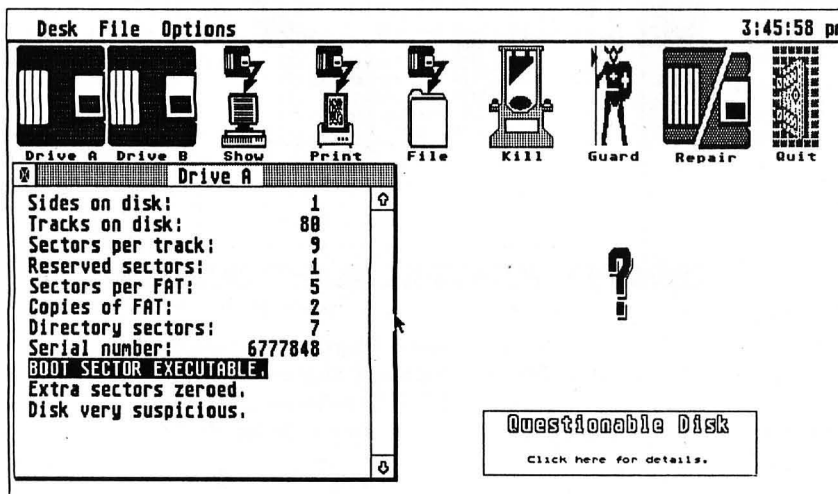
Most of the ST viruses around now will remain in a system through a reset. Only powering the system off will remove an active virus from memory. But if an infected disk is in drive A when you power up again, it picks up right where it left off.

How can you protect yourself? Keep as many disks as possible write protected. Yes, that certainly is a nuisance, but it's nothing compared to the task of trying to rebuild an entire library that's been infected by a virus. Keep a backup copy of all important data files, and all the software you own. And, by all means, keep those backup copies write protected. Despite rumors to the contrary, there are no viruses, or other programs, than can write to an unmodified ST floppy drive when the write protect window is open.

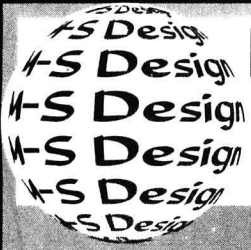
At this time, there are no ST viruses known to be in North America that will attack or infect hard disks or data files themselves. All the viruses known here circulate on, infect, and attack only floppy disks. Most reside in the critical boot sector, the first sector on every ST floppy or hard disk. Most malicious viruses attack by destroying the boot sector (and usually the disk's directory or other critical data). Removing a boot sector virus from an infected disk requires extraction of the critical data necessary to preserve the disk data, wiping out the rest of the boot sector and directory, then replacement of the critical data. This is not always possible, and the disk is lost forever.

And things will get worse. "Link" viruses are well known in other platforms. Now they have appeared on STs in Europe, and will soon cross the Atlantic. These viruses move through files, rather than disks, and don't care whether they are on floppies, hard drives, tape backup systems, or even RAM disks. They will spread like wildfire through a system, infecting every executable file on an entire system in only a day or two. While tools are being developed to combat them, and to attempt to recover infected files, the best defense against them is nearly the same as the boot sector viruses: check new software before using it, keep as many disks write protected as possible, and use a healthy dose of skepticism and common sense. —George Woodside ■

▼ **ST VIRUS KILLER** is George Woodside's answer to the virus plague. It is an absolute must-have utility for every ST owner. VKILLER.PRG will identify and remove all known types of ST viruses, and can install a "guard" system on each disk that will alert you to contamination. Get VKILLER from your user group, dealer, bulletin board service, or direct from George, and support him with a shareware contribution. George Woodside, 5219 San Feliciano Drive, Woodland Hills, CA 91364.



▲ George Woodside wrote the famous "Turtle" backup system for the ST hard drive, and has since become the undisputed authority in detection and cure of viruses. A professional programmer for 25 years, George works for CitiCorp, and does most of his work today in WINDOWS. His pet passion is Indy car racing—mostly watching, thanks.



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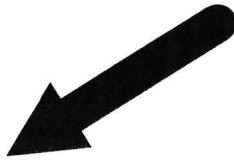
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TT/MEGA STE ALERT ■ As of May 15, the Mega STE is finally TYPE B (consumer) accepted by the FCC. Sales of the machine were already in progress before acceptance, but now wider distribution to all consumer channels can begin. Atari is hopeful that the TT030 will soon join the Mega STE in the consumer sales category under the occasionally watchful eye of the

FCC. ■ In a related story, TT030 units have been reported to have trouble talking to their floppy drives. At least some owners have found that moving the monitor even a little from its normal position atop the TT will end the problem, indicating that shielding may be the ultimate culprit and solution. ■

Newdesk: The New Standard

▼ "ATARI'S GEM DESKTOP IS NEW AND IMPROVED"

There's a nice surprise in store for owners of the new Atari TT030 and Mega STE computers. They can sit behind the wheel of a fresh new interface which is not only more colorful and powerful, but even has that "new car" smell.

The desktop's facelift gives it many of the features that have been missing from the old familiar desktop, now over five years old. Someone at Atari must have been paying attention to the wants and desires of users, because the new desktop has many of the features provided by the most popular desktop replacement products.

Atari hasn't officially announced a name for this improved desktop, but it seems to have taken on the name of its configuration file, Newdesk. Saving the desktop creates a file called NEWDESK.INF instead of DESKTOP.INF. Perhaps the

board commands to any of its menu functions. You decide which keys are used and the assigned command keys appear in the drop-down menus as a reminder. Other keyboard equivalents are built-in, such as keys for opening windows, changing the drive displayed in a window, and switching to any of the available resolutions. You can also define up to twenty programs which can be started up by pressing function keys.

One new feature that can sometimes be confusing to a novice is the ability to drag files to applications. This allows starting installed applications with document files. When you drag a file or group of files over any executable file, the executable file will be highlighted and if you drop the file(s) there, that program will be started up and the file(s) will be passed to it on its command line. This powerful feature can be accidentally invoked by performing a file copy operation carelessly.

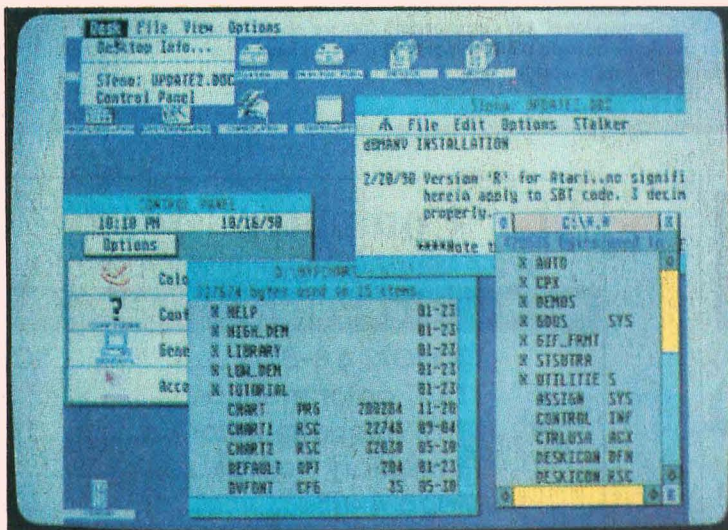
Newdesk originated in Germany, having evolved from a desktop program by Derek Mui. Officials from Atari discovered this program and arranged to use it as the basis for the enhanced desktop of the TT030 and Mega STE computers. It could be argued that most of the features of Newdesk were "stolen" from existing desktop programs but the counterpoint to that argument is that all of these features would come naturally to anyone whose goal is to add increased power and usability to the existing desktop.

A disk-loadable version of Newdesk exists in-house at Atari which will run on existing Atari ST computers. However, Atari has announced publicly that they do not intend to release this version to the public, stating that they don't wish to compete with the developers of alternate desktop replacement programs. There are also other reasons for their refusal to release this disk version, including its unwieldy file size and the fact that it has some potentially dangerous bugs (the disk version, not the ROM version). One could also assume that Atari would rather sell a potential Newdesk customer a brand new computer than a piece of software.

It's always exciting to get something new. The features provided by Newdesk are likely to keep users happy for quite a while. But hopefully it won't be another five years before the desktop receives more attention from Atari's development team. If they decide at some future date to enhance the desktop further, one can only speculate as to what it will be called. Can something be newer than new? —John Eidsvoog ■

▲ John Eidsvoog is co-owner, programmer, manager, and janitor for CodeHead Software, makers of HotWire, MaxiFile, MultiDesk, CodeKeys, and other popular Atari products. In a previous life he was a keyboardist and conductor for such names as Andy Gibb and John Davidson as well as playing on many motion picture and television soundtracks. In his spare time he sleeps and sometimes eats.

