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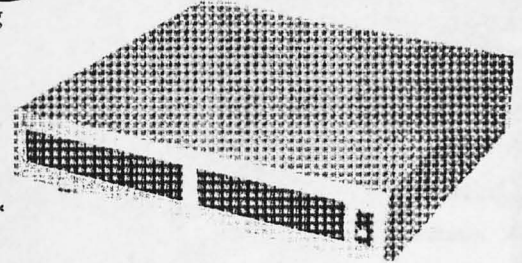


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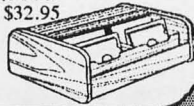
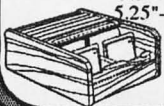
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Graphics Focus ■ Prism-Paint, Outline Art, A.P.B., Graphics Libraries, Canon BJ-10e, Seurat 2.2

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Read Me!

We've got our usual amount of hot news and columns this month despite having less advertising than we'd like. Pre-Christmas blues have a hold of some of our regulars, but signals from Atari do show reason to expect better days ahead.

This month, we give some special attention to *graphics* on the Atari computers. Resident techie Norm Weinress clues us as to what to expect from add-on graphic boards for ST and TT computers, while Chuck Steinman reviews graphics on the classic 8-bit Atari. And our reviews include some new options in artistic software.

AtariUser attended the Glendale Atari Faire, and we have a full report, along with some late notes on the WAACE show, just occurring at press time. *lots* to tell!

Next month, look for more WAACE details, along with a full COMDEX report, where Atari is expected to make new product announcements. Also, our December issue will focus on *upgrades* for Atari computers, and our *Resource* will be a shopping list of hot products for the entire Atari lineup.

I'll look for you all at the Chicago Atari Show! See the AtariWatch calendar on our back page for details.

—John Nagy, Editor in Chief, AtariUser Magazine

How to get AtariUser...!

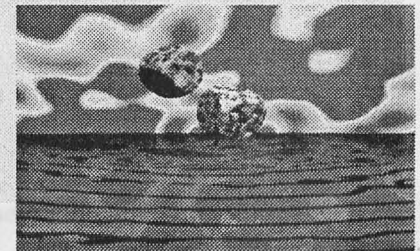
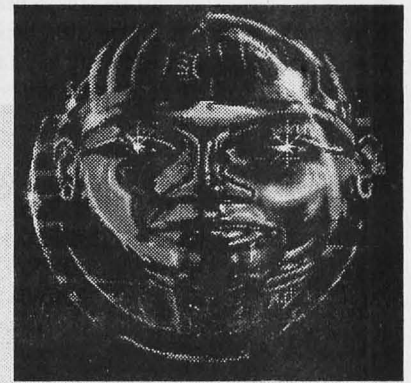
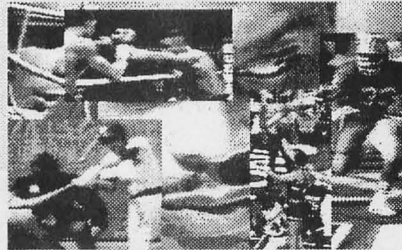
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The Graphic Machine...

■ Business, publishing, entertainment—one of the hottest computer topics today is graphics. Let's take a look at some of the techniques and products that take advantage of your Atari's graphic power...



Columns!

8-Bit / 18

Graphics Focus ■ Getting the big picture on your classic Atari.

MIDI / 20

Making MIDI cheap and easy: Setting up a simple home-studio.

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Flashdrive comes of age: Real hard-drive power for your Portfolio. Tips.

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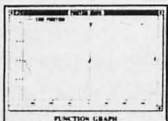
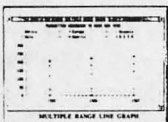
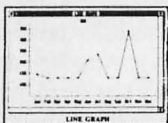
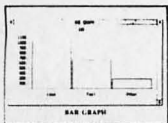
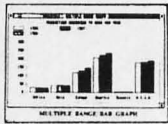
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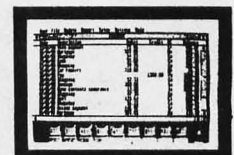
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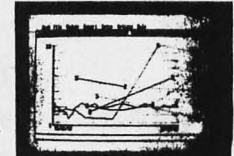
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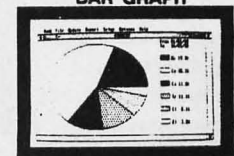
MAIN ACCOUNT SCREEN



TREND GRAPH



BUDGET COMPARISON BAR GRAPH



BUDGET PIE CHART



Staff Bytes Back...

The Yin & Yang of it All...

▼ ...AND A QUARTER-OF-A-MILLION MAGAZINES LATER

Thank you and congratulations! This is the seventh issue of AtariUser and I couldn't be happier. Can you believe that we've already printed and distributed over 227,000 magazines? And with next month's publication, we'll have distributed over a quarter of a million! There's only one thing that has made this possible... Your support!

As one of our readers, we hope that we've been as informative and helpful as we can be. But if we've fallen short, let us know. Your thoughts can only make us better. And make sure you continue to support our advertisers. Let them know you saw their advertisement in AtariUser. It is by their grace and support that we're able to distribute over 30,000 magazines for you each and every month.

I'd also like to thank our advertisers. Beyond their payments for advertising, they're a monthly barometer of the Atari market. They've provided us with countless suggestions, some very helpful and others too difficult to implement, on how we can better serve the Atari community.

This article was supposed to be placed in last month's issue, but unfortunately it was bumped. On that cover there was a symbol of the yin and yang. Have you ever thought about the yin and yang symbol? Most people think of it as meaning good and bad, happy or sad, or some other sort of dichotomy. But it's actually about the balance of things. The little circles in the symbol contain the color of the opposite side representing that there's a little piece of the opposite in it. In other words, there is always something good that can be found in the bad and vice versa.

What a perfect symbol to associate with our market, because it is this balance that makes this market so intriguing. When something doesn't work, somebody fixes the problem, launches a new piece of hardware or software, and a new company is born. While some company fades away another comes along to replace it. ST Journal didn't work, but AtariUser is a roaring success. Atari Corp. launches a great new product and then may not market it properly.

This balance also exists between the readers/users, advertisers and publishers—all playing a major role. By now I'm sure you've noticed that this is a 32 page book as opposed to our normal 40. Many of our advertisers needed some extra time to prepare for various shows such as Glendale, WAACE, COMDEX, et. al. And with designing new ads for the December-Christmas issue, some weren't able to provide us with an ad in time for our deadline. With our short lead time from dead-

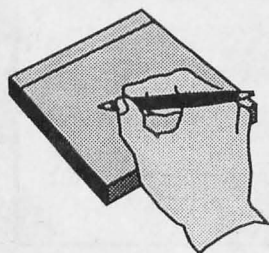
line to distribution, it makes it very difficult on our advertisers. Everyone loves the short lead time, but it also hurts because the one thing there never seems to be enough of is time.

There's a lot more to the relationship between our readers and our advertisers. Beyond buying product, readers need to let the advertiser know where they saw the ad. If you're only asking a question, let them know you saw it in AtariUser, or whatever publication. Also let them know what you think of their product and how they can improve it or better serve the market in general. After all, developers produce their products because they see a need. Maybe you have a need they can help you with and possibly launch a new piece of software or hardware to help others like you.

The funny thing is how we all help each other. We need to remember that and work a little harder to support one another. Last weekend I went to the WAACE show outside of Washington, D.C. Shows like this are a great place to notice this helpful sort of interaction. On several occasions I saw folks exchanging ideas and developers helping users better understand their products. If you haven't been to a show like this, you owe it to yourself, and your sanity, to attend one. On Saturday night there was a banquet for all interested. Nathan Potechin, from ISD Marketing, prepared a keynote speech, "Atari in Middle Earth," which you can find up on GENie. (Unfortunately Darlah Pine's illustrations weren't done in time but they should be on GENie too.) His speech focused on these interactions in a parody of "Lord of the Rings."

Nathan, for the last two years, has been the president of the IAAD, the Independent Association of Atari Developers. He has worked long and hard as one of the more vocal advocates in the Atari market. That takes a lot of time and energy and I guess he felt it was time to pass on those responsibilities to someone else. So, on Saturday night, it was announced that Nevin Shalit, of Step Ahead Software, was elected President of the IAAD. It's sad to see Nathan leaving that position but we're excited to see what Nevin has planned for the future of the IAAD. The staff of AtariUser would like to express it's gratitude to Nathan and we wish Nevin the very best.

We'd also like to congratulate David Troy of Toad Computers for being named Current Notes' "Writer of the Year." Keep up the good work! And as if this article hasn't been personal enough, I'd like to thank everyone I met at the WAACE show for their helpfulness and encouragement—it was deeply appreciated! —P. Kevin Horn ■



■ We'd like to hear from you! Send your subscriptions, comments, suggestions, complaints and submissions to AtariUser at 113 W. College St., Covina, CA 91723.

■ P. Kevin Horn is the Marketing Director for Quill Publishing, publishers of AtariUser Magazine.

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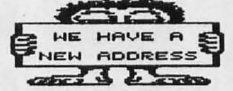
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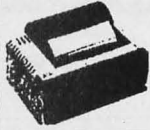
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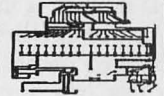
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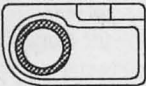
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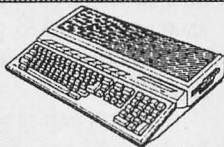
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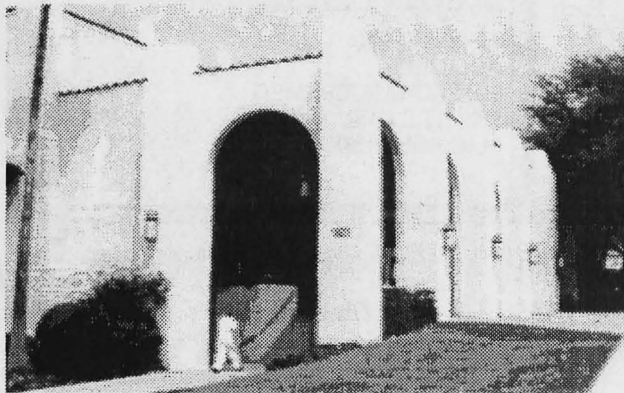
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Nagy's News & Comment...

Again this month, there's more news than we have room for! Be sure to check the Z*Net Newswire in this issue for a short version of several of the hottest stories going.

The WAACE Atarifest is in progress as I write this, so I don't have a full report on it yet. But the word at this hour is that the Washington DC area show may be the sales event of the Atari decade. With a moderate attendance of about 2,000, vendors at the show have been selling virtually everything like NEVER BEFORE. CodeHead software reports that they sold TWICE the quantity of any previous show, and Joppa Computers sold 22 new 1040STe's. Other hot items from WAACE include the election of a new president of the Independent Association of Atari Developers. Nevin Shalit (Step Ahead Software)



takes over as Nathan Potechin (ISD Marketing) steps down. There's plenty more to tell, but you'll have to wait for next month.

