

ST TT Portfolio Lynx XE

August '92

Atari User

**Waiting
for the
Big 'One**



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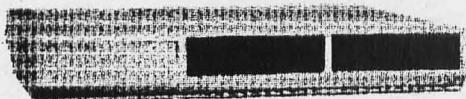
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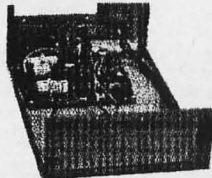
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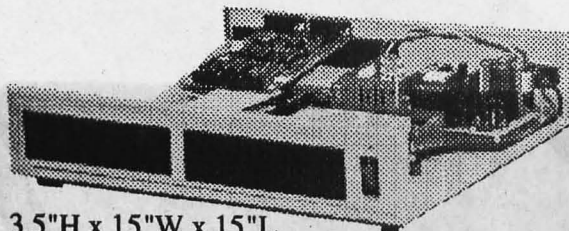
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■ Whole lot a shaking goin' on...

We're waiting for the **Big One**. We felt the earth move in June and July as a series of record earthquakes rocked California (coordinating editor Matt got a bump on his head and for the second time a Southern California quake killed one of our office hard drives). In the meantime, we Atarians wait for the Big One to be released by Atari, in hopes of rocking the computer landscape with new features and power.

It's the "Falcon" we're talking about here, the new machine to be unveiled this fall. But, as you expected, we have more than a hint of what to expect from the Falcon (or whatever it ends up being called) in this issue of *AtariUser*.

July and August vacationing takes its toll on everything in the computer industry, and *AtariUser* is no exception. But we are here again, on time, this and every month, when some magazines toss in the towel and take a break. We think that you prefer it that way.

Our outstanding information this month includes an extended Q&A session on the Portfolio with BJ Gleason. *Lots'a* news, new products, and our comprehensive *AUs AtariLand Calendar* as usual. Add our *Resource* section with a directory of the membership of the Independent Association of Atari Developers, and you've got another "keeper" issue of *AtariUser* for your future reference.

We're adding new staff members at *AtariUser*, and will be reorganizing the operation to make it easier to get in touch with us, to subscribe to us, and to pass us the information we all need to help keep Atari Users happy and productive. More on that next month.

Also in the months ahead, look for our 8-bit Atari column to cover some exciting new software from Europe, and our MIDI column will return with developer-by-developer analysis of the music software systems for the Atari.

All in all, we think you'll be pleased to know that our changes are taking our established efforts and making them still more stable, at a time when stability is rare.

— John Nagy, Editor-in-Chief, *AtariUser Magazine*

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■ AtariUser

■ August 1992

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Atari's now backing the Lynx with improved marketing.

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As a writer for AtariUser, a software developer, and as a Sysop on CompuServe, BJ Gleason gets asked a lot of questions. Not that he mind questions, but a lot of them get asked over and over and over again. So here, for the first time anywhere, is your definitive Portfolio answer resource! In this column he'll answer these "Frequently Asked Questions." They're not in any particular order, and the names have been removed to protect the (uh, not so) innocent...

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Complete Listing of the Independent Association of Atari Developers
These developers do something almost unheard of in other computer markets: they share information, experiences, contacts, distribution information, and much more. The members of the IAAD have found that generosity begets generosity, and that competition among comrades means improved sales and reduced costs for all.
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Publisher
Steven W. Lesh

Editor
John Nagy

Assistant Editor
John King Tarpinian

Coordinating Editor
Matthew J.B. Sheldon

Editorial Staff
Ron Berinstein
Clinton Smith
Norm Weiness
Chuck Steinman
B.J. Gleason
Robert Jung
Eric Bitton

Art Direction
Steven W. Lesh

Advertising Director
P. Kevin Horn

Distribution
Matthew J.B. Sheldon

Offices
113 W. College St.
Covina, CA 91723-2008
818.332.0372
FAX 332.2869

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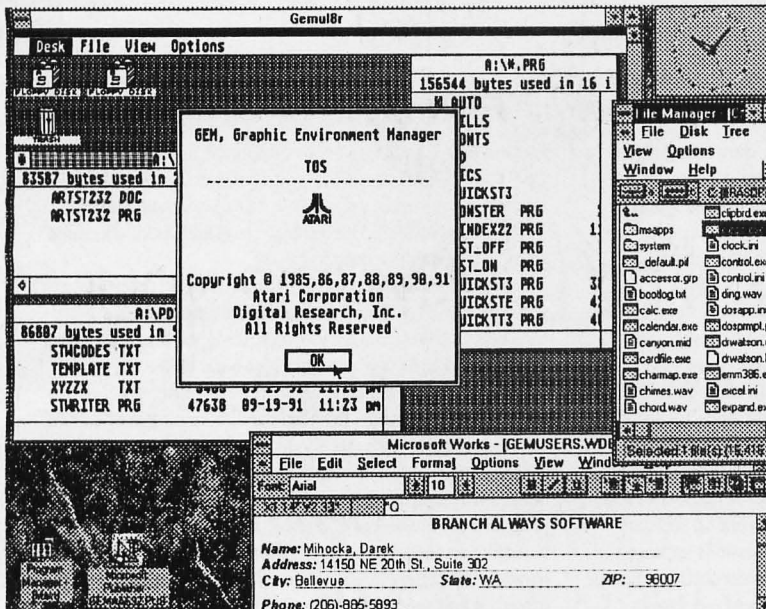
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If you missed the recent *Gemulator* demos at the Toronto ACE show in April, the Indianapolis MIST show in July, or the Connecticut show in August, then don't miss the *Gemulator* booth at the Glendale show, Saturday September 12, 1992. Come see *Gemulator* for yourself. Using a PC was never so easy!

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All products mentioned are trademarks of their respective manufacturers. MS-DOS and Windows are registered trademarks of Microsoft Corporation. *Gemulator* includes a board which allows you to plug in any version of TOS, from TOS 1.0, to TOS 1.4, to the new TOS 2.06. Two versions of TOS may be plugged in at once for improved compatibility with some ST software. You can even run two different ST programs at the same time, each one using a different version of TOS and running in a different screen resolution! *Gemulator* eliminates the need for having separate color and monochrome monitors and allows you to switch between color and monochrome modes without rebooting the PC. MIDI software and some copy protected software is not currently compatible with *Gemulator*. List price of *Gemulator* after September 15, 1992 shall be \$399. So order early!

AtariUser News

Waiting for the Big One... The Atari Falcon 030

Even though no official word is available, even though Atari has maintained a lid on details, and even though some leaks claim that the new computer to be unveiled this fall won't bear the name FALCON, the rumor mill has provided ample pseudo-information on what is expected to be a remarkable machine.

Atari held an invitation-only Falcon developer conference in London on June 27th, attended by over 120 developers. Sam Tramiel, Bill Rehbock, and John Skruch were among those attending the conference for Atari. In addition to the Atari personnel, a few experts were brought along to discuss features of the Falcon and programming the Digital Signal Processor. Reactions from the intense one day affair varied from the positive to the wildly enthusiastic. A number of the developers that attended are not currently working on Atari platforms, but the demonstrations and discussions appear to have convinced all of them to either reconsider their position or to immediately add Atari to their development programs.

Sam Tramiel has planned to reveal the Falcon technical details in live conferences on the GENie and Delphi telecommunications networks in early August. This will be in preparation for the huge Dusseldorf Atari Messe ("fair") in Germany, August 21-23, where the public should see the Falcon for the first time. Commercial availability for the units is projected for later this fall.

A first look almost came early, through the efforts of Atari Advantage Magazine. An exclusive Falcon story, complete with photographs of the outside and even the motherboard of the Falcon, was planned for their June issue. However, delays in production caused that issue to become the June/July issue, and then negotiations with Atari Corp regarding non-disclosure matters caused the photographs to be dropped and the printing to be further delayed until late July. The photographs will instead be featured in an upcoming issue of Atari Explorer (see related story, below). The Atari Advantage Falcon article remains generally complete, and is recommended reading, even getting "thumbs up" from Atari officials. The Falcon issue should be available at Atari dealers well into August.

Speculative Specs

The Falcon 030 (it may still be called something else when released, but this name is now seeming to stick) will feature a 68030 running at 16 MHz, in the 1040-style one piece cabinet, and feature "more colors than you can see, more sounds than

you can hear", and use a Motorola Digital Signal Processor DSP 56001 (like in NeXT). It will have an updated TOS operating system that will include MultiTOS multitasking. That much is official. The rest is via leak and speculation, and as such, subject to change.