▼ Atari's Newdesk comes in the Mega STE and TT ROMS, and is not available for the older machines. While it bears a striking similarity in look and features to the Gribnif's NeoDesk (Version 2 and older), it was not a collaborative



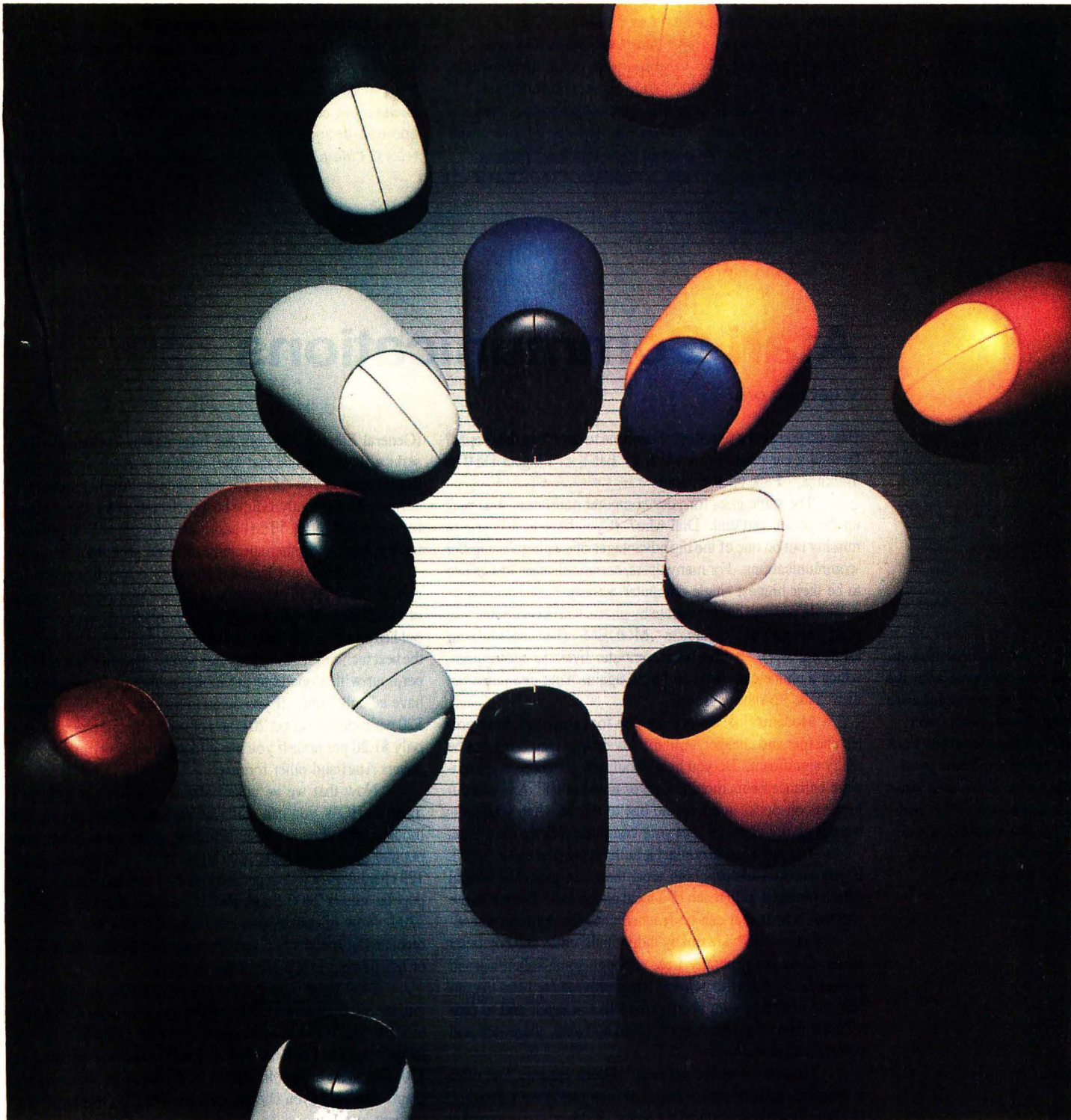
effort. An important part of Newdesk is the new "Extensible Control Panel", giving wider control of the operating environment, including the new FMS GDOS. Extensions can be loaded to the control panel, becoming something between a desk accessory and an AUTO program, manipulated through the Control Panel.

similarity between this name and the name of Gribnif's desktop replacement, NeoDesk, is not a mere coincidence.

Probably the most noticeable difference in Newdesk is the presence of custom icons. Not only are alternate desktop icons assignable, but also file icons within the windows. This means you can have a different icon for each of your files if you wish. Desktop icons are no longer limited to drive icons but may also be folder, program, or document icons. This means that programs or folders can be accessed directly from the desktop.

Another visually pleasing feature (or possibly displeasing feature, depending on the user's taste) is the ability to assign different colors to different parts of the desktop windows. Any color in the color palette may be assigned to each of over a dozen different window parts.

While the old desktop totally ignored all keypress commands (except Escape), Newdesk allows assignment of key-



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press RETURN. Note the spelling; it must be exactly as above. Have a major credit card or checking account info handy, and follow the prompts to sign up. Your account will be available within 2 days. For assistance, call by voice to GENie Client Services at 1-800-638-9636, and tell them ATARIUSER sent you. NEXT: Offers from other major online services! ■

Atari Communications

▼ GETTING ON...

How do you find a plumber? Someone to dry clean the drapes? Or find a car rental agency? Just "Let Your Fingers Do The Walking." Pick up the phone.

The same goes for your computer questions. Just pick up the phone and dial. Dial who? If you have to ask, you're missing out on one of the big advantages of owning a computer-communications. For many users, communication has grown to be their biggest single computer activity.

In order to communicate by phone with a computer, you need a gadget called a MODEM (for MODulator/DEModulator). It translates computer bytes to audio tones, which a phone can carry, and back again. Your computer can then "talk" to other systems.

Modems, like everything else for computers, have gotten cheaper and cheaper. And the advantages they bring can be really significant. Do you hear about new programs and hardware enhancements months late, or never at all? Are you out in the boon-docks and have no one to talk to when your software is giving you fits? Let your computer pick up the phone.

You just need to contact a bulletin board service (BBS). If you are in a metropolitan area, there are probably several Atari systems within reach of a local phone call. There also are national boards that can be reached cheaply from anywhere.

Local BBS's are run by individuals, clubs and computer stores. They are generally free, although some solicit a small annual fee to defray expenses. They provide facilities to contact and converse with nearby users like yourself and to provide libraries of public domain (free) software, shareware and commercial demos.

Then there are the national telecom systems, that offer interaction and services for sale. One national system, Prodigy, has been heavily advertised by Sears. It doesn't have services specifically for Atari users, but listen to their ads. They talk of things like encyclopedias, on-line banking and stock market brokers, major news services, and on and on. Well, all the services that DO have Atari specific sections have all those advertised features too!

The grand-daddy of these services is CompuServe. It is very complete, very professional, and unfortunately in my opinion, overpriced at \$12.50 an hour, day or night. Callers crawling at the all but obsolete speed of 300 Baud get a break—\$6.00 an hour. But there are many Atari ST and 8-bit professionals available on this service, and the Portfolio SIG (special interest group) is the best one available anywhere.

Probably most popular amongst ST Atarians is GENie

(General Electric Network for Information Exchange). This service is also the one that Atari itself uses to talk with product developers, so you can leave messages for Atari Corp personnel directly. Currently, GENie costs a flat rate of \$4.95 per month for unlimited (after 5 PM) basic services, plus \$6.00 per hour for the Atari and other specialty oriented sections.

The third, and least expensive system I'll mention for now is DELPHI. This service is more like a national version of a local BBS. Delphi is less formally organized than the others, but has an extensive library of public domain software, and has the best facilities for searching that library. Delphi's cost is \$6.00 per hour with a one hour per month minimum; however, they have a "bulk" rate. If you agree to be charged a minimum of \$20 per month, you get 20 hours of use for that money, and pay only \$1.20 per hour if you use it more than twenty hours. This covers Atari and other forums.

Now that we've talked about who you can call, let's mention HOW you can call. As we said above, you need a modem, and they come in different speed rates. The most popular speed used to be 1200 Baud, which can transfer about 120 characters or letters per second. Not bad, but presently, the popular rate is 2400 Baud, about twice the effective speed of 1200. Now of course, you can't type that fast, but you'll appreciate the speed when you are reading messages coming in, or transferring in a piece of free software.

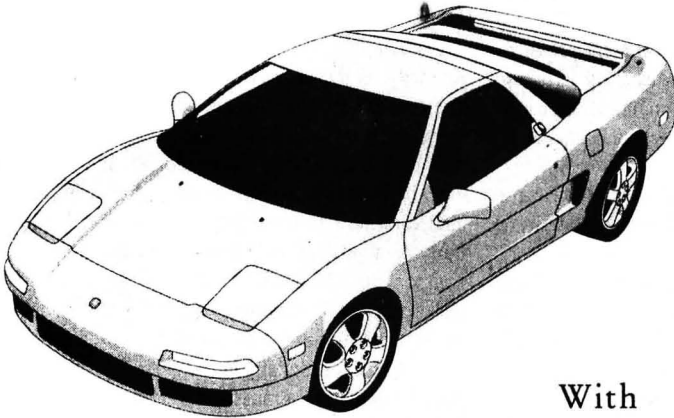
2400 Baud modems run as low as \$100, and plug right into the ST. 8-bit owners will need an interface or an Atari brand modem. You'll also need a communications program to run the modem, such as Flash or STalker. These are advertised for about \$30, plus there are public domain and shareware terminal programs available even cheaper or free. We'll go more into that concept in a future column.