The other big event in the last month is the Glendale Show, the Southern California Atari Computer Faire, Version 5. It was the best turnout to any user-group show in years. More than 3,500 people came to the Glendale Civic Center Saturday and Sunday, September 14 and 15. A total of 51 individual developers and dealers were represented, more than any Atari show on record to date. Sales were almost frighteningly good. Some developers were unprepared for the volume of sales and ran out of products by mid-day Saturday. Fortunately, most of them were able to generate or locate more stock. Others simply took orders to ship later. A show promoter's second most desirable complaint: "Sales are too good - we didn't bring enough product," a claim that was heard again at WAACE.

Bob Brodie, Atari's Communications and User Group man, was a key to the success as well, although he was unable to participate in the Glen-

dale show itself due to family health matters. Since not as much show stock is available as used to be, and with the large number of vendors at the Glendale show, hard decisions had to be made as to where the equipment would do the most good. The vendor floor was favored over the Atari area on the main stage, resulting in a sparse display under the Atari banner.

Because of uncertainty of attendance, the seminar schedule was small by comparison to last year's Glendale show, but more time was allotted to each. Atari Corp. had the first seminar on Saturday, with Bill Rehbock (Atari's Technical Developer support man) and James Grunke (Atari's Music division head) standing in for Bob Brodie. Mike Fulton, part of Atari's Technical department, was in the audience of nearly 200 to lend some additional information. Bill gave a well received and remarkably technical and detailed talk. Many in the audience were pleased to get a real nuts and bolts view and discussion about the Atari hardware, both existing and to come. In fact, Bill told far more than any of us thought we would hear, revealing a reasoned and purposeful course of action ahead for Atari, and great news about the TT passing FCC Type B (consumer) certification. He also

showed the exciting new ST BOOK notebook size computer, which had the audience ooing and aahing.

According to Bill Rehbock in his address to Glendale show visitors, the Atari ST BOOK and Stylus Pad computers have been tested and already passed FCC Type B standards, and only the paperwork remains in the registration process. The ST Book will see production of about 1,000 units a month until after Christmas, when the hard-to-get Epson-made LCD screens will go off of the rationing program. The 1-meg, 40 megabyte HD version will retail at about \$1800, while the 4-meg 80 MB HD will be about \$500 more. Memory will not be upgradable. In final production tooling now, the \$1200 Atari Stylus (pad-like keyboardless computer) should be a leader at COMDEX in October due to the thousands of ST appli-

cations that are immediately compatible with it. The handwriting recognition system makes any normal ST program able to operate from the pen environment, while other brands of Pad computers are waiting for custom made applications before they will be useful.

Next up in the seminar room was the inimitable Dave Small, packing in a standing-room-only crowd. They were treated to Dave's remarkable wit and philosophy as well as details and history of his equally remarkable Macintosh emulation systems and new SST 68030 upgrade board. Dave spoke to and with the audience for over an hour and a half, concluding with his classic "how I coded the Magic Sac keyboard/mouse handler" story, complete with extended vocal emulation of "pain made audible", namely Neil Young recordings. For those who have missed the pleasure of hearing the story, Dave relates how he tackled the monumental and frightening task of writing the code to make the Atari keyboard look like Mac input. He was assisted (?!?) by the most miserable and depressing sound he could find, Neil Young LIVE, played over and over until the job was done.

Despite having a hard act to follow, Nathan Potechin finished the day of seminars with a long and thorough look at CALAMUS SL, doing page composition live on an overhead projector. Calamus SL was also shown in color on the main floor of the show, and it looked particularly dazzling on the MATRIX COLOR VIDEO CARD-equipped TT on the Atari stage.

Atari's display was small, but it featured the full line of ST and TT products, as well as a number of Portfolio computers. The ST BOOK was periodically available for the general public to admire and try for themselves. I found the unit to be absolutely irresistible.

The ST Book display is monochrome only, and has no backlight. But the view is clear and



■ Video pictures from the Glendale Show. Counter-clockwise, from far left...

The new ST Book and the 'old' Stacy, side-by-side. Front entrance to the Glendale Auditorium, home of the Southern California Atari Faire. Bill Rehbock, Atari's tech support Guru. Caught off-guard, Dave Small shows-off Gadget's latest gadget—the SST 68030 ST add-in board.



clean in any light that's enough to type by. The keyboard is a bit smaller than standard, but not enough to let my fingers know it. The keys are sort of like very hard rubber — the no-slip effect makes typing very easy and errors less frequent. The key motion is small but the feel is very satisfying. On the other hand, the motionless "vector mousepad" (that most users rave about) was disorienting. Press gently at any edge of the mouse disk, and the pointer moves proportionally to your pressure and position. I found that the fact that the mouse pointer disappears when in motion (common on any



LCD screen due to the pixel response time) combined with no tactile feedback from physical motion at the mousepad makes for very unpredictable pointer placement—at least at first. You can see by the photos here how much smaller the ST Book is than the STACY portable ST.

The Computer Network (of Glendale) and Mid-Cities CompSoft (of Bellflower) each brought what appeared to be their entire store to the show. Nathan Potechin of ISD, showing the latest in Calamus and DynaCADD (as well as a FAST TECHNOLOGY TURBO 030—more on that next month!) hung out here too. Goldleaf representatives rotated their showing of Wordflair II and the range of 3K products between the Mid-Cities and Computer Network areas, and sold the first ever copies of Atari's FSM GDOS as an upgrade to Wordflair for \$35.

The next largest booth was held by Goodman's Music, the USA's leading volume retail outlets of Atari computers. In the Goodman's area were factory representatives of ROLAND and HYBRID ARTS, who premiered "Digital Master", a mid-market entry in the growing direct-to-hard-disk recording and sound manipulation market. Recognized musicians and studio people were present all during the show; this is "Hollywood", and Atari is what many of the people who shape the sounds of our times are using.

AT THE SHOW

Distributors at Glendale included Best, Michtron,

PDC, Rimik, Rio Computers (with Lexicor's Lee Seiler), Talon, and Zubair.

Developers included ADG (music learning via MIDI), AtariUser Magazine (with the October issue hot off the press), Branch Always Software (Quick ST 3 sold out repeatedly), D.A. Brumleve (KidPrGs), and Clear Thinking (Edhack).

CodeHead Software premiered Multi Desk Deluxe (and sold out in the first three hours), plus introduced Avant Vector. At \$495 (\$449 introductory price), Avant Vector does automatic vector conversion of even the most complex scanned (bit) images and even supports popular scanners. It was available for order only.

More developers: Phil Comeau Software (GramSlam), Compo (from Europe, THAT'S WRITE), Double Click (Pre-sales of DC DATA DIET), Gadgets by Small (68030 SST), Gribnif (Stalker 3 premier and sellout), ICD (AdSpeed STe shown for orders only), JMG (Hyperlink), McDonald and Associates (ST Informer and UIS), Micro Creations (G.I.M.E. Terminal), and Musicode (Blackjack Plus 3).

Omnimon Peripherals Inc. (formerly WUZTEK) offered the DEKA keyboard interface, and had pre-release information on Omnichrome, a color upgrade board for regular ST computers to give a 16 million color palette and 256 colors in 640 x 200 resolution on existing ST monitors, and up to 800 x 600 resolution in 256 colors on multisynch monitors! It will start at \$399 and go up for more features.

Oregon Research Associates' Bob Luneski introduced Diamond Back II version 2.03, another early sellout. The premier hard drive backup system, DBII has now radically improved the "backup with compression" option. The result is backups in half the time on half the disks. Seeing as how DBII was the fastest backup on the market already, that's really saying something.

Still more: Safari Fonts, SDS (Newdesk Icon Editor), Sliceware (Slicetop), SoftAware (Informer II), Softlogik (Pagestream), Sudden Inc. (Sudden View), Wizworks (MVG, Mug Shot), and Z*Net (News Service). Whew.

USER GROUPS

H.A.C.K.S. was the sponsoring group of the Glendale show, once again masterminded by John King Tarpinian as usual, and his casual and giving atti-

tude was reflected in every facet of the show. His own group declined to have a table at the show so that the members could concentrate on giving the vendors and hall personnel the support they needed. These folks deserve an international round of applause for a job not just well done, but for conduct beyond the call of duty.

Other clubs with tables and displays at the Glendale show were San Diego ACE, North Orange County Computer Club, ACES from the San Gabriel Valley, Atari Computer Association of Orange County (this group used to have presidents named Bob Brodie and Mike Fulton), South Bay Ace, and "Real Atari Maniacs" from Ventura County, California.

SEYBOLD

The Direct to Press division of Atari Corporation made another impressive presentation at the SEYBOLD Electronic Publishing Show, a 20,000 square foot show in two halls held in early October in San Jose, California. This is the first time in two years that Atari has attended this publishing show. The range of DTP solutions plus electronic imaging and lithographic preparation for press included Pagestream, Calamus, Codehead Software, and the wide 3K line of products represented by Goldleaf. The Atari area was well attended, with most showgoers to this internationally renowned publishing trade show getting used to seeing Atari. The demonstrations of state-of-the-art systems at reasonable prices seem to be well received. There's more to tell, but no space this month.

YIKES

(Publisher Steve hates it when I use that word.) I'm out of space and no where near done. OK, promise to be here next month, and I'll tell you about COMDEX and more of WAACE. By the way, last month I referred to what I saw as deprecating or insensitive comments about other shows by the WAACE promoters. Since then, I talked at length with Charles Smeton of the WAACE show, who assured me that the quote didn't come from his management group, and that WAACE is in no way and at no time placing itself above any other group or show. I'm sorry I took things that way, and the performance of the WAACE management in the outstanding show itself speaks for itself. Congratulations are in order... and more next month. —John Nagy ■

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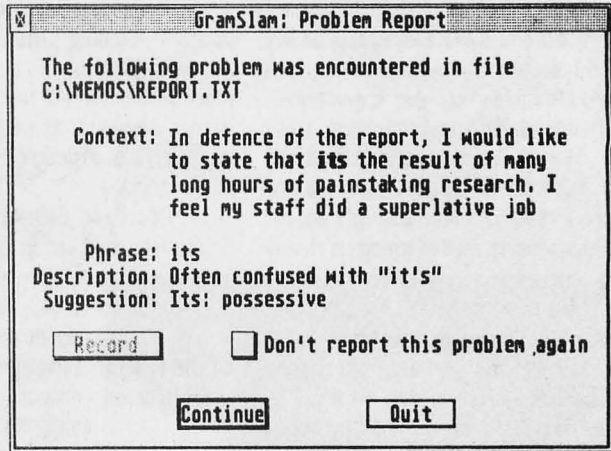
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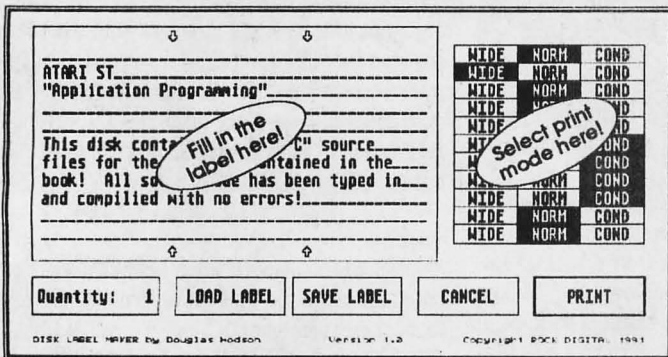
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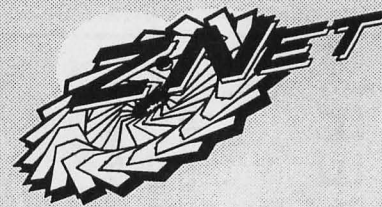
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GDOS—the Return, TOS—the Sequel, Mo' NewsWire...

