

December '92

ST/TT/Falcon/8Bit/Portfolio/Lynx

Atari User

AMERICA'S MOST POPULAR!

#1 ■ America's Largest Circulation Atari Magazine!

Annual
Holiday
Issue!

Latest
Reviews

Atari at
COMDEX

Special
All-Lynx
Resource!



If you want more—full-page, high-resolution scanning in a single pass—but can't afford a flatbed scanner, Migraph has the answer.

With our new scanning solution, less is more. Much more. You get three powerful tools—a full-page scanning wand, a powerful image editor, and a professional-quality OCR text processor—all for less than the price of a flatbed alone.

A wand that works like magic.

The Migraph PS-400 has the productivity features you value most in a scanner: A scanning area 8-1/2 x 14 inches. Three text-scanning resolutions—200, 300, and 400 dots per inch (dpi). Thirty-one resolutions for scanning images—from 100 to 400 dpi in 10 dpi increments. Adjustable contrast. Four dither settings for scanning photographs. Plus a special line-art setting.

And for high-volume operations, the PS-400 has an optional sheet feeder. Just snap the wand into the cradle, and you can quickly scan multi-page documents and stacks of images.

A scanner with an artist's touch.

Inside the PS-400 box you'll also find Migraph Touch-Up®—the complete image editor and design tool for monochrome images.

Scan, edit, and enhance—even create original images. With Touch-Up you can do it all. Its powerhouse features include built-in scanner support and extensive editing functions. A complete paint program. Flexible

Introducing the Migraph PS-400 Scanning Wand

**A Full-page
Scanning Solution.
For Images, Words,
And Limited Budgets.**



editing tools. Special effects. Even gray-scale image conversion—up to 256 levels.

And Touch-Up imports and exports a wide variety of file formats, so it's compatible with most publishing and video applications.

The desktop publisher's favorite reader.

With Migraph OCR, the third tool in our scanning solution, you can scan and process documents into editable ASCII text files—and say good-bye to hours spent retyping printed originals.

Thanks to Omnifont technology—the leading edge in optical character recognition—Migraph OCR can process text quickly and accurately. It automatically recognizes over 20 widely used typefaces in type from 8 to 18 points.

And you can easily train our powerful software to recognize any other typefaces, symbols, and special characters you come across.

You can rely on Migraph OCR for speedier processing, fewer errors, and shorter training time.

**The PS-400 Scanning Wand:
A complete scanning solution.**

The power, speed, and convenience of a flatbed scanner. Professional-quality image-editing and OCR-processing software. And a price you can afford.

Please call our toll-free number today—we've got whole pages more to tell you.

For Amiga systems with 14.3 MHz speed (or higher) and 4.5 MB of memory
For Atari systems with 4 MB of memory

 **MIGRAPH**®

32700 Pacific Highway S., Suite 12 Federal Way, WA 98003 (206) 838-4677 (800) 223-3729 (10-4 PST)

© 1992 Migraph, Inc. All rights reserved. The Migraph logo is a trademark and Touch-Up is a registered trademark of Migraph, Inc. All other products named are trademarks of their respective companies.



Happy Holidays!

We're sure you like *AtariUser's* New Look... and thanks for your patience! While it seems everyone else is following our lead, going to newsprint, we're forging ahead with a new glossy cover, and a full-color insert from Atari Corp!

Publication delays have been numerous, in part due to our conversion to CALAMUS SL as our publishing software. It's been time consuming to get started, but now layout is faster than ever. Other than the cover, this December issue of *AtariUser* has been produced entirely on Atari equipment, using the incredible Calamus software. The move to all-Atari is more than a political one; it's easier to use products of other Atari users when our software already knows how to integrate them. DEGAS, IMG files, lots of things that Atari owners might send us, all work as expected with Calamus. At last. We hope to be caught up to our desired production schedule by March. In the meantime, ignore the cover month, and just know that you are getting FRESH news in *AtariUser*!