The addition of a modem and the software to run it opens up a broad range of possibilities for you. Has your computing time been getting stale lately? Here's the solution for the "blahs"!—Norm Weinress ■

■ Officially retired, Norm Weinress won't quit. He designed the D.E.K.A. PC keyboard interface for the ST, wrote a crossword puzzle generator sold by Artisan Software, and is neck-deep in design for a new hi resolution color board. You can usually find him hanging out online at Delphi, GENie, and the CodeHead Quarters BBS.

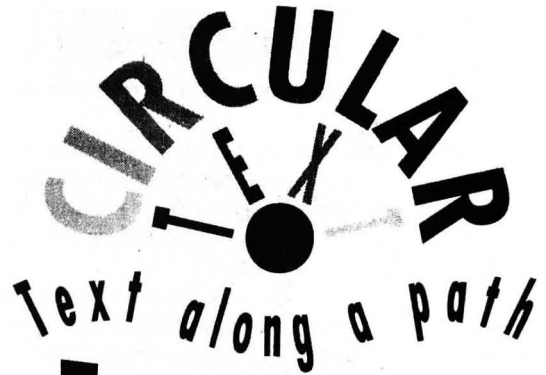
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8-BIT ALERT ■ Are you a die-hard Atari 8-Bitter, looking for an upgrade path with more horsepower? Check CATegory-16, TOPic-11, on GENie, called Turbo-Babbleware! Ideas being kicked around include an 8MHz 1600XLE computer system design, which would fit into a baby-PC chassis, and have eight expansion slots. If 4 times the speed of a normal XL weren't enough, the processor mentioned is the 65816, the 8/16-bit version of the 6502, which means it would address a whopping 16Mb of memory. ■ Trade-In

deals are being offered by Atari Canada now, and soon from the USA too, to get 8-Bit owners into ST's. Atari is ending their support and liquidating their stock of 8-Bit items by year's end '91. The Canadian deal is \$250 and an 8-Bit Atari—any condition—in exchange for a new-old-stock 520STFM. US is expected to soon follow with similar terms. Of concern to some of us is "What will Atari do with all those perfectly good 8-Bit computers?" ■

The 8-Bit State...

▼ CONNECTIVITY WITH YOUR CLASSIC ATARI 400/600/800/XL/XE...

Connecting your 8-Bit system to other computers provides exciting new possibilities for gathering and sharing information and programs. Ways to expand the communications capabilities of your system include modems, direct connection, and special diskettes.

The most popular method used to connect 8-Bit computers to other systems is the modem. Several models are available which were designed specifically for the classic Atari. The SX-212 from Atari features direct compatibility with the Atari 8-Bit systems. The SX-212 features both the Atari SIO (the custom 13-pin Atari peripheral interface) and standard RS-232 connections. It'll allow connection between your Atari and other systems at either 300 or 1200 baud using standard telephone lines. While prices vary, you may be able to find the SX-212 modem priced as low as \$18 to \$40.

If you're using a standard (non-Atari brand) modem, you'll need an RS-232 interface for your computer. These devices convert the Atari SIO signals to the industry standard RS-232 levels. There are several different types with varying features and costs. Some are small and simple, like the P:R: connection from ICD, Inc., or the 850 interface made by Atari. Both of these interfaces provide connections for RS-232 serial devices, and a parallel printer. If you have a few more bucks in your budget and own a computer with a PBI (600XL/800XL) or ECI (130XE) expansion connector, the ICD MIO or CSS Black Box interfaces provide not only the serial and printer ports, but also connections for hard drives.

If you happen to own a PC, ST, or other computer with a standard RS-232 port, you can connect to your classic Atari directly. By using what is called a "null modem" cable, both computers will think they are talking via modem, when none is there. The big advantage is that you can transfer files at 9600 or 19200 baud (depending on your interface). Once connected in this fashion, each computer can access the resources of the other system.

To support the connection between your 8-Bit and either a modem or directly connected computer, you'll need a telecommunications program ("terminal"). A popular program, written by Bob Puff and called (strangely enough) BOBTTERM, offers all of the popular file transfer features plus a few special ones. The option to translate ASCII to (and from) ATASCII (Atari's own version of text that includes graphics and inverse characters) during binary transfers is a useful and unique twist that only BOBTTERM offers. BOBTTERM is shareware, available from all of the services, most bulletin board services, and of course Bob himself.

Another direct connect solution offered by Nick Kennedy, is the program SIO2PC.ZIP, a shareware offering. The nice thing about this package is that you don't use a terminal program with it, because it makes your PC look like a normal disk drive! You can access the PC's memory as a RAM disk, or the PC's disk drives and printer. Instructions are included on how to construct the custom cable required. It's a fairly easy project, only using a handful of readily available components. Nick also offers a pre-assembled cable, for a reasonable fee. Remember—shareware is *not* free—so if you use it, don't forget to pay for it!

Charles Marslett (author of A65 and MYDOS) has produced a unique program for the IBM type PC's to allow them to format diskettes which can be read by both the PC (using his program) and the 8-Bit. This shareware program, MYDOSPC.ARC, is available on most bulletin boards and services. It features commands to format, read, write, catalog, and list files on the modified format disks. There is the option to automatically translate ATASCII and ASCII control characters as files are copied to and from the diskette.

For those of you which own an ST computer (as your second system <grin>) get the shareware program ST-XFORMER by Darek Mihocka. This program will allow you to actually run, although slowly, many 8-Bit programs on the ST, provided that they are written "by the book." The later versions of this emulator also support a custom cable which allows you to connect your 8-Bit disk drive directly to the ST. This simplifies moving files to the ST, so make sure you get most recent version (2.55)! —Chuck Steinman ■

▼ RESOURCES

■ ICD Inc., 1220 Rock Street, Rockford IL 61101, 815-968-2228 ■ Computer Software Services (CSS), P.O. Box 17660, Rochester NY 14617, 716-586-5545 ■ Nick Kennedy, 300 South Vancouver, Russellville, AK 72801 ■ Darek Mihocka, 14150 N.E. 20th St. #302, Bellevue, WA 98007, 206-885-5893

▲ Chuck Steinman is one of those engineers who just won't let the classic computers die. Often snubbed by the sixteen/thirty-two dudes, he continues to support and develop hardware and software for the machines with the REAL hidden power. He can be contacted on GENie, Delphi, and CompuServe.

■ "Baud rate" is the speed at which data bits are transferred. A higher number means your data will take less time to be moved from one system to the other. If you divide the baud rate by 11 that will give you a rough estimation of how many characters per second you can expect to be transferred. Systems like CompuServe, Delphi, and GENie which are servicing hundreds of users at any given time will usually take longer to transfer files than a single user BBS.



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Use AtariUser, along with a flyer of your group info, as a monthly newsletter. Spread the word about your group and Atari computers: Place a flyer showcasing your group inside the mag, and place any extra copies at libraries, computer dealers (Atari and otherwise) Make up some stickers with "Compliments of..." with a contact name and number for the group. Give AtariUser to new Atari buyers to educate them and let them see what is available for the Ataris. Give AtariUser away at meetings to those that attend the meetings and/or pay their dues, as another incentive to be active in the group.

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MIDI ALERT ■ Mark of the Unicorn has released its first Atari offering, a desk accessory for controlling their new MIDI Mixer 7S rack mount line mixer. This provides a way to fully automate your mixes from within your favorite sequencer. \$595 from Mark Of The Unicorn, 222 Third St, Cambridge, MA 02142, 617-576-2760. ■ Low cost stereo direct to disk recording is finally available for all Atari ST/Ste/Mega

computers with ADAS, manufactured by Plasmec Systems and distributed in the US by Digital I/O. The system runs as a desk accessory and is compatible with Cubase and Notator, providing stereo digital audio tracks synched to your MIDI sequences. ADAS Digital I/O, 2554 Lincoln Blvd #122, Marina Del Rey, CA 90291, 213-398-3993. ■

Making MIDI More—II

▼ YOUR FIRST KEYBOARD(S)

Last month we looked at what you needed for a beginning MIDI setup. The assumption was that we would use it for playback only, listening to pre-recorded sequences and maybe doing some basic editing. Our starter system was an Atari ST computer with 1 Mb memory and color or mono monitor, running Dr. T's Tiger Cub sequencer program with a Roland CM-32L sound module, but the concepts we'll go over here apply to most software and hardware.

Let's go a step further and record some music. There are two different ways to record, each suited for different needs: step-time and real-time. Step-time lets you type in your music from the computer keyboard without ever playing a note, literally one step at a time. This lets composers write music that they might not be able to physically play, opening music exploration to all levels of performers as well as the physically impaired.

The more familiar approach uses the computer and sequencer to emulate a tape recorder, catching your performance on-the-fly from a MIDI keyboard. Real-time recording lets you capture timing and dynamic nuances that would be difficult and tedious to step-enter. A useful trick is to record into the sequencer at a slow tempo where you are confident of your playing. Once entered, you can speed up the sequencer to play at performance tempo.