■ **The Atari TT030 computer has at last passed** the FCC certification process as a Type B consumer device, allowing unfettered sale and distribution to approved dealers. New FCC guru at Atari's Dallas research center is IBM and TI alumni Robert Joplin, who not only designed the new TT motherboard to pass the FCC, but then proceeded to alter the existing TT design to be able to pass as well.

■ **Atari is engaged in negotiations to make** General Electric Service Centers the worldwide walk-in and depot repair centers for Atari computers. Preparation included a redesign of the TT motherboard to meet GE's specs. The deal should become effective in January '92, and Atari's warranty period will be expanded from the current 90 days to 6 months or a year. Details are still being finalized.

■ **Atari Corporation's board of directors approved** the repurchasing of up to \$5 million of its common stock from time to time in the open market. In a statement released by August Liguori, Sam Tramiel said, "The decision to repurchase was made in view of the prices at which the common stock has recently traded." Atari stock has since risen from its all time low of under \$2 a share.

■ **Atari has revised TOS to facilitate upgrading systems.** The older TOS (Atari's operating system in ROM chips) doesn't check to see what kind of machine it's in, and so older (non-"E") computers have a hard time being adapted. The new code enables TOS upgrades for almost any Atari, although a new small circuit board is required to add the new 2.05 to older ST's. TOS 2.05 and a similarly updated version for the TT (3.x) should become available as standard replacement parts within months, and third party developers have already designed the adaptor boards. In other TOS news, Atari has developed version 3.06 of TOS for the TT dated September 24, 1991. It will not be available as an upgrade but will soon be installed in all new TT machines in production. This new version fixes previous bugs in TOS 3.01 and 3.05, and adds features during startup. When first 'booting up' with TOS 3.06 installed, the Atari logo is displayed in the upper left-hand corner. Next it goes through a memory check which is displayed in dashes (-) and the user is informed of total RAM in kilobytes. A black bar is then drawn across the screen and gets smaller in width as the 2 minute delay timer counts down while the hard drive(s) come up to speed. Finally

the system continues as normal; loads Auto boot PRG's, ACC's, and displays the desktop. These features may become part of the Mega/STe TOS.

■ **The Federated Trial has been progressing** throughout the fall, and Atari President Greg Pratt and Chairman of the Board Jack Tramiel have been in Los Angeles, California for the proceedings. At issue is the alleged fraudulent presentation of the Federated Group chain of appliance and electronics stores. Atari claims that the value and debt position of the Federated Group was misrepresented when Atari bought the chain several years ago. Last year, Atari liquidated the remaining stores and took a substantial loss. If fraud is found, Atari can expect a multi-million dollar judgement against the old Federated owners and/or their accounting firm.

■ **FSM GDOS SHIPS!** The waiting is over for Atari's Font Scaling Manager, FSM GDOS. The first commercial copies were sold in September at the Glendale Atari show, as an upgrade for WordFlair II. A license fee of \$35 was charged at the show for the new system, which was designed by QMS-Imagen for use with their Ultrascript fonts and systems. Stand-alone commercial copies will be available within weeks, as only the packing box itself is not ready for shipping. Pricing is not yet been announced. The new type manager system for Atari will give scalable, rotatable outline font technology to dozens of existing applications, and a new level of quality output for others. A last minute debate raged between adding features requested by several major developers, but it was found that the changes were mutually exclusive. To add bezier curve functions would have "broken" FSM GDOS on many more standard uses.

■ **The first Stereo sound sampler for the Atari ST** line of computers has been released by Michtron/Microdeal. Stereo Replay is a new hardware cartridge that will sample true stereo inputs at 8, 12, and 16 bit resolutions. It also has phono plug line outputs to allow any ST, not just STe units, to output the stereo CD quality samples to any home sound system. Stereo Replay is now available for \$179.95. It includes a stereo editor program and offers remarkable cut and paste features even between samples of different formats (resolution and mono/stereo). Replay 8 has been reduced in price to \$149.95, and Replay Professional is offered at \$249.95. Michtron, 3201 Drummond Plaza, Newark, DE 19711, 302-454-7946.

■ **Spectrum Holobyte is trying the direct mail** route to get Atari users to purchase its dramatic new flight simulator, Flight Of The Intruder. Large postcards have been sent out to their Atari mailing list announcing its release as well as a free official A-6 Intruder Patch for folks purchasing by mail or phone. The extraordinary promotion comes as a result of the terrible sales figures for the new release, said by some to be caused by the lag of domestic releases behind importation. Many Atari owners bought FOTI as an import, softening the sales of the official U.S. version. Spectrum Holobyte is selling FOTI for \$59.95.

■ **Atari user groups can get two FREE copies** of the desktop publishing package PageStream 2.1, plus another demo copy for their library. A related program will offer discounts for user group members when they buy PageStream from dealers. The groups should send a previous and current newsletter, add Soft-Logik to the groups mailing list, full address information, group membership and president name. Or, call Soft-Logik at (800) 829-8608 for specific instructions before mailing your group's request. Soft-Logik, 11131 S. Towne Square, St. Louis, MO 63123.

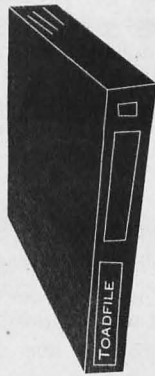
■ **An "Online Companion For PageStream 2.1",** PageAssistant is new from Spar Systems. After introducing the well-received "CalAssistant" several months back, Spar now offers the same kind of instant overlay help screens based from a resident desk accessory for PageStream owners. Overlapping pop-up menus guide you through every aspect of the PageStream program, feature by feature. Each menu item is followed by manual references to indicate the exact pages in the manual that discuss the feature. PageAssistant also includes a 52 page manual, tutorials on use of color, and one PostScript Type 1 font. \$49.95, Spar Systems, 381 Autumn Avenue, Brooklyn, New York 11208, (718) 235-3169.

■ **A new compiler for Fortran is offered by** Prospero of London, England. With performance speed increases of up to five times that of the ST version running on a TT, the new compiler has been highly optimized for the 68030 and 68881/2 math coprocessors. An 800 page manual is included (!). Price is 170 pounds, that's something around \$400 US. Contact Prospero, 190 Castelnau, London SW13 9DH, England, international phone +44-81-741-8531. ■

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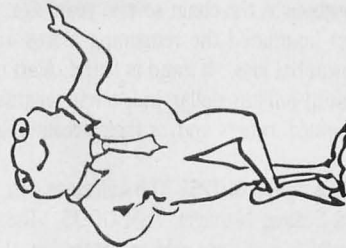
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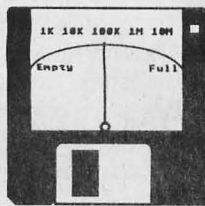
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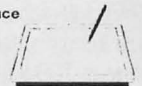
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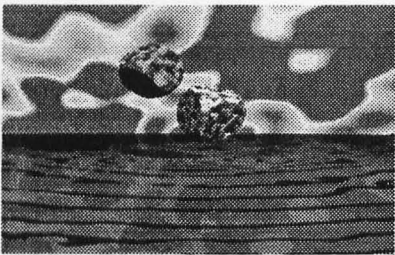
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Prism-Paint

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ST, STe, TT ■ One of the few commercial programs that offer extra modes on a TT, Prism-Paint is a general purpose drawing program with a twist. Originally intended as a means of retouching animations rendered with Lexicor's Chronos-3D, Prism-Paint reaches into the realm of a quality drawing program



in its own right. Programmers, desktop publishers and artists alike will find this program a valuable tool.

Prism-Paint supports .NEO, .PI1, .PI2, PI3, PC1, PC2, PC3, (uncompressed).IFF, .GIF, its own .PNT format for both loading and saving of single screen displays. Both .DLT and Lexicor's .FLM formats are supported for animation files. Programmers will love Prism-Paint's ability to save clipboard images (i.e. bit-blocks) as .C, .S, and .BAS text files so that they can create graphics for inclusion within their programs.

Prism-Paint supplies a collection of tools for freehand drawing, an adjustable spray (air brush), Splines (in Linear, Bezier, and Cardinal) and bit-block copy and paste options. Frame insertion, deletion, clearing, playback control, etc. are provided for the handling of animation.

Color palettes are manipulated and accessed via the use color pages containing from 2 to 32 colors, with displays having more than 32 colors using multiple pages. When selected as the control window's menu, the color control menu will display up to 256 colors simultaneously for quick and easy access. Handling of large color palettes is made much easier through the use of a logical numbering convention and a unique find option (available in the magnify mode).

The documentation is well laid out with numerous tutorials and a very good reference section.

On the whole, Prism-Paint is a very flexible and useful program for graphics and animation creation and manipulation, while I found it to be somewhat limited in the number of tools available to the

user (most notably in the area of block operations.) Also disappointing are the disappearing menus—depending on the palette of a loaded picture, the program menus may be unreadable.

However, its resolution-independent design makes Prism Paint one of the few programs that has the ability to work with just about any of the growing number of new graphics modes and 3rd party graphics cards. From Lexicor, \$79.95. —J.R. Wenzel

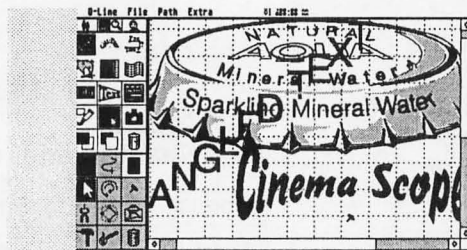
Outline Art

Professional print media vector graphic design

ST, STe, TT ■ If you're serious about Calamus, consider Outline Art! It enhances the work you do with Calamus in a major way. It's a difficult program to master, but if you understand Calamus, you're half way to understanding Outline Art, produced by Ditek as a graphic companion program for their desktop publisher. The two major functions of Outline are to manipulate text in a variety of different ways and to create controlled vector graphics for use with Calamus. There is no print function included, as your creations are meant to be used with Calamus.

You can do fantastic things with text—almost anything you can think of is possible. Enlarge, reduce, stretch, fill with patterns, run in circles, travel along freely designed paths, placed into shapes (some of which are provided) and even combine text with lines, curves, boxes, and other shapes that you can create with the included drawing functions. Then there is the powerful Calculator function that lets you change the text further plus include text in cones, barrels and other shapes.