December is our Holiday Shopping Guide issue, with hints on what's hot for you or your computing loved one. The Guide will also be useful AFTER the holidays, when you're deciding what to get in exchange for those handy electric socks. And Brian Eliassen has some ideas for Christmas on the Cheap, as in FREE software.

Be sure to peruse our COMDEX coverage. Atari was at the November show in Las Vegas, and the previews of what the Falcon will offer were exciting. We've got pictures and an expanded news story.

And, of course, the big Atari Lynx section speaks for itself... but we've added to it with Robert Jung's lowdown on everything about the little jewel.

In January, *AtariUser* will bring you our annual look at the Atari Year, along with a panel discussion about the future of our favorite market. Don't miss it!

All of us at *AtariUser* wish you—and Atari—a Joyous Season and simply the best for the New Year.

John M. Nagy, Publisher, *AtariUser* Magazine

Environmentally Sane!

AtariUser is completely printed on recycled paper and uses only non-polluting Linseed inks! It costs more, but you're worth it!

Inside...

News & Staff

AU Readers Byte Back 4
Questions, Answers, and Comments

AtariUser NewsEdge 6, 7, 8, 9
COMDEX! Atari Corp Earnings, Falcon Details, IAAD Elections, New Atari Software Book, New LYNX Pricing, and more...

Re:Views 13, 14
ButtonzBASIC, GFA Book, Lynx Soccer, Copyist DTP

Features

Atari LYNX Special Insert 15, 16, 17, 18
Hot deals on the Hottest Portable!

LYNX F.A.Q. 19-20
Everything you ever wanted to know about the Lynx but were afraid to ask!

AtariUser's Holiday Shopping List 22-25
More than what's hot in software and hardware here's a guide to the STITT, Games, Portfolio, and... wishes!

Departments

UserWare 27
The best in free and shareware software for the STITT/Falcon, with an emphasis on the Holidays.

Making MIDI More 28
Smart MIDI means MORE MIDI, More Money!

AU Resource

AU Classifieds 30
Free! Shop or Swap, On Us!

AU's AtariLand Calendar 30
What, when, where, who, how? We know,



AtariUser is an independent publication not affiliated with Atari Corp in any way. Atari, ST, TT, Fat-conn, Portfolio, Lynx and many other names mentioned are trademarks of their respective companies. Contents copyright ©1992 by AtariUser.

Opinions expressed here within are not necessarily those of AtariUser Magazine nor of the publisher. Every effort is made to assure the accuracy of the information presented here within; however, no person or company associated with this publication assumes any responsibility for damages due to errors, misuse, or omissions.

We reserve all rights. Reproduction by any means in whole or in part without written permission is prohibited.

We assume no responsibility for advertisers nor for their products.

We'd like to hear from you! Send your subscriptions, comments, suggestions, complaints, and submissions to AtariUser!



Doing our part...
Completely printed
on recycled paper

AU Readers Byte Back

I Want My MAC - ST

I want to do Macintosh emulation on my standard 1040ST and dot matrix printer. What can I expect to have to add to make good use of the Spectre GCR, especially at speeds faster than 8MHz? I enjoy your publication, which is the only thing keeping me from buying a Mac system. Could you also explain in simple terms what the differences are in the various Atari computers, from the 520 up? - Mark McKenney, Odessa TX

[The best information regarding specific questions about products is usually available from the company that makes the product or from the dealer who sells it. In this case, Gadgets by Small makes the Spectre GCR MAC emulator for the Atari, but Dave Small's family has had a series of mishaps that have kept him from being responsive to phone contacts until lately. He says that production and shipping is going again.