MultiTOS was developed by Atari Corp in cooperation with Eric Smith of the Mathematics Department at the University of Western Ontario. Eric designed the multitasking kernel called MiNT, which forms the basis for MultiTOS, a combination of ROM code in the TOS and extensions on disk. Message pipelines exist between parallel running applications, allowing controlled interaction of simultaneous processes in different windows. Old-standard desk accessories are now unnecessary due to CPX modules and the ability to run programs simultaneously, in effect, making every application work like an accessory. Under MultiTOS, if one of many parallel running applications should crash, the others remain protected and safe. A more limited version of MultiTOS for older ST computers is expected to be available as software.

According to the Atari Advantage Falcon story, the Falcon case will be a dark grey, similar to the color of the Portfolio and STacy. It will feature an STe/TT compatible LAN port plus an industry standard SCSI II peripheral port, stereo microphone and headphone jacks, STe extended joystick ports, a DSP port, and a built-in speaker. This last item is important as the Falcon will be able to use standard high resolution color multisync monitors which typically have no audio. Older Atari monitors will also be usable with an adaptor. Broadcast quality TV compatible video is offered with built-in genlock and "true color" 32,768 color capacity plus a variety of other modes (including all ST modes).

Sound? Yikes. Sixteen-bit digital record/playback in resolution up to 50 kHz (better than an audio CD) in up to eight channels, with direct-to-hard-disk recording, with a DSP port allowing digital audio transfer rates of up to a megabyte per second. An STe 8-bit and ST three-voice sound will be supported, making the Falcon as close to 100% backwards compatible as possible.

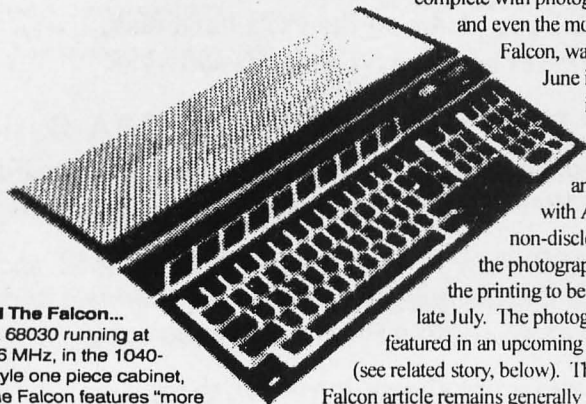
Also in the copyrighted Advantage article are observations of on-board sockets that appear ready for addition of alternate CPU devices, such as PC or MAC emulators. With the dramatic speed and PC compatible video, emulation should be a snap. Other internal items included a fan and an internal hard disk—a 2.5" 40 meg unit in the one Advantage cracked open. A daughter board held 16 meg of RAM in a plug-in module.

Price? It is said that the Falcon 030 will start at under \$700.

Watch this space—AtariUser will feature an official feature list and review as soon as Atari commits itself, probably at the show in Germany in late August.

■ The Falcon...

A 68030 running at 16 MHz, in the 1040-style one piece cabinet, the Falcon features "more colors than you can see, more sounds than you can hear", and uses a Motorola Digital Signal Processor DSP 56001 (like in NeXT). It will have an updated TOS operating system that will include MultiTOS multitasking.





Atari Party

The first week of July marked the 8th anniversary of the Tramiel family ownership of Atari Corp and the 20th anniversary of the original Atari Corp started by Nolan Bushnell. Sam Tramiel addressed company employees at the annual company picnic, held outdoors just outside Atari headquarters in Sunnyvale, California. The mood was good, elevated by frank and open discussions of the company plans and the coming products. No, the press was not invited.

Lynx goes West

As Atari gears up for the Jaguar game console to be released in 1993, the Lombard, Illinois offices of Atari Entertainment are being relocated to Sunnyvale. Home of the Lynx development team, Lombard will remain open as a programming center, but sales, marketing, and support for the Lynx and soon the Jaguar will be part of the California operation under the guidance of Bernie Stolar. Leaving Atari are Larry Seigal and Dana Plotkin, who did not wish to relocate.

ST-Book, Balks

The sexy ST-Book was expected to be available in quantity by mid-summer, but still is out of sight. According to Bob Brodie, part of the reason is the need to improve the sight of the screen. Test results from all over say that a backlight is simply required, regardless of any loss of operation time that it creates. The ST-Book prototypes have operated for as long as 11 hours on a charge, and a backlit screen would cut that by more than half. And backlights seem to be an all-or-nothing affair, screens that can be backlit can't be read without a backlight. If Atari does a retool for a light, the entire notebook computer will become something else altogether. At a later and later date. Another problem is the ever-tumbling prices of PC notebook computers. At the \$2,000+ projected price of the Atari ST-Book, careful buyers could buy two reasonably competent IBM compatible units—with software.

The Empire Strikes Back...

Nintendo and Atari Corp have jointly announced that Atari has withdrawn its appeal of a jury verdict and judgment in favor of Nintendo. Atari had sued in a long and expensive trial based on antitrust grounds against Nintendo in Federal Court in San Francisco. In the end, the jury was unable reach a decision

regarding monopolization and restraint of trade, but found that Nintendo did not monopolize the video game market. Atari had claimed substantial damages, and had planned appeal. The announced agreement may be beneficial to both parties, as Nintendo will not proceed with its request to recover certain court costs from Atari based on the parts of the suit that was decided in Nintendo's favor.

While some observers have decried the situation as a total loss for Atari, it appears to others that Nintendo and the videogame market in general made a number of changes in operation after the filing of the suit. Those changes, prompted by allegations in Atari's suit, have resulted in a much more competitive and healthy electronic entertainment marketplace, marked by a variety of game systems now competing at half of their introductory prices. Atari's own systems also are enjoying improved sales in the new atmosphere of competition. As another example of the crumbling of the Nintendo empire, Lewis Galoob Toys announced in July that it has been awarded a \$15 million judgment against Nintendo. The award represents compensation for profits lost when Galoob was enjoined from selling its Game Genie Video Game Enhancer for the Nintendo Entertainment System due to an infringement lawsuit brought by Nintendo. The judgment follows a July 1991 ruling that Galoob had been wrongfully enjoined from selling Game Genie for the NES, and the U.S. Court of Appeals unanimous decision in May 1992, affirms that ruling.

What ever happened to the AUA?

Many individuals and Atari user groups sent money to the Atari Users Association in 1990 and 1991, and haven't heard from the group since. Intended as a "unified voice" of Atari users, the group offered a software library, a newsletter, and high hopes, but suffered from lack of real purpose and direction. In mid 1991, the AUA took up the cause of working against piracy, a campaign that attracted positive attention and more membership. However, shortly after the AUA took the anti-piracy stance, Derek Signorini, president of the AUA, received a phone bill totalling almost \$2,000, apparently performed by a "phreaker" as a warning to the AUA against further activity. Derek reportedly used the existing AUA finances as well as cash raised by the sale of all of his Atari equipment to pay a settlement of 1/2 of the bill. According to Eric Lambeth, who wants to reorganize the AUA, no funds whatsoever remain to make refunds to the 253 members who each paid \$10 to \$15.

Since the reasons for the closing of the AUA have been made public, Derek Signorini released an 8-part "expose" on the problems he encountered while piloting the AUA. In it, Derek makes bitter accusations of political pressure and hidden

■ ATARI IN FORBES

The August 3, 1992 issue of Forbes Magazine recounts the Atari story in a two-page article called "Cheap Didn't Sell" by Dyan Machan. The famed business/industry reporting magazine blames Atari's troubles on the Tramiel family's penny pinching. Machan states that second-quarter 1992 financial statements (unavailable at press time) will be far worse than the first quarter when Atari lost \$14 million on \$44 million in sales. Further, the article says that Jack Tramiel has personally taken over day-to-day operation of the company, moving his son Sam out of his former office. The article does mention the new line of Falcon computers and the Jaguar game console, but speculates that Atari has less than half of the cash needed to perform an appropriate roll-out of the new products. Atari officials aren't happy with the Forbes article's tone, but some observers are saying, "Any press is more press than we have had. A lot of readers will discover that Atari is not dead, at least."