Creating shapes and drawing with Outline



(OL to the fans) is a different matter. It is more difficult, but with experience and dedication to the learning process you can create image files that will make your Calamus documents jump out of the page.

OL provides you with more tools than I have space to write about here. It's just sooooo much

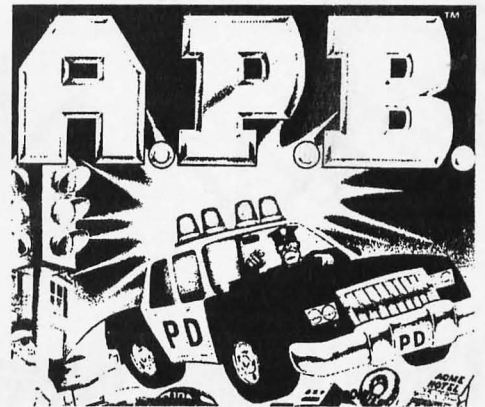
fun to create things with it! It's not a paint program, you are creating vector graphics (images that can be resized without loss of detail). You have to work for every line that you make—I spend a lot of time transfixed by images that I'm trying to create, and enjoying every minute of the process. It provides you with an amazing array of tools to create vector graphics. Outline Art, Combined with Calamus, is a powerful combination that I recommend to any serious publishing hobbyist. \$289.95 from ISD Marketing. —Steve Blackburn

A.P.B.

Cops it ain't

Lynx ■ Interested in law enforcement? A.P.B. for the Atari Lynx is an adaptation of the whimsical arcade game of the same name. You play Officer Bob, who patrols the city in his squad car, catching criminals big and small, and keeping himself out of trouble.

Fans of the original will be pleased with this adaptation, as it keeps most of the humor and fea-



tures of the original. At the start of each day, you are given a quota of violators, such as litterbugs and speeders, to arrest. On certain days, an A.P.B. (all-point bulletin) of an especially dangerous criminal is issued. Failure to either arrest on the A.P.B. or to meet your quota will bring the Sergeant's fiery wrath.

The actual patrol takes place on an overhead map that scrolls in all directions. Violators are ticketed by pointing your crosshairs and sounding the siren, but criminals must be rammed off the road. Between arrests, you can fill up the car, enhance your patrol gear, grab donuts for more time, and look for various bonuses. Over thirty levels of play will keep this game fresh for a long time.

A few minor flaws detract somewhat from the

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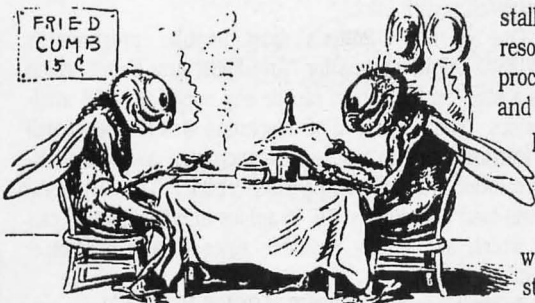
conversion from the arcade. There's no fine speed control, a bonus confession sequence has been removed, and the Lynx version is too sensitive to collisions with other cars.

Sounds and graphics are entertaining and well done. Graphics are detailed, distinctive, and humorous. Game sounds include realistic car honks and sound effects, and are topped off with lots of digitized voices crying for help and goading you.

Overall, A.P.B. is a good adaptation of the original game, and offers a refreshing change of pace. Atari Corp., \$39.95 —Robert Jung

Electron. Spinster IMG, CVG, EPS clip art

ST, STe, TT, PC ■ Electronic Spinster Graphics has, to date, produced 225 different disks of clip art. Linda Peckham has done a beautiful job of scanning clip art and creating her own original art work. These are full disks of art work (800K twisted-format disks.) For example, the IMG Volume M1: Silhouettes has 174 IMG files of plants, animals, an alphabet, sports icons, fantasy figures, holidays and more.



In this case a picture is worth a thousand words. But the best I can do is give you a partial list of some of the product that they sent me. The IMG Volumes, 4 disk sets, are of Silhouettes, Sports & Recreation, Humor & Whimsy, Victorian Initials (Drop Caps), Food, Halloween, Transportation and Religious. Other individual IMG disks are of Mythology, Christmas, Musical Instruments, Thanksgiving, Money, Borders, Animals and Jewish clip art.

Vector Clip Art includes Frames, Rules & Borders in both Portrait and Architecture mode. All are hand drawn and all are very well done. The Christmas Tree ornament, xmas_01, is beautiful as are the snow flakes, xmas_02. You'll notice that the Vector Graphic disks are more expensive than the standard IMG files. That's because they're all original and not just scanned in.

I was lucky enough to have the Transportation disk when I needed to do flyer for my offices RideShare newsletter. I went to the disk and pulled up an IMG file of a bus that looked just like the ones used in Southern California. Later, we were having a pot luck at the office and I popped in the Old-Fashioned Dining Humor disk and found just what I needed, an IMG file called "Flies." Electronic Spinster Graphics did all the work and I got all the credit. That's my type of product!

IMG disks: \$4.00 each, 4 disk sets \$15.00.
 CVG disks: \$15-25 each. EPS disks \$15-25 per disk, available soon. —John King Tarpinian

Canon BJ-10e

Portable bubble-jet printing

If you need high-quality printing, but can't afford a laser printer, the Canon BJ-10e Bubble Jet printer may be your answer. Though intended for PC laptops, this tiny printer works well with Atari ST computers. If your ST software supports the Canon BJ-130e printer or IBM Proprinter X24E, you only need to set up the printer.

For instance, to work with Calamus, flip on the Bubble Jet's #1, #7 and #10 DIP switches, install the BJ130.CPD printer driver at 360 x 360 resolution. To work with Word Writer ST, the word processing program from Timeworks, flip on the #1 and #7 DIP switches and install the OKI:931.CFG printer driver. In both cases, the resulting printouts are virtually indistinguishable from laser output.

The Bubble Jet has other virtues as well. With an optional NiCd battery pack installed (about \$70), it's truly portable. The combination print head/ink cartridge (about \$20) is said to last 700,000 characters (that should be enough for about 350 double-spaced pages) and is easy to replace. The printer even has a special slot for envelopes, heavy paper, or transparency film. And it's exceptionally quiet in operation.

The Bubble Jet does have limitations. Its native Courier typeface includes 11 variations, but not italics. A cut sheet feeder (about \$70) that handles 30 pages is an optional extra, but is actually a necessity; without it, the BJ-10e can only handle one sheet of paper at a time. Even with it, output is quite slow — only about one printed page per minute. Lastly, the ink has a tendency to splash—just a little, but special laser paper should help there.

The Canon BJ-10e is well-suited for most home printing applications. The printer and auto

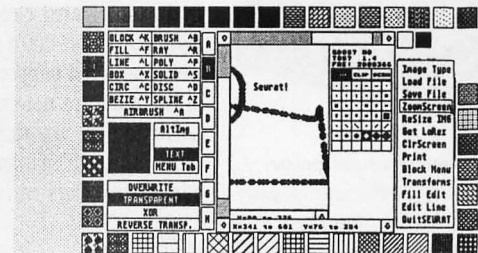
sheet feeder combination can be found discounted for around \$400. Laser-quality printing "without the price" has finally arrived. —Michael W. Reed

Seurat 2.2

Inheriting the D.E.G.A.S crown?

ST, STe ■ Most Atari ST owners are familiar with DEGAS, named after the turn of the century French painter Edgar Degas. For years it was the definitive paint program for the ST, and is now hard to find. Fortunately, a better paint program is available, even if mostly by mail order from the developer.

Seurat, from SKWare One, is presumed to be



named after the French pointillist painter, Georges Pierre Seurat. The obvious link to the Degas program is not lost on the user, who will find that learning Degas is a boon to Seurat. However, Seurat goes far, far further into special features. The price of this power is the requirement of at least one meg of memory and a double sided drive. More memory will get you more workspace and buffers.

Actually, Seurat is two programs: one color, one monochrome. While the interface is the same for the pair, each has unique features suited for the format. Color users will have 4,096 color support, anti-aliasing, and special effects, and runs in medium and low ST resolutions. Mono users will discover that IMG files of any size (pending memory) can be worked on without border limitation.

Once inside the \$39 Seurat, you'll be offered an almost frightening array of controls and nested menus, most with keyboard shortcuts. The manual comes on disk, and prints out to a thoroughly indexed 90 pages. You'll need it, and fortunately, it's quite well done. Splines, beziers, polylines, smear and splatter, use of GDOS fonts, blocks, skew, distort, scaling, several zoom modes, undo, rotation, printing, ect.

Perhaps I'm overdoing the complexity of Seurat. You just can't do better for the price and it works very well, thank you very much—John Nagy



8-BIT ALERT ■ Two years in the making, version 2.0x of AtariLink BBS has been recently released. Written in Atari BASIC, it works best when used with SPARTADOS but also will work with DOS 2 and others. Supports RAMdisks, MIO interfaces, hard drives, etc. Contact Pab Sungenis at the C.C.B.B.S., phone number 609-451-7475, or his own BBS at 609-696-0475 for more information.

■ Be sure to make it to the Chicago Computerfest by Atari! Atari will be bringing a LOT of their remaining 8-bit stock of just about anything for blow-out clearance prices. An 8-bit vendor room will also be offered, making this show the best 8-bit event scheduled in some years. See the 'AtariWatch Calendar on the back page of AtariUser for details. ■

Getting the Big Picture on your Classic Atari...

The visual images presented by computer systems play a significant role in how well a particular computer is accepted. The Atari 8-bit systems provide graphics capabilities which are easy to master and enjoy. There are a wide range of graphics applications and utilities available to simplify the task of producing and displaying images.

The video portion of the Atari 8-bit system is maintained by two integrated circuits called ANTIC and GTIA (a very few early 400's and 800's have the CTIA chip instead of the GTIA, which does not support Graphic Modes 9-11.) Unique features of the 8-bit are not only 15 different graphics modes, but the ability to have any mix of graphics modes on the screen at one time. Through manipulation of the "display list," the full palette of 256 colors can be displayed at once.

KOALA-TO-ST STARTS GRAPHICS THERE

Chalkboard Inc. released a tablet called the PowerPad for several systems, including the Atari 8-bit line. I ran across several of these tablets in a clearance table at one of the local computer stores, and just had to pick up a few. The tablet size is a full 12 inches square, and digitally encoded for better repeatability. Unfortunately, very little software was ever released for the Atari so it never became that popular. There are two small programs (including source) on GENie which allow programmers to use the PowerPad as an input device for their applications (one was in BASIC and the other in 6502 assembly).

No conversation of graphics on the 8-bit would be complete without Jeff Potter's name being mentioned. Several separate graphics oriented programs for the Atari have been written by Jeff, including some which extend the capabilities of the machine to a new level. All of these programs have been released as shareware, so if you use them, don't forget to make the requested contribution!