Regardless of recording approach (Tiger Cub handles both), you end up with a track of musical data in your sequencer. You can add additional tracks, one at a time, for other instruments to build an entire arrangement. A typical approach is to assign each instrument to its own MIDI channel and record it on an independent track. The Roland CM-32L holds 9 instruments, 8 synth parts and a drum machine, each of which can be assigned to different MIDI channels.

Keeping instruments on separate tracks makes for easier editing and setting patches (instrument sounds). Use a nominal patch while recording. Later, replay the song while changing the patch for that instrument until you get the exact sound you want. You aren't limited to a single patch for the entire track, either. MIDI protocol defines program changes (e.g. new patches) that can be inserted throughout tracks. You could start with solo trumpet in the intro, change to muted trumpet for the verse, full-out brass section for the chorus, etc. The CM-32L holds 128 different patches, they can be used and varied at will.

Our starter system doesn't handle real-time recording, as you need a MIDI keyboard or other device to produce the MIDI data as you play. For now, let's assume you will use a keyboard. There are, however, a variety of other MIDI controller devices. Some are based on familiar instruments such as trumpet, sax, drum, and guitar; others look like something out of Star Wars.

You must decide which type of keyboard MIDI controller to buy. Option A is a dedicated keyboard, keys only with no additional synth capabilities. Option B is a keyboard synthesizer, the keyboard can control the internal synth or any external synth modules (via a MIDI Out port). The choice is not simply one of cost, some dedicated keyboards cost much more than simple keyboard synths.

You also need to consider what MIDI commands the keyboard can send. All send the note number (pitch) but not all are velocity-sensitive, i.e. loudness changes depending on how hard you hit the keys. Other desirable features are pitch bend and modulation wheels. In addition to pitch shifting and vibrato, these controls can be remapped by your sequencer to trigger different effects such as panning and volume changes, depending on the target synth. More upscale keyboard controllers have foot switch inputs for volume and sustain pedals, aftertouch (senses how hard you press down on a key after playing it), and can send on more than one MIDI channel at a time.

If you are cautiously inching into MIDI, I recommend taking Option A and getting a velocity-sensitive dedicated keyboard such as the Roland PC-200. Even if you buy a keyboard synth later on, it always helps to have an extra lightweight keyboard.

Those with a more adventuresome attitude can select from several (relatively) inexpensive keyboard synths. Don't feel obligated to buy new—you can get great bargains from trusted second-hand dealers. Fortunately for newcomers, many musicians suffer from technomania and regularly trade in perfectly good gear for the latest "wundertoy". New gear to consider includes the Kawai K1 II (\$995), Roland D5 (\$895) and Yamaha SY22 (\$1095). Good second-hand gear going for well under \$1000 includes the Yamaha DX7, Ensoniq Mirage, Oberheim Matrix 6, Korg DW8000, and Casio CZ-101/1000 (not velocity-sensitive but much Atari software support). — *Jim Pierson-Perry* ■

▲ Jim Pierson-Perry has been writing about MIDI applications for Atari computers for over 5 years in STart, Keyboard, Electronic Musician, and other publications. He hosts the ST/MIDI Connection within the MIDI Roundtable on GENie that is dedicated for Atari support (CAT 29).

■ When adding new MIDI instruments to your setup, pick from different synthesis types instead of multiples of the same. For example, if you already bought the Roland CM-32L (L/A synthesis), pick a DX7 (FM synthesis) or Matrix 6 (subtractive synthesis) for a keyboard instead of the D5. This approach broadens your sonic palette and helps nudge you into learning new ways to manipulate sound.

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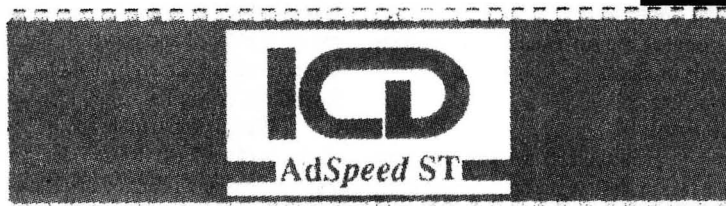


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LYNX ALERT ■ European 16 bit graphics maestro Psygnosis is said to be considering bringing its hit games, Lemmings and Shadow of the Beast, to the Lynx. Dave Jones, the programmer who handled the computer versions, is very high on the Lynx and will be doing the conversions himself. ■ **Atari's rumored but**

never shown PANTHER super game machine will not see production. Intended to be a new high-end for Atari's game lineup, it was to feature connectivity to the LYNX via ComLynx for interactive play. "Other projects" are now moved to the front burner, according to Atari's game developers. ■

Games within Games

▼ HIDDEN THINGS IN YOUR LYNX

Almost every Lynx game has something hidden in it. These are commonly known in the video game world as "Easter Eggs," a term derived from hidden Easter Egg hunts. Easter Eggs can be anything from a secret level-select option, to hidden graphic displays, or even a whole other program within the game program.

The first Easter Egg in a video game occurred years ago during the success of the Atari 2600 system. Back then, Atari wasn't too keen on giving its game programmers credit. It was rather frustrating for the programmers, who programmed terrific games (which on the 2600 was a feat in of itself), and nobody else could know who was responsible for it. The programmer of the first 2600 quest-style game, Adventure, decided to sneak some credit into his game. A secret room displayed the words "Programmed by Warren Robinett".

Atari was not pleased, but then they found out that video gamers loved finding something hidden and unexpected in their games, and they wanted more. From then on, Atari made a point of having Easter Eggs in all of its games. These days you can find Easter Eggs in games for every system, and especially those for the Atari Lynx.

Since programmers are credited these days, you won't find anything along the lines of the Adventure item, but there are some "standard" kinds of Eggs.

PROGRAMMER'S HELPERS

When you're programming a game with 50 levels and the game doesn't have a level code facility, testing the upper levels to see if they work can be a chore. So programmers hide a secret level select option within the game. In Roadblasters, you can activate this feature by hitting a roadside tree in level one. A digitized picture of the programmer plus a level selector appear. Rampage also has a similar scheme—but we won't give away all the secrets of HOW to do it, or it wouldn't be fun looking for them.

Another programmer's helper is a way to make sure a feature works without having to wait around for it. In Ms. Pac Man, there is a way you can get the speedup whenever you want it (even on the regular mazes where that option isn't part of the game). In Shanghai you can see the end sequence without finishing the puzzle by going to the high score page, pausing, holding option 1, 2, A, B, and moving the joystick up and to the right.

HIDDEN LEVELS

Programmers like to throw these in just so the unsuspecting gamer can stumble onto them. Chip's Challenge has 4 more levels (the code word for the first hidden level is visible in the layout of one of the regular levels). Gates of Zendocon has a hidden level where you can pick up all the extra weapons, and

your enemies are the digitized heads of the Lynx programmers and developers. The hidden level doesn't have a code word and can only be reached via a hidden gate on level TRYX.

HIDDEN GAMES AND PROGRAMS

This last bunch is the most interesting of the lot. These Easter Eggs usually have nothing to do with the game they're hidden within, and were placed there simply for someone to find.

Slime World has a hidden game which consists of a big green zit on the screen. You must move your joystick and press your buttons faster than the computer (or a human opponent via the ComLynx) to enlarge your zit so it explodes.

Chip's Challenge has a hidden level which is a Mandelbrot fractal graphics generation program. I know very little about fractals and such, so just try it out and see what it does. Enter MAND as your level code at the start of the game.

Zarlol Mercenary features the wildest hidden program of all. LIFE is a mathematical simulation of lifeforms which was developed by John H. Conway in 1969-1970. This has been a favorite for computer simulations and versions have been available on the 8-bit and ST computers. The Lynx version of Life is hidden within Zarlol and is incredibly fast, really showing off the speed and power of the system. Enter it from the character select screen by holding option 1 while moving the joystick up, down, left, right, then up again.

Want to know more about Lynx Easter Eggs? You have a couple of options. Most video game magazines run Easter Egg sections and occasionally Lynx ones show up. Star-Linx BBS (who found many of the Eggs I mentioned) is a good place to look. You can reach them by modem at 602-464-4817. Easter Eggs also show up regularly on Genie in the Lynx message area, Topic 36 in the ST BBS. Finally, you can find the latest Easter Eggs in the APE Newsletter.

LYNX RELEASE SCHEDULE

Newly released: Warbirds, Blockout

To be out in July: APB, Ninja Gaiden, Pacland

GAME PLAY TIP

Rampage: If you want to survive for any great length of time, eat any food and people you can find. Soldiers are an excellent source of monster nutrition because of their great availability. Be careful, a soldier will shoot like crazy when faced with the concept of becoming a snack. —Clinton Smith ■

▲ Clinton Smith is 24 years old, and lives for his Lynx. His APE NEWSLETTER is a quarterly release dedicated to Lynx support. Contact Clint at APE, 2104 North Kostner, Chicago, IL 60639, or on GENIE at C.SMITH89.

■ **Want to know more about Lynx Easter Eggs?** You have a couple of options. Most video game magazines run Easter Egg sections and occasionally Lynx ones show up. Star-Linx BBS (who found many of the Eggs I mentioned) is a good place to look. You can reach them by modem at 602-464-4817. Easter Eggs also show up regularly on Genie in the Lynx message area, Topic 36 in the ST BBS. Finally, you can find the latest Easter Eggs in the APE Newsletter.