As for what you need, you can expect to have to upgrade your memory for reasonable use of MAC software. One meg isn't much after the emulation overhead. The standard 8MHz ST will provide MAC performance that is FASTER (!) than a real MAC SE, but slower than the newer 68030 MACs. It should be sufficient, but an accelerator would help. Gadgets sells one with stellar performance, but it's expensive. ICD Inc. has several, and Fast Technology has many in a wide price range. Check the ads. You might want to just upgrade to a newer, bigger, faster MegaSTe with a hard drive.

Atari's product lineup? Going back to the start of the ST line (1985), the 520ST had half a meg of memory and an external single - sided disk drive, and had a TV output as well as monitor outs. The 1040STf followed with a meg and first a single, then a double sided disk drive. It had no TV output at first. The Mega ST was just an ST with more memory and a separate keyboard, although an internal bus connector and math coprocessor socket allowed some internal addons. Along came the STe computers, with more colors, enhanced graphic handling hardware, stereo digital sound, and new joystick ports. It's got memory cards for easy plug-in upgrades.

Then there's the MegaSTe, with all that an STe has, minus the extra joysticks, plus 16MHz acceleration, room for a hard drive, a separate keyboard, room for a math co-processor, two serial ports, and a VME slot that will take a variety of third-party add-ons. They have an improved TOS with an enhanced desktop, and late production MegaSTe's have the still newer TOS 2.06 and high-density 1.44 meg disk drives.

The TT030 looks like the MegaSTe, but has a 32MHz 68030 processor. It costs more, but will perform 10 or more times faster than an ST, vital for professional DTP and graphics. Like the MegaSTe, late production



units have a 1.44 meg floppy.

Now the Falcon030 comes along with a 16MHz 68030, radically improved video, audio, and TOS, and a speed midway between the ST and TT computers. It looks like a 1040STe, but has a 1.44 meg floppy drive, and can have an internal hard drive.

Along the way was the STacy, a portable ST, now out of production. The tiny ST BOOK is to eventually replace it, but plans for production are not known.

By the way, we get LOTS of letters asking for specifications of Atari and third party products; there's just no time for US to answer them all. Talk to a DEALER. You get what you pay for, and if you need information, patronize the dealer who knows. - JN]

Packet Radio for Portfolio

I read with much interest BJ Gleason's "Future Portfolio" article. I'd like to suggest a specialized Portfolio for amateur radio people. "Packet Radio" allows computer communication via the air waves. A "TNC" is similar in purpose to a modem, but uses differing commands, making standard modem programs hard to use. TNC cards and software are available for DOS computers, but the boards don't fit portables. Packet radio is being used more and more in emergencies, and a portable machine would be ideal, allowing communications from anywhere, anytime. A specialized Atari Portfolio would have a large share of the HAM world to itself. - Lynn Ellsworth, Albany, NY

[Thanks for your ideas, Portfolio developers may find your ideas to be tempting. - JN]

No Future?

Do you know the current address and phone for FUTURE SYSTEMS? My last number is no good. I need service and information on the 8Bit Atari Indus/Future disk drives. Any info about who can service them would be useful. - Henry W. Kopala, Largo, FL

[Future Systems bought Indus, and worked from a Chatsworth, CA address for several years, making ST and PC hard drives. Then, they apparently folded, without a trace that the So Cal locals know. But there are people and places that still do 8-bit repair. A favorite of many members of the user group HACKS is Bolt Electronics. This is a small operation run by Joe Bolt, who does almost nothing but Atari 8-bit repair. He regularly takes mail-order repair. Bolt Electronics is in Granada Hills, CA, phone 818-893-9664. Tell him AtariUser sent you. - JN]

AtariUser welcomes letters, viewpoints, and questions from readers, although we cannot assure personal answers. Send yours to us at AtariUser Magazine, 249 North Brand Boulevard, Suite 332, Glendale, CA 91203.