One of Mr. Potter's most popular programs is APACVIEW. APAC stands for "Any Point Any Color" which means a pixel on the screen can be any one of the **256** available colors. The original APAC resolution was 80 (horizontal) by 96 (vertical), and an interlaced version with double the vertical resolution was added in a later release. The APAC program will load and display GIF (graphics interface format) pictures, which are readily available since it is a hardware-independent format.

Another program called COLORVIEW, will allow up to **4096** colors to be displayed at one time on the screen. This is accomplished by using a complex series of vertical blank and display list interrupts, and multiple images in memory. The resolution is the same as interlaced APAC, but the technology used to produce the image is totally different to achieve the extended palette.

Because the Amiga is a graphics oriented machine, with an abundance of graphics files on the various services and bulletin boards, Jeff wrote the ILBMREAD program to convert such pictures to a form usable on the Atari 8-bit system. Of course the Atari ST is also well known for its graphics, so Jeff wrote a program which would allow Degas, or Degas Elite picture files to be viewed on the 8-bit. Of course, people who have other computer systems will enjoy GIFNCODE, a utility to convert many of the Atari 8-bit picture files to the universal GIF format.

Reach Jeff Potter on GENie at username JDPOTTER, or CompuServe ID: 74030,2020. —Chuck Steinman ■

Gr. Mode	Colors	Mode Type	Resolution
0	2	Text	40 x 24
1	5	Text	20 x 24
2	5	Text	20 x 12
3	4	Bitmapped	40 x 24
4	2	Bitmapped	80 x 48
5	4	Bitmapped	80 x 48
6	2	Bitmapped	160 x 96
7	4	Bitmapped	160 x 96
8	2	Bitmapped	320 x 192
9	16	Bitmapped	80 x 192
10	9	Bitmapped	80 x 192
11	16	Bitmapped	80 x 192

Graphics 9 gives 16 levels of a single color; Gr. 10 has 9 colors; Gr. 11 has 16 colors of a single intensity. Each of these extra modes are bitmapped 80 x 192 pixels.

One of the easiest-to-use graphics programs I have seen is the Atari Artist package, from Atari. This kit included a full-featured graphics program in a ROM cartridge, a decent sized graphics tablet, and a stylus to draw with. (Fun Hint: put the pointer on the ATARI symbol on the main menu of Atari Artist, and click the buttons - a hidden tune will play!) A similar package was produced for many different computer platforms including Atari by Koala Technologies Corp., although it had a smaller tablet. The program would save and load both compressed and bitmapped images.

▼ More information on ANTIC, GTIA, and display list programming is available by consulting the Atari Personal Computer System Hardware Manual (Atari part number CO16555), and De Re Atari, both of which are available from Best Electronics and B&C ComputerVisions.

■ Chuck Steinman is one of the more outspoken promoters of the 8-bit cause. In addition to writing for several Atari related magazines, he also helps SysOp the 8-bit section on GENie, and develops products sold by DataQue. He can be contacted on GENie and Delphi at username DATAQUE, or CompuServe PPN: 71777,3223.

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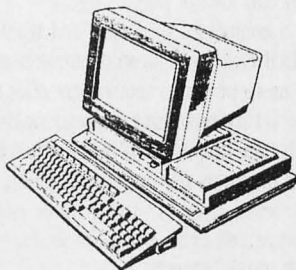
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MIDI ALERT ■ **ROLAND** made an appearance at the Glendale Atari Show in September, and was so impressed with the sales and response to their music line, they intend to be an active part of as many future shows as they are able. The Southern California show turned out numbers of name-musicians, many of whom were making their first examination of what they could do with their Atari, other than making great music. It's

estimated that less than a quarter of those who use their Atari primarily for music even own a word processor or printer! ■ **HYBRID ARTS** introduced a consumer-line version of their ADAP series of digital sound editors. The new product is called **DIGITAL MASTER** and retails under \$4,000. More details next month. ■

Making MIDI Cheap and Easy...

We've been hearing how to make a professional MIDI setup, but what about the rest of us? Have you ever wished that you could play a musical instrument, but have avoided doing so because of the many years of long and involved lessons and formal training? Have you ever wanted to just jam, but felt that always playing solo would be boring, and you weren't inclined to join a band? Are you looking for a new way to compose songs? Would you enjoy just tinkering around with different electronic music gadgets, but feel intimidated?

Using the power of Atari computers with their built-in Music Instrument Digital Interface (MIDI) you can learn to play, create your own one-person band or symphony, jam along with an imaginary band, easily handle music notation and composition, or just have fun tinkering.

Your MIDI music studio can be as simple as your computer, some MIDI software and a single electronic instrument. Although some software lets you use your computer's internal sound generators, the internal sounds are usually somewhat weak and do not offer the flexibility for creating multi-timbral polyphonic pieces. I just introduced two big words that usually elicit blank stares from the average person, so let's first understand what they mean and see why they are important.

Timbre has to do with sound qualities and differences; for example, an oboe has a different timbre than a trumpet. So, a multi-timbral instrument can produce many different sounds simultaneously (sort of like an orchestra which has brasses, woodwinds, strings, and percussion all playing at once.) Often each individual sound that an electronic instrument produces is referred to as a voice. Multi-timbrality usually is available in multiples of 8, in other words, the instrument usually is capable of playing 8, 16, or 32 different voices simultaneously.

Polyphonic means that the instrument is capable of playing several notes simultaneously, for instance playing chords. Polyphony is also usually available in multiples of 8. Thus your multi-timbral polyphonic instrument could be playing a drum voice, a bass voice, and chords using an organ voice from the computer while you are playing a melody line using a piano voice. Thus multi-timbrality and polyphony are very important attributes to have available in your MIDI music instruments.

You want to learn how to play? There are several programs (mostly public domain and shareware) that are designed to teach you the basics of music theory, such as notes, chords, and rhythms. Using a sequencer you can create simple

rhythms to use instead of a boring metronome to play along with. In fact, you can have the sequencer play an entire rhythm track using drum sounds on one voice while you practice your music using another sound on another voice. You can also use a sequencer to record what you play, examine your mistakes, then clean-up your mistakes (some sequencers even offer filtering and clean-up capabilities) and playback a polished version. Other programs, such as Music Studio, allow you to tinker with making music through a fun graphic-based user interface.

You like to play, but don't like playing solo? There are also several ways to create your own band to overcome this. You can use your sequencer to record individual instrument tracks using several voices (e.g., drums & bass), then you can play along using another voice. Another way is using an inexpensive program called "Band In A Box," which will automatically create a rhythm track for a drum voice, a bass line track for a bass voice, and accompaniment chords usually for a piano or organ voice. You simply enter the chord changes, tag any chorus measures, and select a style (i.e., rock, swing, waltz, etc.) and Band In A Box does the rest. You can then play along with Band In A Box either using a fourth voice or the same voice being used for chords.

Band In A Box can even save its output to a standard file used by almost all sequencer programs. You can load that file into your sequencer and embellish the music even further, and of course, you can always play along.

Say you're a competent musician and want to see what computers and MIDI can do regarding notation and composition. Most of the more powerful sequencers offer two methods of entering music: (1) by recording what you play, and (2) by hand-entering each note (this is often referred to as "step time"). The ability to enter music in step time requires an editor; many sequencers also provide some form of graphic notation editor. Most editing software will print out your music to a score in high quality "sheet music" format.

Last but not least, for the tinkerer, there are many ways to manipulate all aspects of your MIDI sound-generating devices, such as timbre, tone, volume, and rhythm. The ability to manipulate the parameters that control the sounds using your computer is endless.

MIDI is not just for the professional musician, or even the technically competent, but rather, MIDI is for everyone. And most importantly - MIDI is fun! —Ron Stein ■



▼ **Setting up your own mini-MIDI music studio** is simple; MIDI devices connect to each other and to Atari computers with special cables and begin functioning immediately. Think of your MIDI devices as just additional peripherals connected to your computer. That's really what they are to the MIDI-equipped Atari.

■ **Ron Stein** is an active User Group member and writer from California, and hopes to become a regular contributor for AtariUser Magazine.

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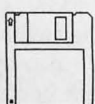
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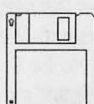
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PORTFOLIO ALERT ■ Aware Electronics, 302-655-3800, has developed a radiation monitor unit that connects to the serial port on the Portfolio. It can monitor background radiation, Radon gas, and atmospheric radioactivity. It is designed to detect Alpha, Beta, Gamma, and X-Ray radiation. The unit sells for \$150. ■ **Want to learn the secrets of**

programming the Portfolio? If you are an amateur or professional developer and want to develop programs that take advantage of the inner workings of the machine, there's a Technical Reference manual available from Atari for \$60. Call Gail Johnson at 408-745-2022 for more details. The manual includes emulation software for the PC. ■

Flashdrive comes of age!

▼ THE PORTFOLIO CHRONICLES...

For the past few months, I have been telling you about a unit called the FLASHDRIVE, from the BSE company 714-832-4316. Steve Schlanger and the gang at BSE has been working furiously to overcome some problems with the DIP DOS in the Atari Portfolio. Their hard work has paid off. The Portfolio and Flashdrive 25 are a perfect combination for portable computing.

The Flashdrive 25 is a self-contained battery-operated hard disk. It measures a scant 1.5"x5"x5", a bit smaller than a box of 5.25" disks. The hard disk itself is a 2.5" drive, with a capacity from 20 to 80MB of storage. The rechargeable batteries have an average life of about 4 hours, though "your mileage may vary." The unit weighs in at about a pound. With the AC adapter, you can use the unit even while it recharges.

TIP: Turn on the Flashdrive first, then the Portfolio. Turn off the Portfolio first, then Flashdrive.

To use the Flashdrive on the Portfolio, you need the parallel interface and BSE's software driver. The software driver itself is an amazing piece of work, designed to be run from your AUTOEXEC.BAT file and/or from a command. When you boot your computer or call the driver, it tests for the presence of the Flashdrive. If the unit is not connected, the driver is not installed. When the driver is installed, it only requires about 1500 bytes of the Portfolio's precious RAM. The flashdrive then assumes the next drive name available. On the Portfolio, the unit becomes drive D.

One of the big advantages of the Flashdrive is that it will work with just about any PC computer with a parallel port—except the Atari ST series. The internal wiring of the Atari does not include the full handshaking lines that are present on an IBM compatible, and aren't required for using a printer, but are needed for fancy stuff like two-way communication on the port. So for PC's anyway, this "printer port" connection makes file transfers as easy as falling off a log. I can plug the Flashdrive into my desktop or laptop machine in a flash, and then use DOS's copy command to transfer files. To maintain compatibility with the different machines and different version of DOS, you should prepare and format the hard disk with the Portfolio.

TIP: When using the Flashdrive on different machines, the drive names will sometime change, since it takes the next disk name available. To keep the disk name consistent, use DOS's SUBST command. SUBST D: C: renames C: to be D:. This allows you to keep the same disk name on different machines.