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■ ATARI EXPLORER TAKES ADVANTAGE

The publisher and editor of Atari Advantage (a new Atari ST magazine) have been hired to take over production of Atari's in-house magazine, Atari Explorer. Mike Lindsay and Darren Meers are relocating to Sunnyvale to pilot the glossy bi-monthly Explorer after their short stint producing their own Atari magazine. According to Lindsay, many subscriptions were either not billed or charged in anticipation of the move. Paid subscribers will be given options on conversion to a subscription to Atari Explorer.

Lindsay and Meers were part of ST-Informer (an Atari ST news tabloid) for four years, and both left Informer in January 1992 over a dispute regarding ownership and control. Their own magazine, Atari Advantage, had established a respectable circulation, but Atari Corp elected not to bring Advantage in-house as an additional magazine. Will Atari Advantage continue publishing under new management? At press time, nothing could be confirmed, either way.

The naming of editorial staff for Explorer ends months of conjecture about who would take over for John Jainschigg. John declined to move to Sunnyvale from his New York offices where he produced Explorer for the last two years.

Bringing Atari Explorer to the home offices is part of an overall consolidation of executive efforts and attentions at Atari. Overseeing magazine operation will be Atari's Bernie Stolar.

AtariUser News

agendas on the part of various media and Atari employees that allegedly led to suppression of the AUA as an organization.

Meanwhile, Eric is attempting to get the AUA back on its feet, and is offering to reopen the software library, user group directory, and article exchange for user groups. He will honor paid memberships but asks for donations of \$5 or more. For more information, contact Eric Lambeth, P.O. Box 1062, Springfield, MO 65714-1062, GEnie: E.LAMBETH.

SPA Fights Piracy

An FBI raid on a Boston bulletin board system (BBS) yielded seizure of computers and records of operations that show illegal distribution of software to users in 36 states and 11 foreign countries, including Israel, Australia, Canada, Croatia, France, Germany, Iraq, the Netherlands, Spain, Sweden and the United Kingdom. The BBS was "Davy Jones Locker" and operated by paid subscription, offering users access to over 200 pirated programs ranging up to the \$3,500 AutoCAD system, and a number of prerelease versions of software that can't even be bought by the general public. No arrests were made yet, pending further investigation of criminal charges. Civil suits have been filed in Federal Court by the Software Protection Association on behalf of their member developers, charging board operators with copyright infringement and seeking an unspecified amount of compensatory damages. The SPA estimates software piracy worldwide costs the computer industry \$10 billion to \$12 billion a year.

In the Atari market, some small developers have had piracy of their products make the difference between success and failure of their companies.

Other news from the SPA via surveys of over 1,000 home computer and video game users... 40% of entertainment software users in the survey and 26% of education software users admitted to the SPA that they copy software from friends, work, or from school.

Education and recreation software rank nearly equal in use by those who use them, logging an average of four hours a week per user. There are, however, many more game users. Nearly 40% of entertainment software homes have no children, while only 22% of education software is in childless homes. Personal productivity software comes out highest in homes with no children, but not far above entertainment programs. Personal productivity software users own an average of 3.6 programs, while entertainment users own almost ten.

For those with a high school education, computer use is less than one third that of video games. College degree user's PC use at home is about double their video game usage. PC use is also tied strongly to income, with 41% of homes with PC's having incomes over \$50,000, versus only 23% for those with video games.

Calamus News

Nathan Potechin, President of ISD Marketing since 1987, announced the formation of DMC Publishing, Inc.. "In order to place a stronger emphasis on what has become the main activity of ISD — the Calamus SL product line — we've restructured to better address the needs of our many Calamus customers," said Potechin in a July 9 press release. He plans for the new corporation to continue to work for increased market share for Calamus as well as acting as an OEM Reseller and Value Added Reseller (VAR).

In late June, ISD Marketing, Inc. (now DMC Publishing, Inc.) awarded major prizes in the 2nd Annual Calamus Family Creativity and Design Contest. First Prize Winner of \$1,500.00 worth of AGFA Compugraphic fonts for use in both Outline Art and Calamus went to Dan Marusich of Absolute Visuals out of Tuscon, Arizona. His submission was of multiple logo designs. Second Prize (an Atari SLM605 laser printer compliments of Atari) went to Rolf Berger of Images Unlimited in Ottawa, Ontario, for a report cover design. Third Prize was a complete Calamus SL package won by Joey (REALM) Sherman, for his "Grog, Bob, and the Almost Oval-Looking Red Thing with No Real Purpose." Fourth Prize went to Jamie Todd of Chimera for his cassette sleeve design. Jamie and his band, Radio Silence, also use their Atari equipment for music composition and performance. Fifth Prize went to Steve Kaleita for his T-Shirt design, "Robot."

Calamus SL Upgraded

A free upgrade for Calamus SL owners is now offered by DMC. Registered owners will receive upgrade instruction by mail, and there is only a \$10 shipping and insurance charge. Many of the features of SL that were previously inactive or buggy are now up and running as they should be. In addition, Calamus SL now includes a new standard module, the Focoltone color matching system. Focoltone Ltd. is a U.K. firm that offers precision color modules for all major DTP platforms and software. Available in addition to the software (which is included with the upgrade) is a 763 color Swatch Book (\$79 US, \$95 CDN), a set of 16 Color Charts with process color specifications (\$169/200, also available on newsprint), and a Color Specifier Chip Book with 5 swatches of each color (\$200/240). Owners of Calamus 1.09N can still upgrade to the improved Calamus SL for \$200 US, \$229 CDN.

More Modules for SL

Three new modules now join the availability list as add-ons for the modular Calamus SL. The DATAFORMER module comes in two parts — RASTER and VECTOR, used to convert Calamus graphic frames or pages to other file formats for export. Raster will export to Degas (PI?), Doodle (PIC), NeoChrome (NEO), STAD (PAC), GEM Image (IMG), Enhanced Simplex (ESM), Block (BLK), PC Paintbrush

AtariUser News

■ NEW HOST BRINGS CD, FLOPTICAL TO ATARI

ICD Inc. has announced a new host adaptor that will enable standard ST computers to use industry standard SCSI devices, including hard drives, CD ROM drives, and flopticals designed for IBM, MAC, and Amiga. Pricing has not been announced, but "The Link" will be a self-powered molded cable-box affair that will connect to Atari's DMA (ACSI) port and plug directly to standard 50-pin Centronics SCSI ports, giving instant and complete access to virtually any peripheral using SCSI, with up to 8 devices at one time being supported. Better yet, MS-DOS formatted devices will read and write directly and transparently from the ST without modification, using ICD's driver software. CD-ROMs are now supported through The Link's extended SCSI commands, with a re-written MetaDOS driver to support the SCSI-2 standard for CD-ROM players. The ICD Link will be premiered at the Atari Messe in Dusseldorf, Germany in August. ICD is taking orders now with shipments expected in mid-August. For further information, contact Thomas Harker at ICD by phone (815) 968-2228 extension 120, or FAX (815) 968-6888.

(PCX), IFFILBM (IFF), TIFF (TIF), Targa (TGA), Calamus (CRG), and GIF87a (GIF). Vector will export to Calamus (CVG), GEM Metafile (GEM), Autocad (DXF), HPGL Plotfile (PLT), Encapsulated PostScript (EPS) and PostScript (PS). There are choices of saving with Color, Grayscale or Monochrome; you can specify ALL or STANDARD (VDI) colors and filled or outlined fill patterns. There are also options to save 1-, 4- and 8-bit grayscale or 8- and 24-bit color. For PostScript files, the options include filled or empty fills and you may choose to save an image with the file. For EPS you may choose to attach a TIFF with the converted file. Dataformer will not enable import of PS or EPS files into Calamus SL. Dataformer is \$100, \$120 CDN.

The new MOUNT module (\$50/60) allows printing more than one page on each sheet of printed paper, handy for small format publications.

The BRUSH Module (\$30/35) is a raster graphics editor that allows you to select from a palette of 20 brush sizes and shapes (including variable) and then access the same color table that is available in the other modules.

Previously available add-on modules include: Speed Line Autotracer (\$50/60) converts a raster graphic to a vector graphic within seconds; Color separation module (\$50/60) allows definition of separation filters, including undercolor removal and adomment (spot color); and the Vector Graphic Module (\$100/120) which allows the creation and editing of monochrome or color vector graphics.