COMPUTERS SOFTWARE (310) 867-0626

Your One Stop Sales & Service Center

Totally User-Friendly

Call for our **NEW** MC Catalog

Mid-Cities Computers & Software 9406 Flower St. Bellflower, CA. 90706



Task File View Options

C:\MC SYSTEMS\Xmas SALE*
19234 best deals in 1 location

Atari 1040STe Custom Config	\$ Below Low
Atari Falcon30 Color System	\$ Unbelievable!
Atari Portfolio and Accessories	\$ Too Low
MegaSTE (Custom Configured)	\$ Too Low, Too
Special Linux packages & games	\$ Too Low Three
TT030 Workstation packages	\$ Save A Bundle
50 MB Internal MegaSTE H.D.	\$ 295
1.44MB Floppy Drive Kit	\$ 149
SC1435 14" Color Stereo	\$ So Low
SM147 14" Mono Full Screen	\$ Really Low
SC1224 12" Color!	\$ Wow!
PTC 1426 (Multi-Sync VGA)	\$ Way Low
Nita's Holiday Goodies	\$ Priceless!

C:\MC SYSTEMS\ACCS\SALE*
25434 best parts in 1 location

FAST Atari 6M605 LaserPrinter	\$ Special
Deskjet 500 Laser Quality	\$ 399
Deskjet 500C Budget color	\$ 599
Deskjet 550C 2 Ink Cartr in 1	\$ NEW
Atari TOS 1.4, 6/2 Chip Set	\$ That Low
Atari TOS 2.06 Chips	\$ Lower Yet
21Mb FLOPTICAL (w/720-1.44)	\$ 550
TOS 2.06 Extension Card(s)	\$ 149
Installation for T.E.C. article)	\$ 35/w purchase
MC Systems 50 MB Hard Drive	\$ 435
MC Systems 120 MB Hard Drive	\$ 585
MC Sys 44 MB SyQuest w/Cartr	\$ 849
MC Sys 88 MB SyQuest w/Cartr	\$ 849
Xtra RAM SIMM Board	\$ 89
SupraFAX 9600 v.32Modem	\$ 289
SupraFAX 14,400 v.32bisModem	\$ 389
Supra 2400 Modem	\$ 89
Supra 9600/2400 dual purpose	\$ 145

C:\MC SYSTEMS\ACCS\SALE*
25434 best parts in 1 location

FAST Atari 6M605 LaserPrinter	\$ Special
Deskjet 500 Laser Quality	\$ 399
Deskjet 500C Budget color	\$ 599
Deskjet 550C 2 Ink Cartr in 1	\$ NEW
Atari TOS 1.4, 6/2 Chip Set	\$ That Low
Atari TOS 2.06 Chips	\$ Lower Yet
21Mb FLOPTICAL (w/720-1.44)	\$ 550
TOS 2.06 Extension Card(s)	\$ 149
Installation for T.E.C. article)	\$ 35/w purchase
MC Systems 50 MB Hard Drive	\$ 435
MC Systems 120 MB Hard Drive	\$ 585
MC Sys 44 MB SyQuest w/Cartr	\$ 849
MC Sys 88 MB SyQuest w/Cartr	\$ 849
Xtra RAM SIMM Board	\$ 89
SupraFAX 9600 v.32Modem	\$ 289
SupraFAX 14,400 v.32bisModem	\$ 389
Supra 2400 Modem	\$ 89
Supra 9600/2400 dual purpose	\$ 145

C:\MC SYSTEMS\ACCS\SALE*
25434 best parts in 1 location

Atari 1040STe Custom Config	\$ Below Low
Atari Falcon30 Color System	\$ Unbelievable!
Atari Portfolio and Accessories	\$ Too Low
MegaSTE (Custom Configured)	\$ Too Low, Too
Special Linux packages & games	\$ Too Low Three
TT030 Workstation packages	\$ Save A Bundle
50 MB Internal MegaSTE H.D.	\$ 295
1.44MB Floppy Drive Kit	\$ 149
SC1435 14" Color Stereo	\$ So Low
SM147 14" Mono Full Screen	\$ Really Low
SC1224 12" Color!	\$ Wow!
PTC 1426 (Multi-Sync VGA)	\$ Way Low
Nita's Holiday Goodies	\$ Priceless!