Because it has to work via the parallel port, the

Flashdrive is not as fast as a traditional hard disk. The transfer speed is about 500 Kbps, but with the typically small file sizes used in the Portfolio, the transfers are still virtually instantaneous. After about 5 minutes (user selectable) of non-use, the flashdrive will power down to conserve battery power. When you access the drive again, it takes a few seconds or so to spin back up to speed. For those of us used to the instant access of the memory cards on the port, this delay can be a little unnerving at first, but you quickly get used to it.

Inadvertently, in my role as the absent-minded professor, I've been putting the Flashdrive to a number of stress tests. The first was tossing my briefcase onto the passenger's seat in the car. As soon as I released the handle, and saw it dropping, I suddenly remembered that the Flashdrive was in the briefcase. After a dozen or so if these falls, the unit still works perfectly.

Another stress test is sudden-stops-on-a-rainy-day test. As soon as it starts to rain in the District of Columbia, people in front of me seem to forget how to drive, and stomp on their brakes far too much. This forces me to stomp on mine, and watch as the briefcase (containing the Flashdrive) sails off the front seat, hits the dash board, and drops to the floor.

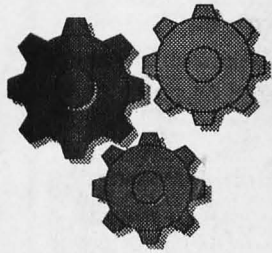
Through all this, the unit still works perfectly. It is one tough little unit. It also helps that the unit automatically parks when the power is turned off.

For customer support, BSE ranks very high. Mr Schlanger is an active participant in the APORTFOLIO forum on CompuServe. His ID number is 70303,541, and he typically answers his mail within a day.

For a slightly less portable unit, BSE also has the Flashdrive 35, a desktop hard disk unit. Similar to the Flashdrive 25, the 35 runs via the parallel port, but operates only on AC power. It can handle hard disk units from 21 to 426 megabytes.

Omnitechnics 213-594-4533, is a dealer of the Flashdrive units. You can purchase a 20 mb BSE Flashdrive 25 unit for \$369.

I often refer to the CompuServe APORTFOLIO Forum, an official support site of Atari Corporation for the Portfolio users. The area is active with questions and answers, shared uses and tips, and a library of hundreds of files available for use on the Portfolio Palmtop Computer. To sign up for CompuServe, call 1-800-848-8199 (voice) and ask for operator 198. Tell them AtariUser sent you! —B.J. Gleason ■



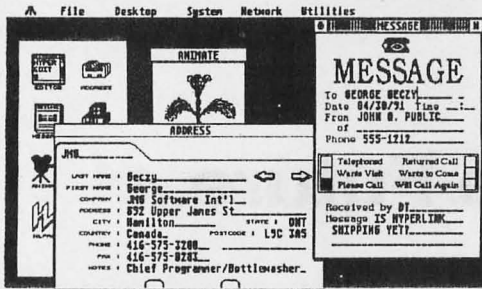
■ On some models of the Portfolio, there is a problem with the MKDIR (MD) command. The designers of the Portfolio never anticipated a hard drive connected to the unit. The MD command can not handle drives larger than 2 MB. BSE had to create their own version of the MD command, called ATMD, to bypass this problem.

■ 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 4.8, the 'freeware' BASIC interpreter designed specifically for the Portfolio. His Email address is... BJGLEAS@auvm.american.edu and his CompuServe ID is 73337,2011.

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LYNX ALERT ■ 2600 CONNECTION NEWSLETTER:
Timothy Duarte offers Atari (and Sears VCS) 2600 game system owners a bi-monthly newsletter with play tips, historical trivia, classified ads, and fun articles all and only about the 2600. Recent issues contained parts of a 26 page listing of all the carts ever released for the 2600, plus reviews of new (yes, Virginia, NEW)

releases for the mini game system that started the whole craze over 13 years ago. He's been at this for over a year now, and the Summer '91 issue was eight genuinely interesting pages. Subscriptions are available for \$5 a year. Make Checks payable to Tim Duarte, 14 Blackburn Street, Fairhaven, MA 02719-4334, 508-997-1983. ■

The Lynx of the Future...

▼ FIRST LOOKS!

Recently, I had the chance to try some of Atari's upcoming Lynx titles at their Public Relation's offices. Here's what you have to look forward to—soon.

ISHIDO—This is a conversion of a popular computer strategy title in the tradition of Shanghai/Drachen. You must place stones of the same shape and color next to each other on a game board. The game starts off with a fireworks display (first time I've seen one at the start of a game) and has simple but effective graphics.

HARD DRIVIN'—The Lynx really struts it's stuff by turning in a highly accurate conversion of the 3-D arcade driving hit. It's too bad the Lynx doesn't have a steering wheel or this would be perfect. The 3-D graphics move very smoothly, it has the external view crash replays, and you can even hit the 3-D cow and hear it moo!

TURBO SUB—A very good first-person-view shoot'em up that puts the Lynx's scaling abilities to great use. Shoot down weird aliens as you fly through the air and then dive into murky waters and take on the invaders under the sea.

SCRAPYARD DOG—If you've been waiting for a Lynx game in the Mario, Bonk, or Sonic genre, your wait is over. Guide cute little Louie through tons of levels looking for weapons, money, and secret rooms as you try to save your faithful dog from a gang of ruffians.

CHECKERED FLAG—Up to 8 players can ComLynx (interconnect their Lynx units) and race against each other in this slick POLE POSITION-style racing game. There's a number of different courses, and you should keep an eye out for all the billboards promoting Atari, ST computers, and a LOT of different Lynx games.

VIKING CHILD—This 16-bit computer title from Europe has translated very nicely to the Lynx. Guide a heroic little adventurer around multiple levels, finding powerups, fighting bosses, and trying to rescue... you guessed it! Yet another princess. Don't hold that against it - it's a terrific game.

STUN RUNNER—This is my pick hit from this latest batch of Lynx titles. The arcade hit featured fast 3-D graphics which has defied successful translation to other platforms (the ST and Amiga conversions were universally panned). Until now that is. Stun Runner looks just like the arcade game, has fast 3-D graphics (thanks to the scaling power of the Lynx), and sounds just like the arcade game, with generous use of digitized speech and effects. If you're a fan of the coin-op, you'll want STUN-RUNNER.

TELEGAMES ANNOUNCES RPG FOR LYNX

One game genre that Lynx owners have felt somewhat deprived in has been the role playing game (RPG). Many people have been waiting for the chance to explore dungeons and fight monsters on the go. Well, wait no longer.

Telegames, the first third party developer to get its games on the market, has a fantasy epic slated for February of next year. **THE GUARDIANS--STORM OVER DORIA** is a 2 Megabyte RPG that allows one to four players (via the Comlynx) to journey through the Kingdom of Doria on a heroic quest. An evil wizard named Quellan has kidnapped Prince Creshin and stolen a magical crown which allows him to doom the kingdom to an eternal winter.

Using a 3/4 overhead perspective, you'll travel through the kingdom, and underground in its dungeons, as you look for Quellan. Game elements include 30 different magical spells, 23 different monsters, multiple weapons, and the ability to talk to anyone on the streets. An internal clock will vary responses and activities based upon time of day and day of the week.

If **THE GUARDIANS** is as good as it sounds, Lynx owners are in for a real treat next year.

CHICAGO COMPUTERFEST BY ATARI

The Lynx will have a solid presence at the upcoming Chicago Computerfest by Atari. Along with Lynx competitions, Atari's game design staff will be on hand to show upcoming releases and offer clinics on video game playing technique. I'm going to be involved with the Lynx part of the show in some capacity, so be sure to say hello if you attend! Check the back page of this issue for the AtariWatch Calendar with details of the show.

GAME TERMS

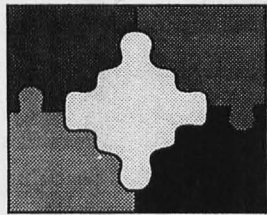
If it's been a while since you played video games or if you haven't had any gaming experience, some gaming may seem alien to you. Here's a little glossary to help you understand what your kid is talking about.

Boss—A large, difficult to defeat enemy or enemies. Bosses are usually found at the end of a level and either have one weak spot or must be defeated using a specific strategy.

1 Up—This gives you an extra life.

Power Up—These enhance your character's abilities by giving them a more powerful weapon or a special ability.

Shooter—A game which usually involves a lot of shooting and usually has you controlling a spaceship. —Clinton Smith ■



▼ GAME TIPS ■ Pacland,

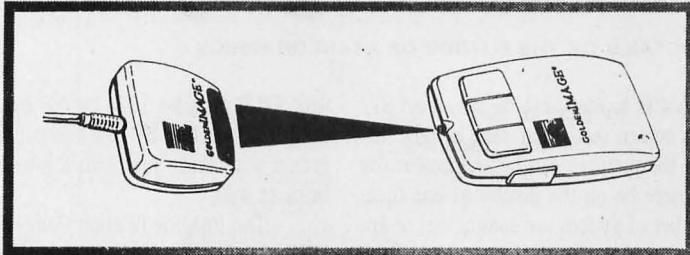
Round 1—Push the 4th fire hydrant left to receive a hard hat that will protect you from falling ghosts.

Round 2—Push the 2nd tree stump left to warp to Round 9. Round 3—Push the 1st cactus left to become temporarily invincible. ■ **A.P.B.** On your first couple of trips to the speed shop, build up your car's speed and acceleration. Pick up money bags for extra cash to eliminate your demerits. Some money bags can also automatically erase a demerit or fill in your quota.

■ **Clinton Smith** lives for his Lynx. His **APE NEWSLETTER** is published 5 times a year now. Contact Clint at **APE**, 2104 North Kostner, Chicago, IL 60639, or on **GE** at **C.SMITH89**.

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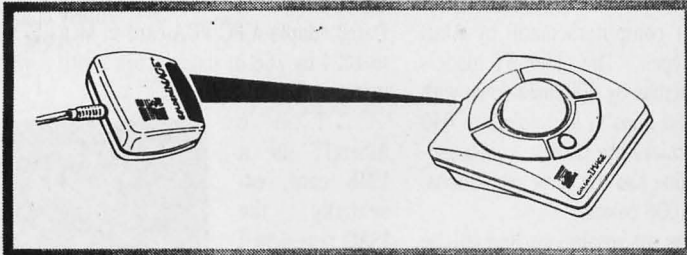
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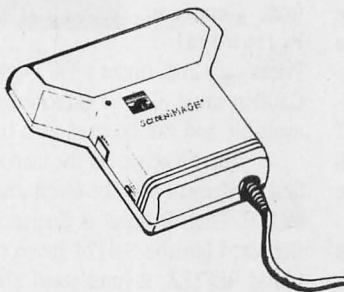
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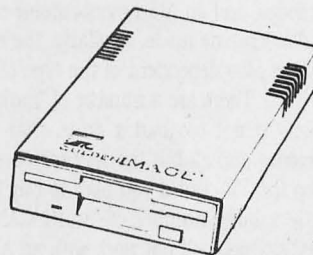
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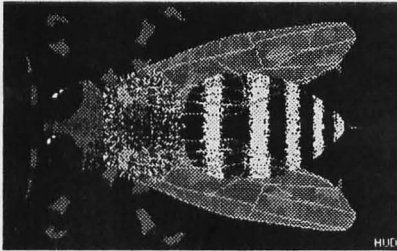


ST ALERT ■ The first boatload of new equipment from the plants in Taiwan is now in Sunnyvale, and the papers have arrived announcing another load coming. There should be ample stock for the upcoming months, and the new TT computers arriving now include a 1.44 megabyte floppy disk rather than the 720K unit shipped to date. Upgrades will be available "soon" for existing

TT and Mega STe owners at "under \$100" according to Atari's Bill Rehbock. ■ **Expressworks in the UK has a cable** available now that will connect your TT to a Eizo Flexscan 6500 twenty-one inch greyscale VGA monitor. For more information contact, Expressworks, 75 Hearth Lane, Upper Hale, Farnham, Surrey, England, GU9 0PX. Phone 011-02520726255. ■

And We Here Highly Resolve...