DMC Publishing, 2800 John St., Suite 10, Markham, Ontario L3R 0E2, phone 416-479-1880, FAX 416-479-1822.

NeoMovement

Gribnif Software, makers of NeoDesk, STalker, and importers of Arabesque and Convector (and other cool goodies) has moved to new offices. New address and telephone numbers are effective immediately: Gribnif Software, P.O. Box 779, Northampton, MA 01061. Phone (including technical support): (413) 247-5620. Fax line (24 hours): (413) 247-5622.

New SuperBase Coming

SuperBase database systems for the Atari have been acquired by Oxxi Inc., who now offer upgrades for the popular line of software. The charge to upgrade either version of Superbase Personal to SB Pro 3 is \$85, available only through Oxxi. The upgrade includes full product, manuals and all.

A new product, Superbase 4, is expected in the near future.

■ Calamus Award winner "Grog."



Oxxi Inc., P.O. Box 90309, Long Beach, CA 90809-0309, USA, FAX (310) 427-0971

Complete Mailing Solution

Step Ahead Software, Inc. and Synergy Resources announced the release of new versions of Tracker/ST and GEMvelope!, and a working demo version of GEMvelope! will be included free in future packages of Tracker/ST. The teaming of Tracker/ST and GEMvelope! aids those who need to maintain a mailing list and want to print mailing labels and bar-coded envelopes. The new version of Tracker/ST, v3.04, has a command which lets the user cut the current name and address to the Atari Clipboard and paste the address into GEMvelope! (v2.84) for printing using a variety of different typefaces. The new Atari Font GDOS (not FSM GDOS) is also included on the disk, as are three fonts and printer drivers. In addition, each copy of Tracker/ST will come with a coupon for 1/3 off the retail price of GEMvelope!. Upgrading to Tracker/ST v3.04 is free for owners of v3.0 or above. Registered users on GENie may receive their updates through e-mail, and those without GENie accounts may upgrade by sending a check or money order for \$5.00 (shipping and handling) to Step Ahead Software, 496-A Hudson Street, #F39 New York City, NY 10014, 212-627-5830. GENie Address: NEVIN-S. Upgrades from Tracker/ST v2.0-2.51 are \$30.00, and may be purchased by check, money order, and all major credit cards. GEMvelope! comes with both a program and desk accessory version, and retails for \$30 from Synergy Resources, 754 N. Bolton Avenue, Indianapolis, IN 46219-5902, 317-356-6946, GENie Address: R.RICHARDS2.

Moving Molrcules

Computer animations of cellular and molecular processes is available for use on the ST computers. The series consists of 34 full color animations developed for an introductory cell biology/molecular genetics course at the University of Western Ontario, London, ON, Canada by Drs. Alan Day and Robert Dean. Each animation is a complete mini-lesson and provides 15-20 minutes of study time. A number of animations also present important biotechnological techniques such as PCR, DNA sequencing, and cloning. The tutorial series is available for a fee by contacting Dr. Alan Day, Dept. of Plant Sciences, University of Western Ontario, Canada, N6A 5B7. Phone (519) 433-7145 or Fax (519) 661-3292. Please specify the Atari version. ■

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Public Domain/Shareware Software

Games

- #511 - Dungeon Master Maps for Levels 1-7
- #720 - Dungeon Master Maps for Levels 8-14
- #835 - Adventure Game Toolkit - A shareware pkg that allows you to create your own top quality text adventure games. (DBL)
- #898 - Chaos Strikes Back Maps for Levels 1-10
- #983 - Monochrome Games: Pac Man & Columns
- #1040 - Sorry V1.8 - For 2-4 players. (Color Only)
- #1180 - Hac Man 2 - (Color/1 Meg RAM/DBL)
- #1220 - Tetris - 1 or 2 players simultaneously
- #1252 - Captive Help Files, ST Gaming Digest 12/91
- #1255 - Jeopardy V3, Hearts (Color Only)
- #1258 - Llamatron V1.0 - Arcade game (1 Meg/Clr)
- #1277 - Mystic Well: Similar to Dungeon Master (Clr)
- #1334 - Omega - Dungeon Exploration (1 Meg/DBL)
- #1353 - Klatrix - Tetris/Klax combination (Color)
- #1366 - Rolling Ronny - Super Mario type game (Clr)
- #1371 - Blackjack Plus 3 Demo
- #1389 - GRAV: Great rotate & thrust game (Color)
- #1409 - Shoot'em Ups (Color Only)
- #1410 - Galactic Inferno, Hunting Season & more 45,000 word dictionary (1 Meg RAM/DBL)
- #1411 - Deathbringer Demo (Color Only)
- #1421 - Unkulan Underworld - Text Adv. (1 Meg)
- #1422 - Baby Jo in "Going Home" - Super Mario type game with good graphics/sound effects (Clr)
- #1440 - Revenge of the Mutant Camels (Color)
- #1447 - Dem. Man V2.0, Oh Craps, Poker Night (Clr)
- #1448 - Triples - Puzzle game (DBL/Color)
- #1458 - DUNGEON LORD - A very well written role playing game. (Color/1 Meg RAM/DBL)

Utilities

- #399 - Degas/Degas Elite Printer Drivers
- #400/800 - 3 1/2" Disk Labeling Programs
- #443 - Intersect RAM Baby, Amortization
- #688/866/1126/1345 - H.P. Deskjet/Laserjet Utilities
- #768/938/1165/1308 - NeoDesk Icons
- #801 - Label Printing Programs
- #829 - Vanterm V3.8 - Shareware terminal program
- #888 - Atari ST Subjects (Book) Programs
- #991 - Label Printing for H.P. Deskjet & Avery 5260 Labels, Desktop Formatter, Disk Sector Edit.
- #1008 - ICONDESK - Set up different looking icons
- #1078 - Monitor Emulators
- #1130/1332/1434 - DC P.O.W. Utilities - Disk full of handy utilities from Double Click Software.
- #1143 - SLM Laser Printer Utilities
- #1175/1176/1177 - Programming in Assembly (DBL)
- #1214 - GFA Basic Programs/Files
- #1261 - MIDI Music Maker V1.91 (DBL)
- #1267 - Atari Advanced Hard Disk Utilities

- #1300/1301 - Atari ST Topics (Book) Programs
- #1304 - GFA Basic Utilities
- #1305 - Gramslam Grammar Checker V3.20
- #1306 - Hyperlink Demo (Hypercard) (1 Meg/DBL)
- #1310 - Virus Killer Programs
- #1319 - GFA Basic V2.0 (Prog Ref Guide available)
- #1322 - KAOS DESK - GEM Desktop Replacement
- #1367 - Latest Super Hard Disk Utilities (DBL)
- #1370 - Stock Smart V3.2 - Stock charting program
- #1385 - Cal V6.0 - The calendar accessory
- #1400 - ST Writer V4.5 - Simple, easy to use word processor with extensive documentation on disk. H.P. Deskjet Driver included.
- #1420 - Super Boot V7.2 - All in one boot up utility
- #1429 - Extensible Control Panel V1.0
- #1441 - Your Second GFA Basic 3.0 Manual
- #1442 - GFA Basic Compiler Sheller Plus V1.0
- #1444 - Spellone V1.1 - Spell Check with dictionary

Desktop Publishing

- #737 - Calamus V1.09 Demo - Fully functional except for Save (Mono/1 Meg RAM/DBL)
- #758/759/994/1150/1153/1179 - Calamus Fonts
- #1190/1223/1329/1330 - Calamus Fonts
- #935 - Desktop Publishing Utilities
- #1028 - PageStream Font Editor V0.8
- #1266 - Silhouette V1.0 Demo (1 Meg/DBL/G-DO5)
- #1297 - FP Print - Speeds up PageStream Output
- #1348 - AVANT VECTOR V1.2 DEMO - A bit image vector tracer and vector graphics editor. From CodeHead Software (Mono Only)
- #1365 - Arabesque Pro Demo (Mono/1 Meg/DBL)
- #1427 - Calamus SL Demo (Mono/1 Meg/DBL)
- #1436/1437 - Megapaint Pro Demo 4.0 (Mono/DBL)
- #1438 - Genus Font Editor Demo for Calamus Fonts
- #1461 - Easy Text V1.2: Budget Desktop Publisher