C:\MC SYSTEMS\ACCS\SALE*
25434 best parts in 1 location

FAST Atari 6M605 LaserPrinter	\$ Special
Deskjet 500 Laser Quality	\$ 399
Deskjet 500C Budget color	\$ 599
Deskjet 550C 2 Ink Cartr in 1	\$ NEW
Atari TOS 1.4, 6/2 Chip Set	\$ That Low
Atari TOS 2.06 Chips	\$ Lower Yet
21Mb FLOPTICAL (w/720-1.44)	\$ 550
TOS 2.06 Extension Card(s)	\$ 149
Installation for T.E.C. article)	\$ 35/w purchase
MC Systems 50 MB Hard Drive	\$ 435
MC Systems 120 MB Hard Drive	\$ 585
MC Sys 44 MB SyQuest w/Cartr	\$ 849
MC Sys 88 MB SyQuest w/Cartr	\$ 849
Xtra RAM SIMM Board	\$ 89
SupraFAX 9600 v.32Modem	\$ 289
SupraFAX 14,400 v.32bisModem	\$ 389
Supra 2400 Modem	\$ 89
Supra 9600/2400 dual purpose	\$ 145

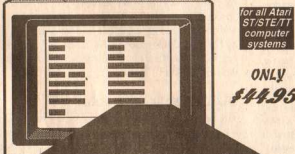
C:\MC SYSTEMS\ACCS\SALE*
25434 best parts in 1 location

FAST Atari 6M605 LaserPrinter	\$ Special
Deskjet 500 Laser Quality	\$ 399
Deskjet 500C Budget color	\$ 599
Deskjet 550C 2 Ink Cartr in 1	\$ NEW
Atari TOS 1.4, 6/2 Chip Set	\$ That Low
Atari TOS 2.06 Chips	\$ Lower Yet
21Mb FLOPTICAL (w/720-1.44)	\$ 550
TOS 2.06 Extension Card(s)	\$ 149
Installation for T.E.C. article)	\$ 35/w purchase
MC Systems 50 MB Hard Drive	\$ 435
MC Systems 120 MB Hard Drive	\$ 585
MC Sys 44 MB SyQuest w/Cartr	\$ 849
MC Sys 88 MB SyQuest w/Cartr	\$ 849
Xtra RAM SIMM Board	\$ 89
SupraFAX 9600 v.32Modem	\$ 289
SupraFAX 14,400 v.32bisModem	\$ 389
Supra 2400 Modem	\$ 89
Supra 9600/2400 dual purpose	\$ 145

C:\MC SYSTEMS\ACCS\SALE*
25434 best parts in 1 location

FAST Atari 6M605 LaserPrinter	\$ Special
Deskjet 500 Laser Quality	\$ 399
Deskjet 500C Budget color	\$ 599
Deskjet 550C 2 Ink Cartr in 1	\$ NEW
Atari TOS 1.4, 6/2 Chip Set	\$ That Low
Atari TOS 2.06 Chips	\$ Lower Yet
21Mb FLOPTICAL (w/720-1.44)	\$ 550
TOS 2.06 Extension Card(s)	\$ 149
Installation for T.E.C. article)	\$ 35/w purchase
MC Systems 50 MB Hard Drive	\$ 435
MC Systems 120 MB Hard Drive	\$ 585
MC Sys 44 MB SyQuest w/Cartr	\$ 849
MC Sys 88 MB SyQuest w/Cartr	\$ 849
Xtra RAM SIMM Board	\$ 89
SupraFAX 9600 v.32Modem	\$ 289
SupraFAX 14,400 v.32bisModem	\$ 389
Supra 2400 Modem	\$ 89
Supra 9600/2400 dual purpose	\$ 145

BUSINESS!



for all Atari ST/STE/TT computer systems

ONLY \$44.95

BUTTONZBASIC (TM)

the Ultimate GUI shell for GFA Basic

A utility in which all of the chores of programming -- editing, compiling, moving files, setting compiler options, disk formatting -- are completed by pushing a 3-D button (hence the name, ButtonzBasic™). Replaces the MENU program supplied with GFA Basic® and is a fully functional work area, which speeds your productivity in developing software!