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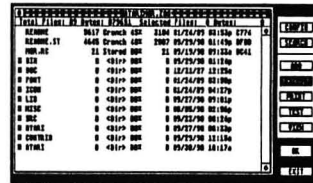
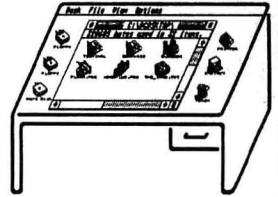
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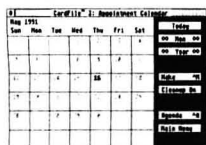
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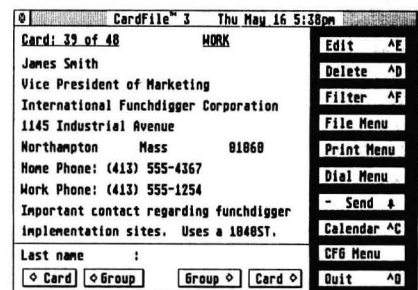
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PORTFOLIO ALERTS ■ Hardware Hackers Only!
Circuit Cellar INK Magazine, Issue 18, January 1991, has an article entitled "An Interface for Portable Battery-Backed RAM." The article shows construction of an interface to read and write information from a Mitsubishi's Credit Card Memory. This is the same card that is used on the Portfolio. ■ TekNow!, a

Phoenix-based company, has developed a text paging interface that permits Portfolio users to send messages to any alpha-capable pager. The complete system consists of the SAMpage software for the Portfolio and AlphaBox or PageRouter, an intelligent alpha front end for paging terminals. Contact TekNow!, 1500 South Priest, Suite 101, Tempe, AZ 85281 (800) 899-7262. ■

The Portfolio Chronicles

▼ DATA TRANSFER: THREAT OR MENACE?

The Atari Portfolio is an MS/DOS machine, based on the IBM PC. For some, this is a blessing, for others a curse. If the machine you use to communicate with the Portfolio is a PC, file transfer is almost simple. If you use another machine, such as an Atari ST or a Macintosh, file transfer can seem like a catch-22. Let's start with communications for a PC.

The Portfolio has built-in software to communicate with the printer port on a PC via the Smart Parallel Interface. The parallel interface comes with a command-line driven program called FT to perform file exchanges. The program is provided on 5 1/4 and 3 1/2 inch disk for a PC. The only real tricky part is the cable to go between the Portfolio and the PC. You need a "Male-to-Male DB25 all-lines straight through" cable. While it can be found in local stores (I bought one at Egghead Software), it would be easiest to obtain the cable from Atari (408) 443-8020. The Parallel File-Transfer Cable (HPC-406) costs \$19.95. This approach to file transfer is reliable and easy, but not very fast.

TIP: If you don't like the FT program that Atari supplies, there is a program on CompuServe in the APORTFOLIO library called FTMENU, which provides a "point-and-click" menu front-end to the FT program for PC computers.

Another approach to file transfer on a PC is Atari's PC Card Drive (HPC-301) which costs \$99.95. This hardware card is plugged into the PC's expansion bus. At present there is no version for the PS/2 micro-channel bus. A small box is attached to the card, with a slot to insert a memory card. The software driver on the PC will now treat the memory card as if it was a regular disk drive on the PC. It is referred to as the next drive (typically D:) on your system. You can now use normal MS/DOS command to copy file to and from the memory card. This is more expensive, but is very fast.

"WHAT WE HAVE HERE IS A FAILURE TO COMMUNICATE"

File transfer to non-MS/DOS machine becomes a bit tougher. Typically, you can connect two machines via their serial ports (by using a null modem cable), and use serial communications programs on both sides to exchange files. This seems simple enough until you realize that the Portfolio does not have a serial communications program built into it. Another problem is that the Portfolio has a non-standard serial port, so regular communication programs for a PC, such as ProComm, will not work. Finally, you will have to have the Serial Interface for the Portfolio.

On CompuServe, in the APORTFOLIO forum, there are two serial communication programs, XTERM by Jim Strauss, and ACOM by Charles Cook. But how do you get the a serial program onto the Portfolio via the serial port without having a serial program already on the Portfolio? Catch-22. Here are some solutions:

1. Get a friend to copy the program onto a memory card.
2. If you have no friends (who own a Portfolio), ask a local dealer.
3. Get the Parallel Port and access to a PC, and use FT to copy the serial program.
4. Buy the DOS Utilities ROM card (HPC-701) for \$89.95 from Atari. It has the XTERM program on it.

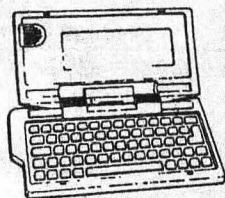
TIP: Once you get the serial program on a RAM card, put a copy of it on every memory card you have, as well as drive C:, just in case.

The serial cable will have to have a Female DB9 on the Portfolio side, and the proper connection for your machine. For the Macintosh, you can order a serial cable from two sources: Atari, the Portfolio-Mac File Transfer Cable (HPC-407) for \$19.95, or Able Cables (415) 457-4028 for \$20 postpaid. Atari also supplies a cable for the Atari ST and other machines (Female DB9 to Female DB25) for \$19.95, the Serial Null-modem Cable (HPC-409).

TIP: When transferring files on the Macintosh, be sure to disable the MacBinary option.

A complete file-transfer package for the Macintosh is available from Computer Friends (503) 626-2291 for \$189.00. This includes software on ROM for the Portfolio, software on disk for the Mac, and the serial cable. It does not include the serial port for the Portfolio. —B.J. Gleason ■

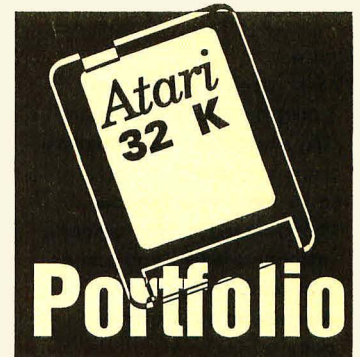
▲ B.J. Gleason is an instructor of Computer Science at The American University in Washington D.C. and he's been programming for over a decade now. He's the author of over two dozen utilities and games, including PBASIC, the 'freeware' BASIC interpreter designed specifically for the Portfolio. His CompuServe ID is 73337,2011



▲ The Portfolio has built-in software to communicate with the printer port on a PC via the Smart Parallel Interface. The parallel interface comes with a command-line driven program called FT to perform file exchanges. The program is provided on 5 1/4 and 3 1/2 inch disk for a PC. The only real tricky part is the cable to go between the Portfolio and the PC. You need a "Male-to-Male DB25 all-lines straight through" cable. While it can be found in local stores (I bought one at Egghead Software), it would be easiest to obtain the cable from Atari (408) 443-8020. The Parallel File-Transfer Cable (HPC-406) costs \$19.95. This approach to file transfer is reliable and easy, but not very fast.



AtariUser



■ Atari's Palmtop Computer

- **Artisan Software** (209) 239-1552 PO Box 849, Mateca, CA 95336

Software

- 24.95 **Transport File Transfer**
File exchange software for the Atari ST, STe or MEGA. Serial port cable required.

- **Atari Direct Order** (408) 745-2367, (800) 443-8020 1196 Borregas Avenue, Sunnyvale, CA 94087

Hardware

- 299.95 **Portfolio**
- 49.95 **Parallel Port**
- 79.95 **Serial Port**
- 39.95 **Leather Case**
- 79.95 **32k RAM Card**
- 129.95 **64k RAM Card**
- 199.95 **128k RAM Card**
- 99.95 **PC Card Drive**
- 9.95 **AC Adapter**
- 19.95 **Parallel Cable**
- 19.95 **Serial MAC Cable**

Software

- 20.00 **File Manager**
- 89.95 **DOS Utilities**
- 89.95 **Finance**
- Soon **Hyperlist Outliner**
designed for the Portfolio.
- Soon **Power BASIC Compiler**

Full featured BASIC compiler from Robert Zale, author of PowerBASIC and Turbo BASIC.

Soon **U.S. Traveler's Guide A** travel guide on ROM.

Restaurants, shopping and more are listed for most major cities.

Soon **Spell Checker 100,000** words and word variations on a ROM Card.

Soon **Chess**

Soon **Bridge Baron**

Soon **Wine Companion**

Soon **Cholesterol Counter**

Soon **Astrologer**

Soon **Stock Tracker**

Soon **Lotus Worksheets I & II**

Soon **Math Library I & II**

Soon **Statistics Library I & II**

These six volumes are collections of new Public Domain and Shareware. Each card will contain between 9 and 15 programs.

- **CompuServe** (800) 848-8199 Ext. 198

Software, Services

A PORTFOLIO Forum and Software Library. An official on-line Atari Support site.

- **Computer Friends** (503) 626-2291 1420 North West Science Park Drive, Portland, OR 97229

Software

189.00 **Message Mover-PC**

189.00 **Message Mover-MAC**

These programs allow for the file transfer between your desktop machine and the Portfolio via the serial port.