▼ THE COLORS AND DETAILS OF THE FUTURE OF ATARI GRAPHICS



One of the hotter topics these days in Atari ST/TT circles is screen resolution, that is, how fine the detail of the pictures can be and how many colors can there be on the display at one time. A large number of devices are coming out or are already here to increase the resolution of the Atari family.

The current computers made by Atari come in various types. The older ST models have three resolutions; 320 dots across by 200 lines down with 16 colors showing; 640 dots by 200 lines in four colors or 640 by 400 in black and white. The colors are chosen from a palette of 512 possibilities. The STe line has the same resolutions, but has increased the palette to 4096 colors.

The new star, the TT, retains the resolutions and palette of the STe, and adds three new ones. These are: 320 dots by 480 lines with 256 viewable colors; 640 by 480 in sixteen colors (similar to the PC's VGA) and 1280 dots by 960 lines in two colors.

The number of modes that you can actually use with your computer depends on the kind of monitor you own. With an ST or STe, an Atari color monitor will only produce the color modes, and an Atari monochrome monitor will only produce the monochrome mode. Similarly, the resolutions you can use on a TT is also dependent of the type of monitor.

There are a number of "multisync" monitors on the market, at not too bad a price, that will reproduce all three ST modes and all but the very high resolution mode (1280 by 960) on the TT. But if you plan to buy one, get some advice. There are a large number of "multiSCAN" monitors sold for use on PC's which will not work with an Atari. The difference between multiSYNC and multiSCAN is crucial.

Now the big news is that there are a bunch of devices to increase the ST's resolution to much higher fineness and more simultaneous colors from bigger palettes. They are aimed at the ST line, not just the STe's or TT's, and many are made to be used with the "old" Mega ST only. However, you can expect to see designs being created for owners of all models.

Most of the boards are coming from Germany, but some U.S. ones are imminent. To give you an idea of what's available, Matrix Datensystem makes two boards for the Mega and in VME buss (which are contained in the TT and MegaSTe). The C32 gives 800 by 608 in 256 colors, the C75Z provides 1024 by 768. The performance is stunning.

The ISAC board (Dover Research, a U.S. company - 612-

492-3913) provides 1024 by 768 in sixteen of 4,096 colors, and makes it look like ST Low Resolution to the computer, so programs work fine - just with a huge window. It uses the Mega buss as well.

The Imagine (Wittich Computer GmbH) and Crazy_Dots (TKR, Germany) provide 1024 by 768 in 256 colors. These are also for the Mega ST only. ST-Super-VGA (imported by RIO Datel) adapts a PC VGA card to Mega STs and 520/1040's, up to 1024 by 768 in sixteen colors with a software driver that can increase that to 256.

The AlbertTT is a VME card, essentially the ISAC redesigned for the TT, again by Dover. Other cards for various models are appearing regularly, including one scheduled from Omnimon Peripherals.

Prices vary from under \$600 to over \$1,500 plus monitor costs. Caution must also be exercised in terms of what software is available and can be used with these cards.

There's action on the monochrome frontiers as well. The first excitement was the Moniterm big screen monitor at nearly \$2,000. Titan Designs of England offers a 1024 x 960 resolution card (on the SM124 mono monitor, no less!) for Mega's. Called REFLEX, it runs about \$500 and supports other monitors at higher resolutions as well.

Keep your ears and eyes open, and check AtariUser for future, more detailed articles on this subject. We'll soon cover "overscan", a way to get more pixels on the same old monitor. Like any area of computers, you need to know all the facts to avoid pitfalls, but new possibilities for many kinds of software on the ST abound with these extensions. —Norman Weinress ■



▲ Among other things, Norm Weinress designed early telephone answering machines and dot-matrix printers. His latest creation is the Omnichrome color board, which he was too modest to write about in detail here. We'll find someone else to tell you about it soon.

▼ Keep in mind that if you don't own a multisync monitor now, you will need to buy one or something similar to use some, but not all of these new graphics gadgets. There are devices that have been announced that will allow you get some extra benefits from an Atari color monitor, and others that allow higher resolution on an Atari monochrome monitor.

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▼ So, you think you're 'game?' If in fact you really are, this is for you. Upon checking back in the files a bit I've found some pretty interesting uploads. This month the name of the 'Game' is DEMOLITION MAN, the hottest downloadable game in the last 30 days, but, next month it will no doubt change.

Free Games! —Part One...

Games for the ST seem to cover every conceivable idea to date. Back in 1986 the first game uploaded to GENIE's files was ELIZA.TOS, and it is still billed, as it was then, as the, "...computer psychologist for the ST." Warning is given stating that ELIZA is, "pretty intuitive!"

Since that post on June 8th, 1986 we have passed thru five years of continual game playing, revisions, and more revisions. What follows is a list of some of the many collectibles and favorite games that we have seen during the past half decade. We'll have more of the same in Part 2, next month!

When trying some of the games written for the ST, particularly those from Europe, you may need to change the video shifter from 60 to 50 hz. CHANGEHZ.PRG will do that for you.

DMLTNMAN.ARC contains DEMOLITION MAN, a new commercial-quality puzzle game by Clayton Walnum of Delphi and ST-Log fame. He

says that though it only takes a minute to learn it takes a long time to master. The games are quick, but, you may not be able to stop playing them so quickly. It works in low resolution only.

No doubt only a very few people have never heard of the notorious PACMAN; one of the true computer game legends. PAC-MAN FROM GERMANY was written in GFA Basic and is for color monitors. This version has already been compiled so you don't need GFA BASIC to run it. Source code has been included, though. For one or two players.

HACMAN is a "PacMan" type game written by David Baggett to demonstrate the "Animatic Animation System." it has 50 levels, and runs on COLOR systems only! HACMAN2.ARC contains the latest version with new levels and digitized sound. HACMN115.ARC is another version of HACMAN2. MAC-PAN is for folks that wish to develop PACMANers, but, have Monochrome Monitors. It is billed as "...top notch, with smooth play and multiple mazes."

No doubt as famous as PACMAN is one of the most currently popular games, TETRIS. In '89 STTETRIS.ARC was posted. It was/is a fine execution of the original Soviet-designed game, though this file was explicitly based upon SUNTETRIS. Color, low or medium resolution. STETRIS2.ARC was posted in '89 as well for monochrome monitors. In '90 TETRASID.LZH, a version written in Laser C for color was added. PILEUP 2 followed, then PILEUP3.ARC became the '90 version, color only, with TOS 1.4 compatibility, though. PILEUP31.LZH followed in '91. COLLAPSE.LZH v.1.1 should also be investigated. Other clones include VALGUS20.ARC and VSQUARED.LZH.

Under the heading of sensational games one might also include games like BLASTER from Europe, a Defender-like

game, and ROBOTZ.LZH, also a very addictive file that makes you into a soldier charged with the responsibility of stopping the robots! Also, and while on the subject of robots, you can help Dr. Who escape the robots in DR. WHO GAME.

SPACE INVADERS and the variety of clones similar to it occupy the free time of many folks. STINVDRS.ARC has been d/l'd a mere 1,886 times! It was uploaded in '87, it's fast and has great sound. INVADER.ARC will work in mono! BELLUM.ARC came from a UK magazine, and it requires fast trigger action.

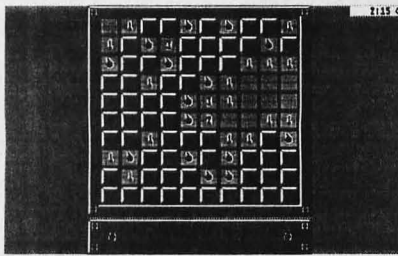
OUTERLMT.ARC will allow you to shoot alien ships and defend against meteorite storms. And talking about shooting brings to mind SPARROW.LZH, "Operation Sparrow," that lets you battle tanks! HAWKS.LZH is another popular shoot'em up game. It's similar to Nintendo's Duck Hunt.

One can explore the world through the magic of gaming. CAPITAL ST, a board game, allows you to become a playtime real estate wizard. WORLD.LZH will teach you the name of various capitols from around the world. Once you know where you are going, you can pretend you are living in the 1800's and sail the world, which will often require combat with enemy ships, and trade in some 15 different cities. The game is called Taipan. TPN_114.ARC will do it. While you're in the 1800's, you might as well mine some gold as well. Download MINER.ARC.

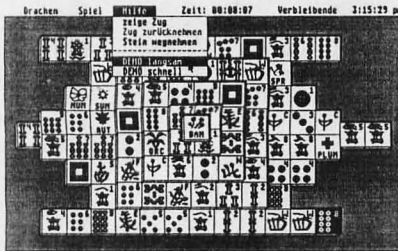
In THETATEN you battle the Saucerbots of ThetaTen in an effort to regain the abandoned mineshafts wherein a rare compound has been discovered. And, since you are now rich, you had better start thinking about planet colonization and marketing skills. Develop them with COLONY.ARC.

BREAKOUT.ARC was uploaded in 1987. Since then several clones have also been designed. BNOID.ARC is a good version. STRIP BREAKOUT, an R-rated version from France might be my favorite. LAZEBAL.LZH lets you use a laser beam instead of the pinball machine format.

BALLBUSTER sounds fascinating <smile>. It's a "magical game of ball bouncing and catching with outstanding graphics." In SPECTRAL SORCERY, "spectacular graphics and brain-numbing strategy are combined in this captivating and original game of magic and mayhem." And on the subject of great graphics, MOONLORD allows you to battle aliens. And, AIRCRAFT PD ARCADE GAME let's you "wreak havoc" as you fly your plane. Other games with great graphics might include MEGAMAZE GAME and also FLOYD THE DROID ON THE RUN, a winning entry in Delphi's ST programming contest. By the way, for pure "aMAZEment" try LABRINTH.ARC, TUNLVISN.ARC, and ROCM.ARC, "a graphic adventure science fiction arcade game." Excellent graphics with great sound by the G.I.S.T. sound generator. OPUSNR1.ARC is a very well written vector-graphics game from a German author. Very fast! The author did an excellent job on this flight simulation and arcade-like shooting game (Mono). LANDER.ARC is a winning program of a German programmer's contest, and features



▲ Demolition Man



▲ Drachen

an exact analysis of your flying skill, particularly landing (Mono).