Available at fine Atari dealers everywhere!
Or call our toll-free order line at 800-845-3070!!

MajicSoft - 348 Meredith Square - Columbia, SC 29223

ATY COMPUTER

Voice & Fax (510) 482-3775

3727 13th Ave., Oakland CA 94610

We are totally committed to the Atari ST, STE & TT computers

TT030, 2 meg, 1.44M drive, TOS 3.06 \$1399
Mega STE 2 meg \$750, 4 meg \$850
Ask for our Mega STE plus monitor deal.

68882 with PAL chip, Ajax chip, 1.44M PAL chip for Mega STE, MMU chip, DMA chip, and Video Shifter chip for 520/1040/Mega ST.

We have the perfect multisync monitor for your ST, STE, TT, Falcon, Mac and PC. Monitor and switchbox \$449

Now! 21M Floptical Drive: it reads and writes 720K, 1.44M Floppy and 21M Floptical disk. Small 5" x 2" x 7.5" size. Complete with two SCSI ports, SCSI ID select, SCSI terminator select, 21M Floptical disk, ICD Link and high quality metal case all for only \$569.

We can also fit this drive into your existing hard drive case if there is room for it free of installation charge.

New arrival:
MegaTalk Board \$259, 16-bit sound sampler \$225,
Mouse/joystick autoswitch \$39, Stereo speakers \$29,
IBM 386SX emulator \$625, ICD Link Host Adapter \$119

Store Hours: M-F 10am-7pm, Sat 12-6pm.

Authorized **ATARI** Dealer and Service Center

Please send \$1 for complete product listing Prices subject to change without notice

AtariUser NewsEdge

New "Everything Atari" Catalog ■ The 1992 International Software Catalog (#C303288-001) is now available from Atari Corporation. If you ever had a question about the availability of software on the Atari platform, this catalog is a "must" for your bookshelf. The catalog has more than 400 pages, contains nearly 500 entries, and features almost 175 screen shots. Categories covered include: Publishing and graphics; Multimedia and hypertext; Personal productivity; Connectivity and communications; Music; Business; Education; Entertainment; Computer-aided design; Medical; Development tools and system software; Peripherals. Atari Falcon030 ratings are also included. Along with the product description, the reader is provided with developer information designed to help them acquire the product if it is unavailable from their local dealer. Suggested retail prices are also listed. If your local dealer runs out of catalogs, you may order your catalog directly from Atari by writing to: Atari Customer Relations, International Software Catalog, P.O. Box 61657, Sunnyvale, CA 94088. The price is \$12.00 per book. Add 8.25% sales tax if ordering from California, Illinois, or Texas. Also include \$5.00 shipping and handling per order. Payment may be made by check (allow 2 extra weeks), money order, MasterCard, or VISA. Registered user groups can buy the catalog in groups of 10 for \$10 each, plus \$8 total shipping.

Atari Sales Down, Profits Up Again

Atari reported that its third quarter sales for 1992 were \$34,529,000, down from \$49 million for the same period in 1991, and from \$89 million for the period in 1990. However, reported profits of \$1,882,000 for third quarter 1992 are up from the \$1.6 million of matching 1991 period. By contrast, 1990's third quarter showed a \$4.6 million earnings deficit from sales, although offset by other transactions that resulted in an net \$3 million overall profit in that period, two years ago. Atari officers have stated that they presently have in excess of \$50 million in cash, earmarked and ready for spending on the production and promotion of the new Falcon computer.