- **Computerbooks** (714) 966-2023 20351 Irvine Avenue, Suite 9, PO Box 9167, Newport Beach, CA 92658

Software

129.95 **Pharmaceutical D-base**

Instant access to commonly prescribed drugs and dosages, instructions, warnings, trade names and more.

89.95 **Physicians' Reference**

Instant access to common questions and issues.





AtariUser Resource #3

- **DIP Systems** (0483) 301555
32 Frederick Sanger Road,
Surrey Research Park,
Guildford, Great Britain, GU2
5XN FAX (0483) 301434

Hardware

- £174.87 **Pocket PC Modem**
(1200) A 1200 baud modem
that attaches to the Portfolio's
expansion bus.
- £156.48 **Memory Expander**
(512k) Increase the Portfolio's
memory to 636k, and add an
extra card drive unit.
Attaches to the expansion
port.

Software

- £60.83 **Scientific Calculator**
- £43.43 **PF Applications on PC**
- £60.83 A version of the
Portfolio's built-in software
that can run on your PC.
- £43.43 **Pocket MAC File**
transfer software for the
Macintosh.

- **Extech Instruments** (617) 890-
7440 335 Bearhill Road,
Waltham, MA 02154

Hardware

- 249.00 **Mini Serial Printer 24** or
40 column mini-printer.
Connects to the serial port.
Runs on batteries or AC.

- **Interloop** (408) 922-0520 706
Charcot Avenue, San Jose,
CA 95131

Hardware

- Call **HPIL Interface Adapter**
Interface the Portfolio to
Hewlett-Packard peripheral
devices. Connects to the
expansion bus and can
control up to 23 devices.

- **Megabyte Computers** (817)
589-2950 909 Melbourne,
Hurst, TX 76053

Hardware

- 350.00 **Internal 512k Upgrade**
Internal memory upgrade for
the Portfolio. Increase
memory to 512k. Memory
can be used for RAM disk or
regular memory.

- **Monterey Bay Whaling**
Company (408) 475-4290
2681 North Rodeo Gulch
Road, Soquel, CA 95073

Software

- Driver for PDD2 Software driver**
for Radio Shacks' Disk Drive
Unit. 40.00 on disk, 70.00
on ROM Card

- **ONline Technology** (216) 831-
6160 23715 Mercantile Road,
Suite 203, Beachwood, OH
44122

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- 125.00 **TIMEPAC-5 Record**
billable hours and expenses.

- **Paragon Technology** (800)
255-9411 PO Box 273511,
Boca Raton, FL 33427

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- 79.95 **FX-3 DUAT Flight**
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plan filing.
- 79.95 **FX-4 Flight Planner Full**
U.S. navigational database
and provides detailed trip
planning.

- **Pulse Meteric** (800) 835-7815
10225 Barnes Canyon Road,
Suite A100, San Diego, CA
92121

Hardware

- 299.00 **Dynapulse Monitor**
blood pressure and pulse rate
measuring system.

- **Radio Shack** (Local Stores)

Hardware

- 199.95 **Portable Disk Drive 2**
This serial disk drive,
designed for the Model 100,
can be used to provide 200k
or disk storage for the
Portfolio.

- **TekNow!** (800)899-7276 1500
South Priest, Suite 101,
Tempe, AZ 85281

Software

- 89.00 **SAMpage Pager**
Messenger Interface the
portfolio to alphanumeric
display pagers.

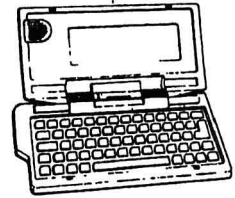
- **XoterIX** (818) 888-7390 23106
Baltar Street, West Hills, CA
91304

Hardware

- 299.00 **512k RAM Expansion**
Expands RAM to 636k.
Connects to the expansion
bus.
- 899.00 **20 Megabyte Hard Disk**
Includes 512k of memory and
optional serial and parallel
ports. Connects to the
expansion bus and adds
about 3/4" to the thickness of
the Portfolio.

Software

- 99.99 **PBASE General**
purpose relational database.
- 79.99 **Terminal+** Serial
communications package.
- 149.99 **Checkwriter** Keep track
of your finances, credit cards
and checkbook.
- 99.99 **Timekeeper**
Management for time based
activities.
- 79.99 **Stocks Games** Simulate
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MOUSE & JOYSTICK port. Scans up to twice the speed of the original Atari ports.

Modular keyboard connector attaches to all ST, MEGA, and TTs. Easily interfaces to early model STs via provided cables



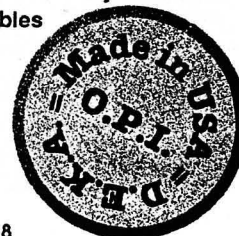
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STeno™ is a complete and easy to use, window based, text editor for your Atari ST, STE, or TT/030.

With STeno you can easily edit any standard ASCII or plain text file. It even has powerful text formatting, *search & replace*, and *auto-wrapping* features usually only found in more expensive word processing packages.

For maximum convenience, STeno can be run as either a desk accessory or as a stand alone GEM program.

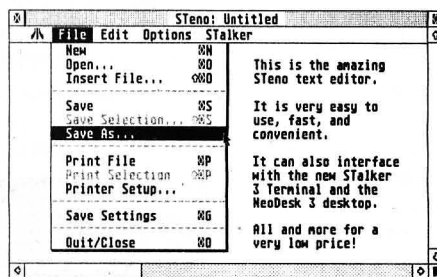
When run as a desk accessory, STeno places its complete drop-down menus inside its own window. This allows full access to its entire menu set from inside any GEM program.

STeno's fast text scrolling, powerful *cut & paste* capability, and efficient *search & replace* function make any text editing job a breeze.

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STeno can even interface with the popular STalker™ 3 telecommunications package to act as a *capture buffer*, *cut & paste* editor, and *type ahead* editor.

STeno works with all Atari computers and can even interface with the popular NeoDesk® 3 desktop.



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Cool Software—Almost Free

Well here it is, our third issue of AtariUser. By now you should all be experts at downloading computer information and software. Because you are so qualified, I've taken it upon myself to petition for a special designation. After all, doctors get to say "MD" after their name, folks with graduate degrees get to say "BA," "MA," or "Phd.," etc. Still others, who seek professional status, use "Esq." after theirs. So, it's occurred to me that we're professionals too and deserve the same sort of recognition!

We, both as a group and as individuals, deserve to be heard! We deserve the credit due us for mastering our modems, writing programs, and using our software to benefit the existence of so many while serving our community. So, now hear this, "As faithful students of today's computer technology, you now have the undisputable right, given you by the authority vested in me, to proudly display the initials AU (Atari User) after your name, as part-and-parcel of your signature." Use this symbol as recognition of your excellence in the field.

Now, for your first privilege as an official "AU," analyze the following great software. .. For protection against virus infections, download George Woodside's VKILLER.ARC. This program is perfect for checking floppy disks. Mr. Woodside has long been recognized as a pioneer and expert in the detection of ST viruses. Also, HOSPITAL.LZH is a complete set of European designed virus detectors. COLORIMG.ARC will provide the programmer types amongst us, and others interested in ST & TT graphics, with a verbose explanation of what those color image files are all about. Some source code examples are also provided. VENUS.LZH contains a 3D animated rendering of the Venus de Milo sculpture. This animated, 360-degree rotation, was converted from Autodesk Animator to FILM format by David Ramsden. It looks beautiful in TT Hypermono (256-gray level) mode, but ST owners can also enjoy it as it uses a blue palette to simulate 16 shades on a standard ST. I've also included an STe/TT/JRI gray scale palette for Cyber Paint owners with machines supporting 16 RGB levels. P-38.SEQ will appeal to airplane fans! This is a .SEQ animation of a CAD.3D2 P-38 Lightning flying over a canyon.

94,000 uncompressed bytes-741 blocks.

Ah, for some the sound of a hard drive spinning is poetry, for others it's the look of a million colors available on screen, but for some, it's the work of Elizabeth Barrett Browning. Though the program is only a DEMO, BROWND2.ARC will allow you to see and examine 5 of the 44 complete sonnets she wrote for Robert Browning.

YOU WANT TO PLAY GAMES YOU SAY?

WAR_MAST.ARC Now here's your chance to create an entire war game yourself from start to finish. The finished product is meant for commercial release, but the author hopes you'll enjoy this "teaser."

CW.ARC (Shareware \$5) Colawars v1.0 is an unusual scrolling action, arcade like game. You'll get to travel through five different worlds with only your soda pop projectiles to help you survive.

CARD GAMES BY CHARLES BAILY features the first enhanced game of Hearts, with both regular and expert modes of play. Also included is a two deck, four handed game of Pinochle.

HERO II DUNGEON contains four levels. The first two are modified versions of the original Dungeon. Expect to find this file much more difficult than the first.

SPLATTER.ARC Two to four player strategy game to be run in low resolution. This game can very addictive. It's fashioned after REACTION. Source code is available for \$3.00.

And, by the way, for those European disks that need you to reset the video shifter: **DC_BOOTIT.ARC** v1.0 lets you run boot disks from the desktop. Choose drive A or B, 50 or 60 Hertz, and resolution. A needed addition for accelerated computer owners. **LOW REZ ONLY!** 100% Assembly. ST, STe, and TT compatible.