PageStream Fonts

- #599 - Binner, Futura Black, Hal, Lubalin, Futura Extra Bold Condensed
- #870 - Atari, Baby Teeth, Lucida, Old English
- #1044 - Adverse, Bamum, Burlington, Oblique, Calligraphy 2, Celtic, Chancery, Chicago, Dingbat, Flash, Harlow, Olympia, Souvenir Medium, Souvenir Medium Italic
- #1094 - Architect, Avant Guard, Bookman, Broadway, Chancery, Dingbat, Kibo, Oakville, Palatino, Western
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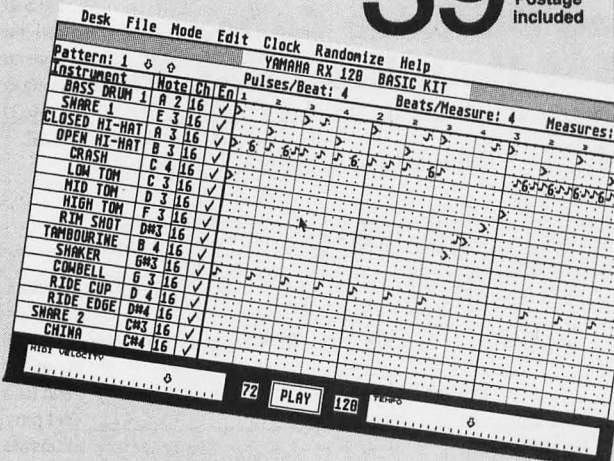
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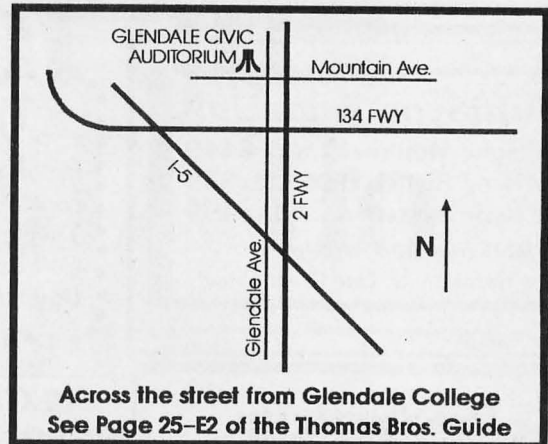
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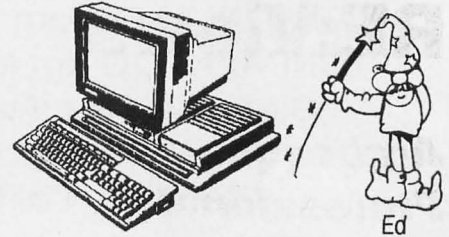
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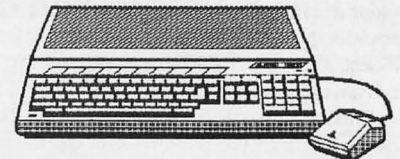
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RE:Views

Arabesque Professional

ST, STe, TT ■ Gribnif Software has brought another German import to the USA in ARABESQUE PROFESSIONAL, a premium monochrome draw/paint program. Like CodeHead's Megapaint (reviewed in the June AtariUser), Arabesque makes the most of two different graphics worlds—vector (draw) and raster (paint). It runs in any resolution of monochrome (ST/TT) and requires at least one meg of memory and a double sided disk. Arabesque Pro (there is no “vanilla” Arabesque in the USA) is supported by an excellent 172 page manual and a quick tour section that holds your hand while you get used to the different functions. The 3-ring binder and disk are housed in a professional-looking box.

Arabesque presents a full-screen work area, plus a small strip at the top with the cursor coordinates. The (many) toolboxes appear only on command, saving screen space but making it more difficult to maneuver in the beginning. After a somewhat steep learning curve, this system becomes very efficient, and functions can be performed with the mouse or keyboard equivalents.

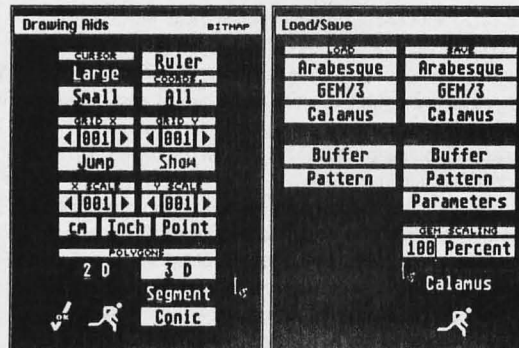
Clicking on an icon or hitting the space bar toggles between the mapped and vector parts of the program. Many icons are ambiguous at first, requiring extensive use of the manual. But the same icons are used with both the mapped and vector menus when possible, making it easier to learn and use the functions in the pop-up menus.

The Bitmap mode is the “paint” mode, with all the tools and functions you'd expect. Also available are arc segments for both circles and ellipses, parallelograms, polygons, and text. Extra special features include a way of filling shapes with either a gradient fill that can be rotated in 90 degree increments, and the ability to fill an irregular shape with whatever is in the buffer, including graphics that can be loaded into any irregular shaped object. You can also loosely cut out irregular images and Arabesque will shrink the outer edge of your cut to the shape of your image, allowing you to paste it somewhere else without the area outside your image cutting into another image. Special block functions allow you to manipulate the block in the buffer to invert, contour (outline), smooth, mirror, rotate, bend, pull (distort width and length) etc. You can undo changes made from just the last operation or from the last time you accessed the pop-up menu.

Vector (“draw”) mode presents the usual object-art stuff like circles, ellipses, arc segments, triangles, polygons, and bezier curves. The nature of vector drawing takes advantage of abilities to stretch, layer, and re-organize multi-part drawings. The vector mode text function is more extensive than the bitmap mode text function, making it possible to edit text after it has been typed in.

Images can be copied between bitmap and vector sections, enabling creation and saving of art with components of both

▼ Arabesque has unusual menus, but Bitmap and Vector sections are similar.



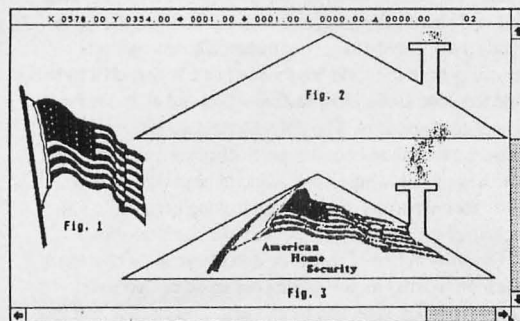
kinds. Creating a bitmap image from a vector is a snap, allowing conversions of clip art for use in some bit-only layout programs. Further, the ability to hand trace bitmaps with vectors allows you to make jaggie-free blowups of any scan art. Of course, that's a tedious process for large projects, and Gribnif's CONVECTOR program (separately available at under \$100) will quickly convert bitmapped files into vector format, and will operate as an integrated part of Arabesque.

Arabesque allows you to use all of your tools in the magnify mode, just as you would in your regular viewing mode. This is the first time I've seen this type of thing, and it's a welcome addition to the program.

You can load/save in all the standard monochrome bit formats, including the Arabesque default graphic format (.ABM), .IMG, .PAC (Stad), PI3 (un-compressed), and .IFF, plus Calamus .CVG format and GEM/3, as well as .AOB (Arabesque OBJECT). The AOB format takes advantage of all of Arabesque features, like placing bitmap images in a vector drawing, and it's much smaller than other formats.

Arabesque uses GDOS fonts but doesn't require GDOS itself, even for printing. Gribnif also says that Arabesque will work perfectly with FSMGDOS but that you are not currently able to manipulate the fonts as you might do with a program like OUTLINE ART from ISD Marketing. Further, a font converter program for making GEM/GDOS files out of SIGNUM format fonts is included.

While it doesn't have the control over the minute details



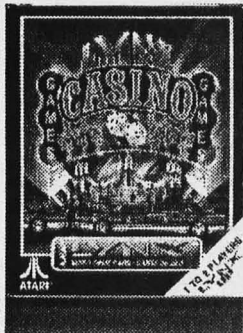
■ A demonstration of using the FIT function of one bitmap object into another.