ELIMINAT.ARC - ELIMINATION lets you play cards against six computer generated players. It's a "must-have." Other must-haves must include WHEEL OF FORTUNE. It is up to version 3. And talking about popular, MONOPOLY.ARC has been downloaded over 1,438 times!

MILLE BOURNE "Mille Bourne," the classic French automobile road race card game has been popular, too.

And, while on the subject of games that have been real popular, GALACTIC.ARC, complete with Galactic warriors, has been downloaded over 1,560 times!

JEOPARDY.ARC was uploaded in 1987 based on the TV series (mono only). '91's version JEOPARDY.ARC (2_0) is the latest (color o.k.).

Dungeons and Dragons-type games have been amongst the most popular as well! EAMON2_0.ARC was the answer in '87. For same, you must also download EAMONRUN.ARC. EAMON3_0.ARC is the improvement. You would do well to check out DGDB.ARC, a multi-player game similar to DANDY that lets you conquer monsters, and fight to obtain the keys necessary to open doors to new screens and adventure. Careful though, you might get blown up by TNT! HACK.ARC is a Dungeons and Dragons-type game where you (the adventurer) descend into the depths of the Dungeon in search of the Amulet of Yendor (reputed to be hidden on the twentieth level.) HACK30.LZH is the improvement of Hack. LARN3.ARC from '88 is also recommended. LARN12.ARC is "Caverns of LARN" the text graphic from '89. SOKOBAN.ARC should also be investigated. MORIADIS.ARC is version 5.2.2 of Umoria, a dungeon exploration game that originated on the VAX. MORIABIN.ARC as well, for D&D!

Space, the final frontier—or is it? That question gets asked daily by the millions of space game explorers. SPACWAR2.ARC, downloaded 1,052 times, is version 3 of SPACE WARS. TREKTOS.ARC is a version of the Star Trek game family, but different. STARTREK.ARC was actually one of the first uploads to GEnie, back in 1986! S_TREK_2.ARC arrived in '89. Another space game you should download is VIRTUE.ARC (Mono o.k.).

CHECKERS.PRG lets you play checkers against the computer and is a nice game. But, what about REAL games, the kind found in Vegas? BLACKJK.PRG is great for Blackjack. POKER.ARC works in Medium resolution for one-player stud poker. CPOKER.ARC features draw poker (mono o.k.) CPOKER25.ARC is the updated version for color and better sound. VIDPOKER.ARC is a running Vegas-style poker machine. POOLMONO.PRG is a mouse-controlled Pool game.

CRAPS.ARC will add to your collection.

FOOTBALL.ARC lets you play the game that, unless you are hard-headed, you better not play for real. CLRKRABT.ARC is a fine chess game from Germany. GEMLIFE.PRG is the famous game of LIFE, from Scientific American. BUBBLE.ARC lets you blow a bubble and move it around the room. TACTOE.ARC let's you play the computer in a good old game of tic-tac-toe.

LODRUNR2.ARC is a clone in the LodeRunner family (mono only). GOUP.LZH from Germany allows for 1-4 players as well. BLOBBRUN.ARC is second of the Legendary Lost Grimware Games from Lethbridge lads—what LodeRunner "could have been."

Ah... upon thinking about what really has to be included but really has no place to be put, MOUTHII.ARC is MouthII, a talking program that 'tells' really bad, even offensive jokes.

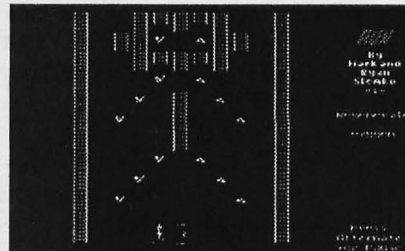
Race car games are always a good bet when entertaining. RCCAR.ARC is for one player only and is joystick-controlled like a radio-controlled car. GRANPRX2.LZH is a racing game written in STOS Basic that features multiple progressive levels with good graphics and sound.

DARTS.ARC may be the only dart game I've seen. SHERLOCK.ARC is a Sherlock Holmes who-done-it game. What's your sign? HOROSCOPE.ARC might be for you; it should provide you with the help you need while seeking information from the planets.

Very good and popular, and one of my friend's absolute favorites, is ENG_DRAC.ARC. The file contains Drachen, a variant of the ancient Chinese game of Mah Jongh, also known as Shanghai. This is a color version. It's been translated into English. An ideal "thinking man's" game! For the Mono Version try DRACHEN2.ARC where you also recognize and match pairs of oriental tiles to remove them. Selecting the demo mode is an easy way to learn to play.

Last, but not least to be covered this month, is the game ECOLOGY.ARC. The game is ECO, never released in the USA, but is available as in import game by Ocean. It has great MIDI sound, 3-D animation, and operates a bit like Dungeon Master, but is all about living and mutating from bugs to higher forms of life.

Next time: More of the hottest, coolest, free, public domain games for your discerning ST pleasure! Good luck! — Ron Berinstein ■



▲ Robotz

■ Ron Berinstein (AU) is the busiest human we know. He is a concert producer and talent manager, runs a top-notch jazz nightclub/restaurant (Hollywood's Vine Street Bar and Grill—plug), operates a pasta manufacturing shop, sells said pasta to dozens of Hollywood's finest dinner spots, teaches Karate, runs the CODEHEAD QUARTERS BBS, and is a new homeowner. If anyone sees him, ask him to call us at the office...

■ WHERE TO GET THESE PROGRAMS—Most or all of the programs mentioned in this column are available for free (not counting connect time charges) from many telecom services and public bulletin boards.

GEnie telecommunications service is the official home of Atari Corp. online support for the ST line of computers. For a FREE signup, call GEnie with your modem set to half duplex (local echo) at 1-800-638-8369. When you get the CONNECT message, type HHH and press RETURN. At the U# prompt, type this log-on code EXACTLY as shown here: XTX99428, ATARIUSR and press RETURN. Have a major credit card or checking account info handy, and follow the prompts to sign up.

CompuServe is the home of a comprehensive official Atari Portfolio Support Forum, and the ST and 8-bit areas are also popular. Call 1-800-

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The CODEHEAD QUARTERS BBS is Ron Berinstein's home base, and all of these programs can be found there. Call 213-461-2095.

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AtariWatch '91

▼ Here's the schedule of 1991 Atari appearances as scheduled.

November 23-24: *Lake County Area Computer Enthusiasts*, in cooperation with Atari Corp., presents the **Chicago Computerfest Atari**, November 23 and 24th 1991. Show hours will be 10:00 AM to 5:00 PM both days.

The Chicago Computerfest has been brewing for over a year; the first thoughts about co-sponsoring an international computer show began after LCACE's successful "Atari SwapFest" held in June, 1990. With help and support from Greg Pratt, Bob Brodie, and others at Atari Corp. plus Larry Grauzas, Mike Brown and others at LCACE, the Chicago show is the first "partnership" show for Atari.

Plans include a Gaming Room with two full MIDI-Maze rings with on-going competitions. There will be LYNX competitions for fun and for prizes. The space adjoining the main convention hall will be configured as a "classroom" setting. This area will be available for developers to teach, in a "hands on" environment, the use of their products. Free seminars in three rooms will be available free to attendees. (Some special presentations will have additional admission fees.) A special 8-bit computer support area is also expected. Atari will sponsor a Welcome Reception Friday night. Saturday night will offer a Banquet, and more activities are being planned.

The Chicago Computerfest will be at the Ramada Hotel O'Hare, situated just outside the northeast gate to O'Hare International Airport, near the intersection of I-90, I-294, and I-190. There is complimentary shuttle service provided for hotel guests from all airport terminals.

Need details? Write: Chicago Computerfest by Atari C/O LCACE P.O. Box 8788 Waukegan, IL 60079-8788, or call the 24hr Hotline at 708-566-0682. Have GENIE? EMAIL to GEmail address M.BROWN56.

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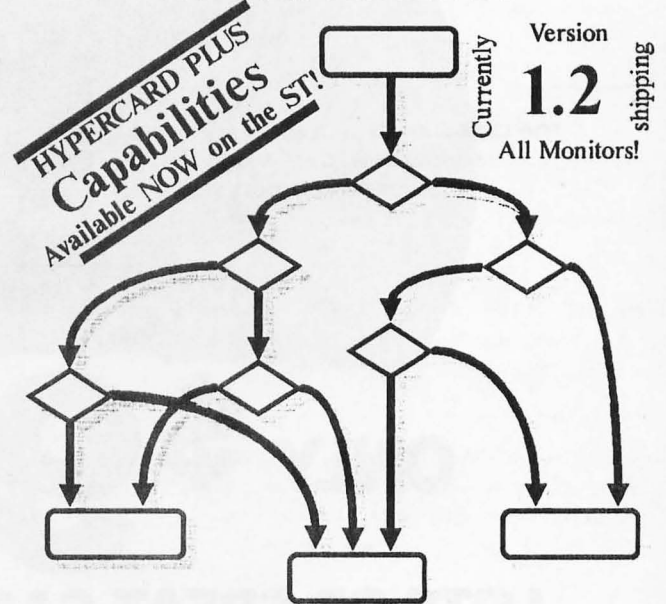
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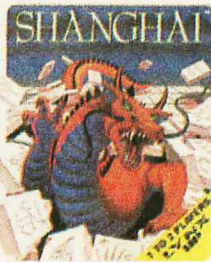
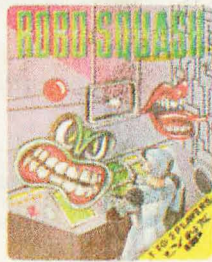
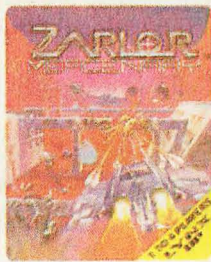
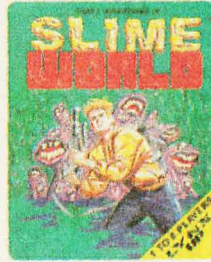
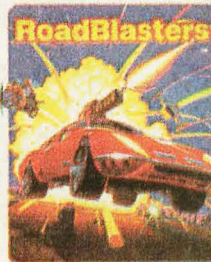
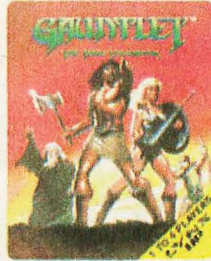
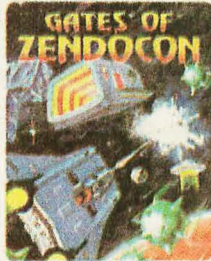
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