More Staff Changes at Atari

Recently appointed General Manager of Atari US, Ron Smith, left the company in the middle of the COMDEX showing, apparent after differences of operating style became untenable. Smith was on contract, a temporary arrangement instead of being a regular employee, so the parting may have served as little shock to the parties. It was Smith who redesigned Bob Brodie's job to keep him off the telecom networks that are a major part of Atari support. It was his belief that the constant contact and diversion by the consumers prevented employees from doing their jobs effectively. Smith had come to Atari from Wang, like his associate Don Mandell before him, and it seems he was unable to make the adjustment to Atari's small scale operation at this time. Bob Brodie now answers to Gary Tramiel directly, and online support has already increased to nearly its pre-Smith era peaks.

Atari Explorer...

As of this writing, the Fall issue of Atari Explorer, Atari's in-house bi-monthly newsstand magazine, is going to print at last. New editors Mike Lindsay and Darren Meers came on board at Atari in August, but have been bogged down with duties that included COMDEX preparation as well as the expected startup lag required during the process of finding new printers, etc. Added to the confusion, their boss at Atari, Bernie Stolar, left the company in October. According to Darren, when asked in mid-November during the COMDEX event, the next issue of Atari Explorer was being converted to film at that time, the last step before print and distribution. We can expect it to surface and resume a more regular production schedule almost immediately.

Meanwhile, changes continue for Atari Explorer Online, the electronic "magazine" produced for the telecommunication systems worldwide. Atari Explorer Online has been on hiatus while preparations were made for Travis Guy to take over as editor. Ron Kovacs, original editor of AEO when his Z*Net Atari Online magazine was con-

verted into the AEO effort in April of 1992, will move to contributor status and remain part of the staff. Kovacs has since re-started his Z*Net Atari publication on a weekly schedule. He reported that there had been considerable public support for a return of Z*Net, despite the equally resounding reception of Atari's owned and operated magazine. It now appears that both publications can be supported, with AEO handling official corporate information and communication, leaving Z*Net to cover market-wide issues without the constraints of Atari corporate concerns. According to Kovacs, his goal and hopes are that "both publications enhance one another and provide the Atari user with the latest information and feature articles." Look for Z*Net and Atari Explorer Online on GENie, CompuServe, Delphi, and the many BBS systems and networks.

Atari Hollywood

Boosting LYNX awareness by a quantum level was Atari's sponsorship of the MTV Halloween Party Weekend. During the weekend, saturation advertising and on-screen contests featured Lynx giveaways and promotions. We're told to expect more of this innovative promotion of Atari products in all media, as Atari's PR firm, Redgate Communications, continues its ad planning. Those plans include "product placement" in films and television, getting the world more used to seeing our favorite computers in use by Hollywood role models. The latest: in "Consenting Adults," Kevin Kline plays a composer who happens to work on an Atari TT030.

IAAD Election Results

The Independent Association of Atari Developers (IAAD) is pleased to announce the election of a new, expanded Board of Directors. Newly-elected Board members include: Nathan Potechin of ISD/DMC, Nevin Shalit of Step Ahead Software, Jim Allen of FAST Technology, Chet Walters of Wizworks!, and Dorothy Brumleve of D.A. Brumleve. Brumleve, who will serve as President of the organization, said of the election: "Our new Board members' varied experience in the marketplace should serve us well in assisting our members and Atari Corp. We plan to maintain close contact with Atari in order to better address the needs of our members and the Atari community at large."

The IAAD is an organization of third-party commercial hardware and software developers supporting the Atari ST family of computers. The current membership includes most active developers in North America as well as some from abroad. Unique in the industry, the organization works to provide its membership with help in marketing, packaging, technical matters, and other issues of interest to third-party developers. Commercial develop-

ers are encouraged to join by sending GEMail to the PERMIT address on GENIE. Developers who are not currently GENIE members may call D.A. Brumleve at 217-337-1937 for more information.