RE:Views

that Megapaint does, Arabesque offers the ability to freely experiment with the editing of files that you are working on. Different versions of a picture can reside in a number of screens in memory at the same time. I can cut, paste or do anything between screens, to experiment with as many different combinations of effects as I can conjure up. Up to 20 pages can reside in memory.

All in all, this is a powerful, solid, productive tool that's great for someone who likes to take an idea and play with it, changing it on a whim. But its professional-level power carries a professional-level price. If you plan no more than simple manipulation of images that are created by other programs, you might be served just as well by some of the less expensive, simpler paint programs on the market. For a graphic artist who is serious about the work, Arabesque will stimulate and accelerate the creative process, something money can seldom buy. Arabesque Professional, \$199.95 from Gribnif Software (new address!), P.O. Box 779, Northampton, MA 01061. Phone (413) 247-5620. Fax line (24 hours): (413) 247-5622. — *Steve Blackburn and John Nagy*

Lynx Casino



Lynx ■ Video gambling games are hard to promote. While such a game lets players experience the thrills safely, if there are no real winnings, why bother? Lynx Casino doesn't resolve this paradox, but it does offer a risk-free alternative to Atlantic City. It's a collection of five games: Blackjack, Craps, Roulette, Slot Machines, and Video Poker. You start off with \$1000, and can get two

loans of \$500 each, but when the money's gone, the game ends. You can also ComLynx with a friend for a mini-junket.

The best thing about Lynx Casino is that it accurately captures the experience of casino gambling. Authentic rules, odds, and payoffs are used, and each game allows the same options that the real offers. For instance, Craps supports everything from Pass and No Pass to Hard Way and Horn bets, while Roulette uses a Double Zero wheel and allows numerous number combinations. The only discrepancy is that you're always the dice shooter on Craps. Statistics are kept for each game session, allowing Lynx Casino to be played on two levels: casual players can have fun making bets, while self-proclaimed experts can develop and exercise strategies.

Graphics in Lynx Casino are decent overall, with a touch of cartoon whimsy as you guide your on-screen persona among the tables, staff, and bystanders. You can talk to a few

Most time is spent at the games, which are drawn with good use of color and detail. Sound effects are not as interesting; a variety of tunes play during the game, though they can be turned off if desired. Other than that, sounds are few and fairly simple.

Lynx Casino is a good, no-nonsense video version of the Vegas experience. If you want to refine your Craps stratagem, or just enjoy blowing imaginary money, this game will easily fit the bill. Atari Corp, \$39.95. — *Robert Jung*

Hydra



Lynx ■ You are known as Hydra, though no government admits you exist. You are a mercenary whose specialty is the transport of "sensitive" packages, using your Hydrafoil, a one-man speedboat. There is danger from those who don't want your cargo delivered. Only the best survive, but you are the best. Maybe.

This is Hydra for the Lynx, an adaptation of the Atari

Games arcade title. From behind your boat, you pilot through nine levels of rivers and oceans, grabbing money bags for bonuses and crystals for fuel. There are gun embankments, enemy ships, jets and more, but you can fly temporarily to escape. Finish a mission and you compete for money in a bonus stage, then buy more weapons for the next job.

A hit will destroy your Hydrafoil, but that's okay, as survival is measured in fuel; the game ends only when you run out. This version is slightly easier than the arcade, yet remains of average difficulty and offers unlimited continues. Objects appear in fixed orders, but later levels use a lot of enemies and a rarity of fuel as challenges. The controls seem backwards; you press down to accelerate and up to decelerate, but this doesn't affect playability. Unlike Roadblasters, the steering is gradual, making driving and aiming easier.

The digitized graphics of the arcade appear fine on the Lynx, though the colors make some items a little muddled. Judging collisions requires experience; initial forays will have crashes with obstacles you thought you avoided. Sounds are good, and consist of your engines, chimes when items are retrieved, assorted weapons fire, and lots of explosions.

Hydra borrows heavily from the earlier game Roadblasters, and offers little that's truly different. That doesn't make it any less fun, and this version is a good adaptation that will be enjoyed by action players and fans of the original. Atari Corp, \$39.95. — *Robert Jung* ■

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Atari Backs-Up Lynx

The number two item on most Lynx owners' wish lists (with number one being lots of new games) is that Atari would start letting the public know about the Lynx. I'm extremely happy to report that Atari is starting to make that wish a reality.

The first step towards this was the acquisition of the "Batman Returns" license. This was the sort of high visibility name product that the Lynx has been lacking. While the Lynx has a strong stable of popular arcade titles, the truth is that quite a few home players (especially the younger ones) don't visit the arcades much and need some pop culture icon like a Mario or Sonic to get them interested.

Next, Atari needed to get their Batman tie-in out in time to take advantage of all the hype the movie was going to generate. Considering Atari's past track record, this seemed unlikely. Atari really pulled the rabbit out of the hat with this one as they had Batman Returns on shelves a week before the movie's release.

Once you've got the big title on the shelves, you've got to let the public know about it. This is where Atari really scored the touchdown this time around. No sooner had the film opened when Atari's TV ads were running on a regular basis during popular syndicated programming such as "The Disney Afternoon." Atari even bought some prime time network spots on "Blossom" and "Saturday Night Live."

The TV spots also showcased Atari's special promotion where Lynx system purchasers could get the Batman title for free. This a terrific use of a high profile title to entice consumers to buy the Lynx and the results are starting to be noticeable. Since the promotion started, the Toys 'R Us I frequent has been sold out of the Lynx. This Toys 'R Us has also started to use part of the Game Gear wall space for Lynx cartridges.

Hopefully, this good marketing sense is a sign of good things to come.

Atari at the Taste of Chicago

When Atari decided to not exhibit on the floor of the Summer Consumer Electronics Show, I was disappointed. I figured that Atari had blown a great opportunity to show the Lynx off to the public. Little did I know that they had bigger things in mind.

The Taste of Chicago is THE big summer event here in Chicago. It's a 9 day food festival which attracts over a million people. At the Taste, you can try out all kinds of foods from many of the best restaurants in the city. Along with all the food, there's plenty of free entertainment, and this year some of that entertainment was provided by the Lynx.

Atari had a tent with over 100 Lynx systems set up. People got to play special short versions of Batman Returns, Pinball Jam, Hydra, and NFL Football, and the people who had the highest scores on the games at the end of the day won a Lynx. After the second day they stopped using NFL Football. It seems quite a few people could only score 7 points in the time allotted so there weren't any definitive high scorers. They used a random drawing on the rest of the days to determine who would win a Lynx.

As you left the tent, you got a Lynx sticker. A local TV station was picking out people at random to receive a Lynx system during the live broadcast of their afternoon cartoon show.

Atari was expecting 90,000 people to pass through their tent by the end of the Taste, and judging by the lines on the last day, I bet they got at least that many.

History Repeats Itself

A little more than a decade ago, the most popular arcade game around was released for play on home systems. Despite a steep price, the game sold like crazy. The game, of course, was Pac Man, and it came out for the Atari 2600 for around \$55.

As I write this, the most popular arcade game of today has just made its home debut, and it, too, is selling in huge numbers even with a big price tag. This game is Street Fighter 2 (sorry, for the Super Nintendo) and clocks in at \$75.

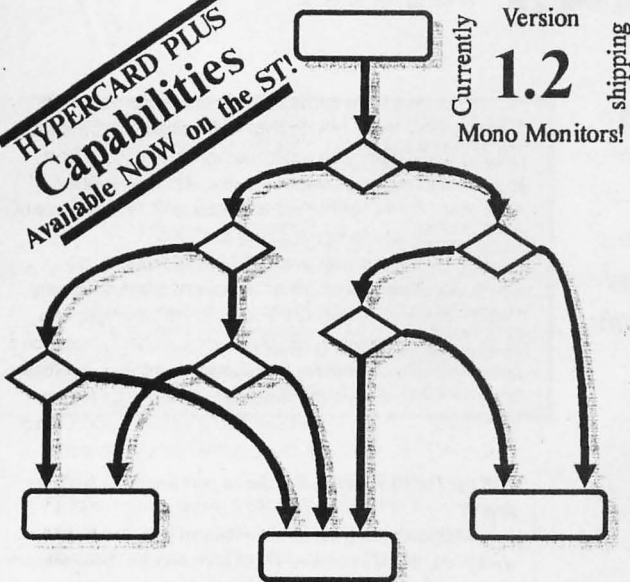
The similarities are interesting but it's the differences that are striking. Pac Man was an 8 kilobyte cartridge and was barely recognizable compared to the arcade original. Street Fighter 2 is a 2 Megabyte cartridge and is a perfect audio-visual and gameplay clone of its original. It's a good indication of how far game systems have come technically. Game prices aren't too high when you think about it—ten years later, for only \$20 more you get a game that has 256 times the memory. And ALL of the Lynx titles are cheaper today than Pac Man was years ago. —Clinton Smith ■

▲ 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 GEnie at C.SMITH89.