For those of you out there that use the PD terminal program **UNITERM** (v2.0e), **XYZ2.MAC** will give you a macro to run **XYZ.TTP** (v2 or later).

UZSHL.PRG contains **UZ_SH111.PRG**, a command shell for **ST_UNZIP** v1.11. This version corrects a few bugs found in versions 1.0 and 1.10 and gives access to all of the commands available in **ST_UNZIP**. Long command lines are now OK. This file wasn't ARCDed or LZHeD because the program is already internally compacted.

Comic Relief for Computer Nerds? **RICK KEENE COMIC BOOKS!** Download two computerized comic books, both by Rick Keene. These, according to Delphi sysop "Gordie," should be reviewed prior to giving them to your kids.

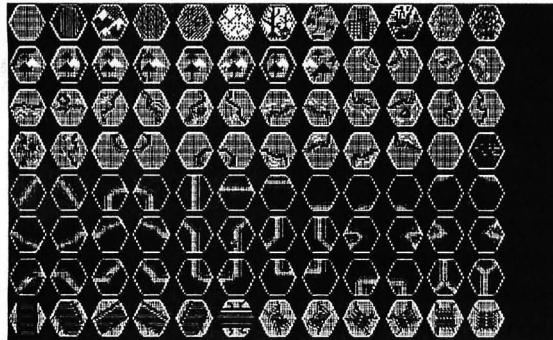
Transferring data has always been an important issue. Networking has been particularly popular amongst groups of young professionals on the rise in corporate America today. As it relates to ST's, well that's another story. Wanting to make that story a believable and realistic one though are the folks behind **UNIVERSAL NETWORK**, a low cost solution. They say that theirs is an easy to use network which supports Lantech and SGSnet hardware. You'll find more information about this in, **UNVET.TXT**

CALLMAXI.ARC This document describes how programmers can easily call CodeHead Software's powerful MaxiFile III utility, and use it as a "multiple item selector." (LGF's ARC Shell and Aladdin Extractor both make use of the



▲ Cola Wars—CW.ARC (Shareware \$5) Colawars v1.0 is an unusual scrolling action, arcade like game. You'll get to travel through five different worlds with only your soda pop projectiles to help you survive.

■ WAR_MAST.ARC Now here's your chance to create an entire war game yourself from start to finish. The finished product is meant for commercial release, but the author hopes you'll enjoy this "teaser."



MaxiFile "back door" to select multiple items in a directory.) Extremely detailed information is given here, with example code, in assembly language and GFABasic, that can be plugged right into your programs with little effort. Possible applications: word processors (open several documents with one call), terminal programs (choose a list of files to send), graphics programs (load several pictures or images at once), etc. Copyright 1991 CodeHead Software.

FUNKALRT.ARC (Shareware \$10) a BRAND NEW utility from the development labs of LGF Software — Funk Alert!, a really *tiny* (but powerful!) program that lets you use the function keys F1, F2, and F3 to select the buttons in any GEM alert box. Highly compatible with all ST/TT GEM programs, Funk Alert uses less than 1K of your precious memory when installed. The fully operational program and complete documentation are included in this ARC file. Funk Alert is Copyright 1991 Charles F. Johnson & Little Green Footballs Software. Support shareware!

2BSFKEYS.ARC v0.92 allows you to assign text macros to function keys (20 total) and can be run as a program from the desktop as well. The previous version required you to use DC_FKEYS. The program now works in low, medium, or high resolution.

TELEBA.ARC TELEBASE v1.4, GEM-Based Phone/Fax No. Manager. Many enhancements and new features! 56 buttons per TBF file instead of 25. 15-character memory tickler buttons rather than eight. Double the room for notes on each button. New SEARCH and PAGE features. Printing function completely revamped.

Under the Heading: "Well, What Kind of Stock Do You Place In It?" STOCK_20.ARC (Shareware \$35) is a complete stock charting and technical analysis program. You can use it to retrieve daily stock quote data from the free GENie quote area, and it gives you the ability to turn your data into a stock history file format appending the previous days quotes as well.

ACCTS300.ARC (Functional Demo, prg. cost: \$189.00) is a very nice surprise to me. The search for business accounting software is a never ending one, and since the demise of B.E.S.T., all are welcome. It's a "heavy" weighing in at just over 437,760 bytes, and is the latest version of the Hi-Tech Accounting program. The only limitation with this demo is that each file only allows 50 entries, but GL, AP, and AR, are all covered.

Under the Heading: "Drawing Conclusions, Are You?" XS_FX.ARC (Shareware \$20) is a full featured drawing program that's for both ST's & Ste's. You may use 512 or 4096 colors with tools. Boxes, ellipses, circles, line tools, bezier curves, and more. A special effects menu, plus the ability to create sprites, help make this an interesting file. Color cycling and the ability to create rudimentary frames for animation too! Fill patterns, flipping and sizing as well.

Under the Heading: "Well Just What Sort Do You Want?" FB175.LZH First Base database program is back this week with an update. This is an "in-memory database" which makes it very fast to access, sort, or review data.

QUICKSORT.LZH is a small file that provides a quick sort routine for HiSoft Basic adapted from "Turbo Pascal" by Elliot B. Koffman. It's said to have sorted over 2000 items in about 47 seconds! Hmm, with that kind of record, I think I can

get Elliot a job at the local dry cleaners!

CAL51.ARC (Shareware \$20) is the newest weekly version of CAL, the most recently most updated personal calendar program for you and your ST. New version includes HotWire alarms and DC-Squish compatibility.

FOR THOSE MUSICALLY INCLINED

DIGICOMPLZH is a new upgrade of NoiseTracker. It gained fame because of it's "Sampled" music files. Now supports STe/TT with this version, as well as full stereo playback. It plays Amiga .MOD files.

HOUNDOG.MID Finally an Elvis tune up this month. "You Ain't Nothin' But A Hound Dog!"

Bette Midler fans can now listen to "From a Distance" right up close. FROMDIST.LZH provides it. Ideal for a Roland D-110.

And finally last, but not least! SPOCK.LZH features Star Trek's SPOCK SINGING!

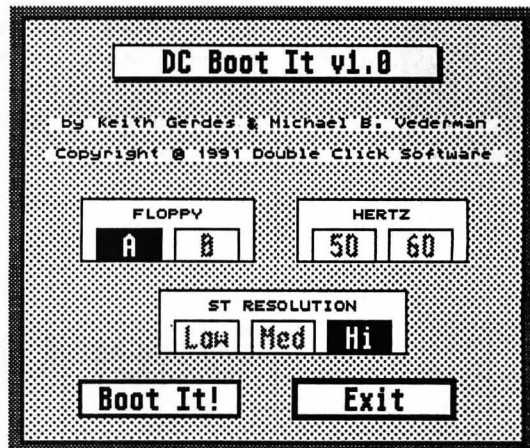
For HP Printer fans: HPTOGD.ARC (PD) is a neat little program that will convert HP Laserjet fonts into GDOS ones! There are a lot of HP fonts, so GDOS fans should have a field day! DJENV141.ARC is an HP Deskjet envelope printing utility.

MYMONO.ARC is an STe Mono emulator that came straight from the land down under. This version might be the fastest emulator of this kind. It also has a software mode that displays 400 lines on a regular color monitor and a STe.

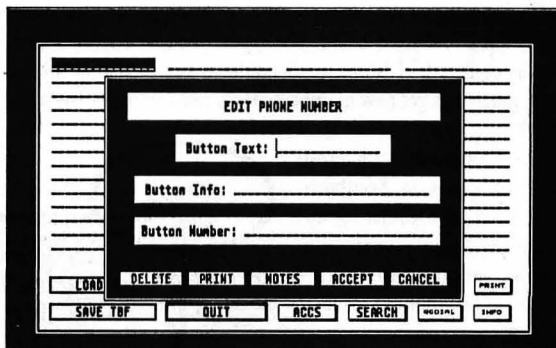
SINESTE.LZH has a "Thumping Stereo" soundtrack, and over 256 colors on screen!

RDYSTE.LZH for STe computers only! Rdy is a reset proof ramdisk. IT WILL NOT WORK ON PRE STe models!

—Ron Berinstein ■



▲ For those European disks that need you to reset the video shifter: DC_BOOTIT.ARC v1.0 lets you run boot disks from the desktop. Choose drive A or B, 50 or 60 Hertz, and resolution. A needed addition for accelerated computer owners. LOW REZ ONLY! 100% Assembly. ST, STe, and TT compatible.



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▲ The above files were compiled by Ron Berinstein, AU. Co-sysop for CodeHead Quarters BBS (213) 461-2095 from files that were either directly uploaded to CodeHead Quarters BBS, or downloaded from GENie, CompuServe, and Delphi on-line services.



USER GROUPS / SHOW TIME ALERT ■ AtariUser Magazine will appear at Atari shows around the country, even around the world. We're sending issues to be distributed at the shows shown here this month.

Be sure AtariUser knows about your major club events, so that we can be a part of them! Call AtariUser at 800-333-3567! ■

User Group Shows!