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Portfolio F.A.Q.

As a writer for AtariUser, a software developer, and as a Sysop on CompuServe, I get asked a lot of questions. Not that I mind questions, but a lot of them get asked over and over and over again. In this column I'll [once again] answer these "Frequently Asked Questions." They're not in any particular order, and the names have been removed to protect the innocent.

■ The Portfolio's developers names are hidden in the system! To see the names of the people who developed the Atari Portfolio, follow these steps: From the editor, press <FN> <F2> to get the help menu. Press <K> to select Keyboard Help. Finally press <ALT> <[> to find out who created your machine!

How large should I set Drive C: to with the FDISK command?

If the computer should ever crash, all the files on drive C are lost. Many users keep all their files on the RAMcard, and set the C drive to about 8k with the FDISK command. This will leave you about 100k of free memory for your applications.

Why does the screen flash when the computer is off?

New users will occasionally notice the screen flash when the unit is turned off. The computer will turn itself on about every two minutes to check the alarms in the diary.

How often should the battery in the RAMcard be replaced?

The battery in a memory card lasts about one year. In order to make sure you replace the battery in time, write the replacement date on the card. You could also set the diary to alert you in about a year. To replace the battery without losing your stored data, insert the RAMcard into the Portfolio, and turn the Portfolio ON. The Portfolio will power the RAMcard while the RAMcard battery is pulled out and replaced. Do not let the Portfolio power down automatically [after 2 minutes], or you will lose all the information.

Can I use NiCads in my Portfolio?

It's possible to use rechargeable batteries in the Portfolio, but be warned—the discharge drop-off on rechargeable batteries are much steeper than normal alkaline batteries, so you might not even see the LOW BATTERY warning. Keep everything on a RAMcard if you want to use rechargables.

PORTFOLIO ALERT ■ As we all know, the Portfolio helped save the world in the blockbuster movie, TERMINATOR 2. Last month, we told you how our Atari appears with Whoopi Goldberg and Ted Danson in the upcoming movie, "Made in America" (watch for it in the doctor's office!). And the Portfolio has also popped up a couple of times in the TV show "Parker Lewis Can't Lose" on the FOX network. Keep an eye out and let us know what you see! ■ Don Thomas of Atari Corporation has created a wonderful demo for the Portfolio. This self running demonstration program is designed for IBMs and compatibles, with VGA screens, and takes the user on a guided tour of the Portfolio. It's available on CompuServe in the APORTFOLIO forum. ■

Will the Parallel port and/or Serial port drain the batteries faster?

Whenever using the serial or parallel port, you should always use the AC adapter. These ports require about as much power as the Portfolio and will quickly drain the batteries.

Will the Portfolio run IBM files?

Because of the unique design of the Portfolio, not all programs designed for a PC will run it. The most common reason is that many programs directly address the hardware. Much of the Portfolio's hardware is slightly different and this will cause a conflict. There are some other differences, but to make the Portfolio as compatible as possible with a PC, access the SETUP menu and under DISPLAY set EXTERNAL MODE to TRACKED, REFRESH to BOTH, and SPEED to FAST. Note however, that the FAST setting will use up your batteries quicker.

What is the UPDATE program?

Atari has released an UPDATE program to fix some bugs in the Portfolio. The UPDATE program is available from several sources. You can get the program from Atari on the DOS Utility Card (HPC-701 \$89.85) or on the File Manager/Tutorial Card (HPC-704 \$20.00). You can also download the program from the Portfolio areas on both GENIE and COMPUSERVE. It can also be found on Atari's own bulletin board (408-745-2191), but first-time callers will have to wait two business days for validation. Once you have the program,



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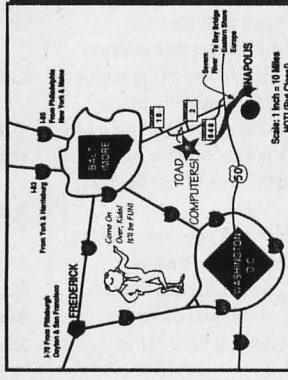
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■ **Did you know you can get a list of filenames when you want to load a file into an application?**

When a built-in application asks for a filename to load, type "<return>" to display a list of files for that application.

Portfolio F.A.Q.

place the UPDATE command in your AUTOEXEC.BAT file so that it is activated when you reboot your machine.

What are some of the Bugs in the Portfolio?

The number one bug, one that causes frustrated new owners to bring the machine back to the dealer more than any other: if you try to load a zero length file into one of the built-in applications, the Port will lock up. This is especially easy to cause when first playing with the applications; if you save a file with nothing in it, next time you load that application, you're dead. Just reboot the machine, delete the zero length file, and you should be ready to go.

Then there's the "ShotGun" bug. When you power up the Portfolio, it will write a random byte to a certain memory location. If an application is loaded, this can mangle the data file. One way around is to exit any applications before the machine powers down, or enter the following lines in the CONFIG.SYS file:

```
FILES=20 BUFFERS=32
```

The randomized memory location will then always be inside the file buffer area, and will not affect the data files.

Also, the Portfolio will lock up if you try to load a file into the editor that ends with a <SPACE><RETURN>. The UPDATE program fixes this bug.

How do I reboot the Portfolio?

When the Portfolio locks up, there are three ways to reboot the machine. First try the "three finger salute,"

```
<CTRL><ALT><DEL>.
```

If this has no effect, turn the machine upside down, and above the Atari label, there is a hole. Use a paper clip to depress the switch in the hole. If the Portfolio still refuses to reboot, you will have to cold boot the machine. Remove the battery cover. Use a paper clip to depress the small metal tab. The cold reboot will take your Portfolio back to when you first got it. You will even have to tell it what language you want to use. Everything on drive C: will be lost.

Can the ROM be upgraded?

No. So there.

What is the APB?

Atari has released the APB (Accessories, Peripherals Bulletin) for the Portfolio. This twenty page manual includes hints and tips, as well as listing third party vendors' hardware and software for the Portfolio. For a copy, see your dealer, or write to Atari, 1196 Borregas Avenue, Sunnyvale, CA 94089-1302. The cover price is \$1.00.

Have your programs take-up less space.

Disk space is a prime concern on the Portfolio. To make programs smaller, there are two utilities, LZEXE and PKLITE, which will compress programs to about 2/3's their original size. And the cool part is that they still run!

Can I run MS/DOS 3.0 or later on the Portfolio?

No. The unit is MS/DOS 2.11 compatible in ROM. Due to the hardware differences and memory limitations, other versions of DOS will not run on it.

Is a Technical Manual Available for the Portfolio?

If you're an amateur or professional developer and want to develop programs that take advantage of the inner workings of the machine, a Technical Reference manual is available from Atari for \$60. Call Gail Bacani at (408) 745-2022 for more details. The manual includes emulation software for the PC.

What are .PGC, .PGF, and .PGX files?

Don Messerli, of the Software Vineyard, has developed the .PGC (Portfolio Graphics Compressed) standard. This standard, along with his excellent program, PGSHOW, allows for 9 frames per second of animation. It is very impressive. PBASIC also supports the .PGC standard, and allows up to about 4 frames per second. There was an earlier version called .PGF, where the files were always 1920 bytes in size. .PGC files are compressed to take up less space. .PGX files are part of an Animation Package for the Portfolio. Depending on the complexity of the image, the package is able to display anywhere from 16 to 20 images per second on the Portfolio's LCD screen. To see the results of his labor, download PGFLIX, the animation package, and either DOMINOS.ZIP or HORSE.ZIP, the mini-movies.

What is a .HOO file?

A .HOO file is a program designed to run from inside the Portfolio's internal editor. Press <F6> inside the editor to get a list of .HOO files.



Can I attach a Hard Disk to the Portfolio?