JUNE 29-30

The Great Lakes Atari Computer User's Conference will be held Saturday and Sunday, June 29-30 at the Mercyhurst College Campus Center (500 East 38th St.) in Erie, Pennsylvania. Admission is \$3 per day at the door. Sponsors, call Patti Marshall at 412-225-8637. For groups or more information, call Dennis McGuire at 814-833-4724. GLACUC, P.O. Box 10562, Erie, PA 16514-0562.

JULY 20

The Blue Ridge AtariFest is free, noon to whenever, on Saturday July 20. It will be held at the Westgate Shopping Center in Asheville, North Carolina, at I-240 and US 19-23. Contact B.R.A.C.E., Van Estes, 704-685-8358.

JULY 27

MIST AtariFest III in Indianapolis, Indiana on Saturday, July 27th, sponsored jointly by the user groups at Indianapolis and Bloomington known as MIST (Mid-Indiana ST). \$3 admission, held at CADRE, Inc., 6385 Castleplace Drive, Indianapolis, IN. Contact Bill Loring at 812-336-8103.

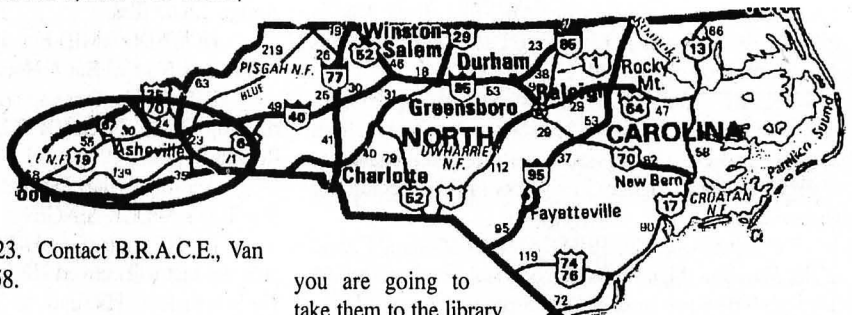
A BOOSTER SHOT...

It is safe to say that almost all clubs have decreased in size since the standing-room-only years. My own club is about a sixth the size it once was. Even that's pretty good, considering the club that was our nearest neighbor closed up shop a few years back. The type of people buying Ataris has changed. It's an uphill battle to keep existing members, much less get new members. How can you publicize your club?

To keep things interesting, the clubs in Southern California get together for an occasional joint event. Examples are the "BobFest" mentioned in last month's issue and the

ATARI Faire that we have been doing since 1985. (Also listed in this column are a couple of other Fests that are scheduled for this month.) These types of joint events are a way to get "non-joiners" to take a look at your club.

Another idea, and a personal favorite around AtariUser, is to use any extra copies of AtariUser to your advantage. If



you are going to take them to the library or to school make sure you

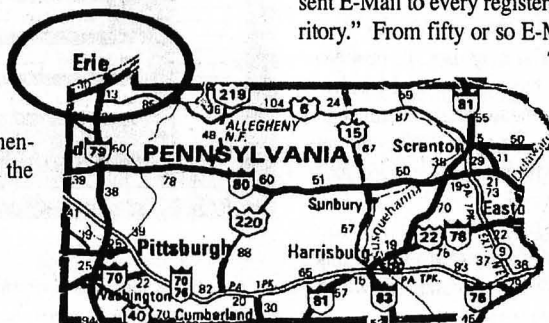
stuff in a flyer telling about the benefits of joining your club and information about your next meeting. If you are lucky enough to have an Atari dealer near you that also has the magazine, ask the owner if you can put your flyer inside those magazines. You don't have to limit yourself to just AtariUser, ask to insert the flyer into the other Atari magazines, too.

All radio, TV stations, and newspapers carry a "public service" column or service. It is often a bit of effort to get a list together of all the free announcement and posting services, but once you have it, things get easier. Even though such announcements are made at odd times, you will reach some people that never imagined that there was an Atari club near them.

Post announcements on local BBS's or GENIE/Delphi/CompuServe. They might have a few users that will download the post and just come pay you a visit. A few months back I took the user list from the CodeHead BBS(213-461-2095) and sent E-Mail to every registered user that was in my club's "territory." From fifty or so E-Mailings I got four new members.

These were regular Atari BBS'ers that did not know a club existed in their area! — John King Tarpinian ■

▲ It's a sure bet to say that John King Tarpinian is one of the biggest fans of Atari anywhere!



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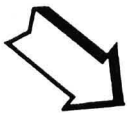
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■ AtariWatch '91 Calendar

▼ Here's the schedule of 1991 Atari appearances as scheduled at press time. Entries marked *BobFest...* are appearances by Atari's Bob Brody at clubs, dealers, or small non-Atari specific shows.

August 8-11 GEN CON, the world's largest Game Convention (12,000+), at MECCA in Milwaukee Wisconsin. MilAtari Ltd. will host a computer gaming section again.

August 23-25 Dusseldorf Atarimesse. This is the huge all-Atari show held annually in Germany. Contact Alwin Stumph, Frankfurterstrasse 89-91, 6096 Raunheim. Phone 49-6142-2090, FAX 49-6142-209180.

September 14-15 The Southern California ATARI Computer Faire, Version 5.0, also known as THE GLENDALE SHOW has been confirmed for September 14 and 15, 1991. Contact: H.A.C.K.S., 249 N. Brand Bl. #321, Glendale, CA 91203, or call John King Tarpinian, Faire Chairperson, 818-246-7286. —

Look for AtariUser Staff!

October 12-13 WAACE AtariFest '91, Sheraton Reston Hotel, Washington D.C./Virginia, contact J.D.BARNES via GEnie or by mail to WACCE Vendor Coordinator, C/o John D. Barnes, 7710 Chatham Rd, Chevy Chase, MD 20815.

October 21-25 Fall COMDEX Las Vegas Nevada—*Look for AtariUser Staff!*

November 23-24 Chicago Computer Show BY ATARI. Contact Larry Grauzas, P.O. Box 8788, Waukegan, IL 60079-8788, phone 708-566-0671. Administered by the Lake County Atari Computer Enthusiasts (LCACE).

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Thanks to Atari Canada and U.S. and all of the user groups and vendors that helped make our show a success! From Terry Schreiber and the **Pacific Northwest AtariFest** in Vancouver.

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Congratulations to our publisher, Steven Lesh, married June first to our most lovely friend—**Margaret Juliana Carter**. Many years of happiness—The Quill Publishing Co. staff.

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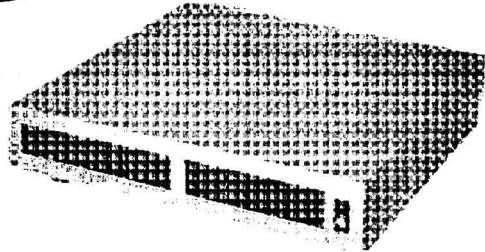
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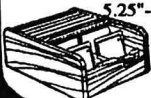
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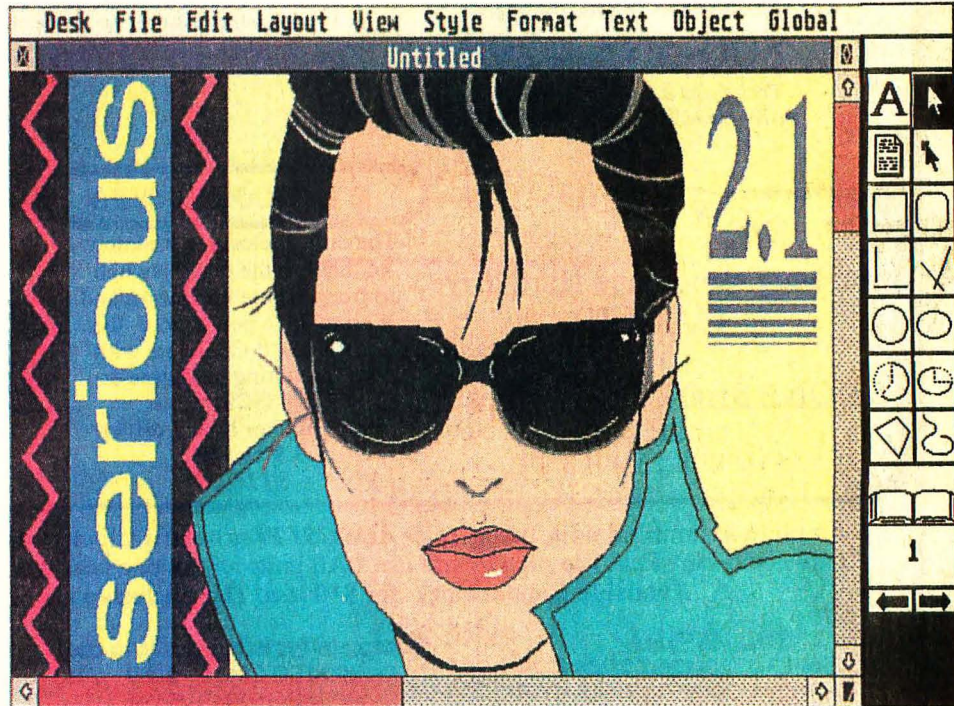
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