There is finally a hard disk unit available for the Portfolio. The BSE Company, 14701 Candeda Place, Tustin, CA 92680, (714)-832-4316, has developed the Flashdrive hard disk unit. The unit interfaces to the Portfolio via the Parallel Interface. The 20mb version sells for \$499.

What is a .RUN file?

This is a program that can be run from the memory card, leaving all the memory free for your data. The programs are of a special format, and have been specially written for the Portfolio. You can't always copy these files, since they have to be stored in consecutive sectors on the memory card. To copy a .RUN card, the quickest way is to reformat the target card, and then copy the .RUN file first. This will assure that it's stored on the card correctly. To execute a .RUN program, use the command `RUN filename.RUN`.

When using the Flashdrive, the MD command locks up the computer. Why?

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 cannot handle drives larger than 2mb. BSE had to create their own version of the MD command, called ATMD, to bypass this problem. It is included with the Portfolio driver.

Where can I get programs for the Portfolio?

ATARI BBS: 408-745-2191; FIDO BBS: 301-997-7204; Any PORT in a STORM BBS: 919-598-5320; CompuServe; GEnie; Internet/Bitnet: ATARI.ARCHIVE.UMICH.EDU

Can I increase the internal memory size of the Portfolio?

Yes. There are two approaches. A device available outside the US called Memory Expander+ will increase the Port's internal memory to 384k, and add a second RAMcard slot. It plugs in like the Parallel Port. Megabyte Computers in Texas will now upgrade the Portfolio to 512k of memory internally. The \$299 modification includes a six month warranty for the work. For more information call, (817) 589-2950.

Can I modify the Portfolio myself to 512k?

Probably not. The Portfolio uses surface mount technology for its chips, and the 512k chips require jumpers to be installed.

What is DIP?

The Portfolio was developed by DIP systems in England. They have much more software and hardware devices available than in the United States. Contact them for more information. DIP, 32 Frederick Sanger Road, Surrey Research Park, Guildford, United Kingdom, GU2 5XN. (0483) 301555.

Can I put the Portfolio through an X-RAY machine?

Yes. I have always run the Port through the x-ray machine. But be warned: most security people will want to look at it anyway, since they won't recognize it. When you show it to them, they will ask you to turn it on, so it's best not to have anything embarrassing on the screen. Many of them will be very interested in the machine and will probably want to know more about it.

What do I do when the Portfolio dies?

Atari has a trade in program for dead Portfolios. They'll exchange an old Port for a new Port for \$110. Overnight shipping is available at extra cost. Contact Atari before sending the unit.

Can I get a replacement Battery/Bus cover? I lost mine.

Extra covers can be ordered from Atari for 5 dollars.

Will there ever be a Portfolio II?

Who knows? Atari has always played close to the chest on future developments. If you want to see an improved version of the Portfolio, you should write to Atari and let them know you want one. — BJ Gleason ■

▲ BJ 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 4.9, the 'freeware' BASIC interpreter designed specifically for the Portfolio. His Email address is BJGLEAS@auvm.american.edu and his CompuServe ID is 73500,2517. There are even more questions and answers in the PORT.FAQ file on CompuServe.



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The IAAD

Independent Association of Atari Developers

In September 1989, a group of Atari developers met at the WAACE show in the Washington, D.C. area and formed what would become the Independent Association of Atari Developers, or the IAAD.

It was a self-help effort that has grown to include Atari developers from widely diverse backgrounds with even wider ranging interests and projects. Engineers, programmers, marketers, and hardware gurus have worked together with one common goal—survival in the hostile Atari market.

These developers do something almost unheard of in other computer markets: they share information, experiences, contacts, distribution information, and much more. The members of the IAAD have found that generosity begets generosity, and that competition among comrades means improved sales and reduced costs for all.

One of the most successful projects of the IAAD has been to secure international contacts for distribution of Atari products worldwide. This effort has been bi-directional; U.S. developers have established foreign markets for their own products as well as becoming U.S. distributors for fine

■ Continued over there...

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Dave Nutkins
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Roger Richards
Synergy Resources
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317 356 6946
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Cat2 Top19

George Richardson

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201 998 4441
GEnie: G.RICHARDSO1

A Ridley
Canoe Computer Services
GEnie: A.RIDLEY1

Chris Roberts
DragonWare Software Inc.
P.O. Box 1719
Havre, MT 59501-1719
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GEnie: DRAGONWARE
Cat13 Top4

Eric Rosenquist
Strata Software
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613 591 1922 (fax)
613 591 1922
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Gadgets by Small, Inc.
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DynaSoft Systems
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AtariLand Calendar

■ August 15th-16th - The **Connecticut AtariFest '92** at the Sheraton Hotel at Bradley International Airport, **Windsor Locks, Connecticut**. A joint effort of 16 or more Atari clubs, the sponsorship organization is called the **Affiliated Connecticut Atari Groups (ACT)**. This show is gaining rapidly in size and numbers of developers attending. Contact Brian Gockley, chairman, 18 Elmwood Avenue, Bridgeport, CT 06605, phone 203-332-1721.

■ August 21st-23rd - **Germany's** massive all-Atari computer event, the **Dusseldorf Atari Show**. New products and trans-oceanic deals mark this show as the Christmas of the Atari world.

■ August 20th-30th - The year's biggest (15,000 last year) gaming and roleplay convention is **GENCON**, held annually in **Milwaukee, Wisconsin** at the MECCA Convention Center. Atari will again be

represented by **MilAtari, Ltd.**, a local user group that operates an all-Atari game area at the show. Contact Lee Musial, 414-462-7557 for more information.

■ September 12th-13th - 1992's **Southern California Atari Faire**, also known as the **Glendale**. John King Tarpinian is president of The Hooked on ATARI Computer Knowledge Society (HACKS) and coordinator of the show. The Glendale Show has had the largest annual attendance of any continuing show series and is expected to keep that record this year. For more information about the Glendale, contact John King Tarpinian at 818-246-7286.

■ September 18th-20th - San Diego ACE is participating in a multi-platform **Computer Fair**, and has reserved a room for Atari vendors. The San Diego Computer Society in conjunction with a regional computer magazine

(ComputerEdge) have obtained the **San Diego Community Concourse** for 3 full days of Show. Up to 10,000 attendees are expected for the show that has a \$50K budget. Exhibitors get the booths for free, but there are only 140 booths. Contact SDACE via D.SMITHRN on GENie for information. More details here next month.

■ September 22nd-25th - The **Fall Seybold Show** will be another top industry trade show specializing in high-end publishing. Atari made a major showing at Seybold last year and got extensive press attention. The show will be held in **San Francisco, California** and is not open to the general public. For more information, contact Atari Corporation.

■ September 23 - The **Atari presentation at the Boston Computer Society meeting**, postponed from April, is now scheduled to occur on September 23 at 7:30 PM

in the New England Life Hall in the Copley Square Building, 225 Clarendon Street, **Boston, Massachusetts**. Atari is to present a new computer line to the club on the same site where the original ST was unveiled and where IBM and NeXT have made their product announcements. For more information, contact the Boston Computer Society at 617-252-0600.

■ October 10th-11th - The Washington Area Atari Computer Enthusiasts are currently planning the 1992 **W.A.A.C.E. Atarifest**, which has traditionally been the largest East coast Atari show. The '92 event will be held on Columbus Day weekend, October 10th and 11th, once again at the Sheraton Reston hotel in **Reston, Virginia**. The show will feature shopping bargains, demonstrations, tutorials, seminars, and social events. The 1990 and 1991 editions of the show attracted approximately 2000 visitors. Charles

Hoffmann is now Acting President of **WAACE Inc.**, and can be contacted via GENie at address **S.HOFFMANN**, by phone at 703-569-6734, or by US Mail at 5908 Bayshire Road, Springfield, VA. 22152-1146.

■ November 16th-20th - **Fall COMDEX**, the biggest computer trade show in the USA. Atari will again have a major presence at the Las Vegas show.

■ December 12th-13th - The **Northern California Atari Expo** has been rescheduled from July, and will be held at the San Jose Exhibit Hall, 145 W. San Carlos, San Jose, CA. This will be the second major joint show and the first in two years from ABACUS, SLCC, and Sacramento ST Users clubs. Contact the Northern California Atari Expo c/o SLCC, P.O. Box 1506, San Leandro, Ca 94577, or call 510-352-8118. GENie Address: M.WARNER8 ■

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