Houston Show Success

While an attendance of 200 might seem small after WAAACE and Glendale, the Houston Atari ST Enthusiasts call it a rousing success, as they mounted their own one-day Atari Fest of October 24, 1992. The third annual Houston "Atari Safari" featured Bob Brodie (showing off the new Falcon to eager crowds), Codehead Software with Calligrapher as well as all their other utilities, ICD with a full stock of new "The Link" DMA-to-SCSI adaptor (and assorted software), the newly relocated Atari Advantage Magazine, and Houston's own (and now apparently closed—see story below) Double Click Software. Developers and attendees agree that the smaller shows are fun and quite profitable, offering Atari presence and product availability that are typically only enjoyed by the national major markets.

Double Click Closes

According to accounts in the November 1992 issue of "Atari Advantage," Longtime Atari developers Double Click is shutting down. Owner of DC, Mike Vederman, had promised a renewal of operations after a reorganization effort early this year that left the company paralyzed. Now, plans appear in progress that will lead to the release of most DC products into the public domain for free distribution. Exceptions are STORM, the much touted upcoming telecom program and the complete Data Diet package.

Storm is now expected to be brought out by "Advantage Software" and marketed by the publishers of Atari Advantage Magazine. Written by the author of the original FLASH Terminal, Alan Page, Storm is promoted as a next-generation product with unsurpassed compatibility and power. It will use real BASIC as a script language, full windowing for MULTIOS multitasking, macros, editors, etc. Storm was scheduled for release on December 7. Details on availability and contacts are in flux but should be available by next month.

Data Diet is owned by the programmer, Keith Gerdes of Trace Technologies. Trace plans a totally revised Data Diet II to be marketed soon. Meanwhile, Trace is releasing "Data Rescue—the complete data recovery solution." Trace Technologies, PO Box 711403, Houston, TX 77271-1403, 713-771-8332. GENIE: KGERDES

Multimedia Language

Released in October was eTeem, inc.'s new language for authoring multimedia applications, Version 2.0 of eTeem PILOT. This latest version adds CD-Audio/ROM access

and control capabilities (even laser videodisc capabilities) to the previous version. Now eTeem PILOT can be used to create CD-Audio, CD-ROM, and laser videodisc-based modules for demonstrations, presentations, and other multimedia applications as well as more conventional text/graphic presentations, tutorials, and other interactive applications. eTeem COPILOT 2.0, the run-time version of eTeem PILOT, is also available. eTeem PILOT is required to create new or modify existing modules which can be run by anyone with eTeem PILOT or COPILOT. eTeem CD-Audio/ROM applications require the use of an ICD AdSCSI or Advantage host adapter or ICD's new Link adapter. eTeem PILOT is \$79.95. eTeem COPILOT is \$79.50 from eTeem, inc. or free from the ST Library on GENIE. COPILOT is also included, free, with eTeem PILOT and with two new eTeem PILOT modules—eTeem CD-Audio Player (\$17.95) and eTeem CD-Audio Disc Cataloger (\$17.95). GENIE (address: ESTEEM) or write to eTeem, inc., 72 Shades Crest Road, Hoover, AL 35226-1014.

Hubbard's Cupboard Utilities

Wizworks, the Multiviewer/Graphica and Mug Shot folks, are offering a new utility set. "Ma Hubbard's Cupboard" is an extension to TOS 2.06, NEODESK, TT TOS, HotWire and ANY program that lets you execute another program from within it. A menu will give them instant access to twenty programs or other menus. Also in the utility set: FSEL EXEC, for using the file selector itself as a launcher; TT PRINT OR SAVE; FUJIMAUUS (animated custom mouse pointer); SUPER FLAGS (easy flag set for TT programs); IMG TO ICON Converter; MA HUBBARD'S GAME makes a 31 tile sliding block puzzle out of any DEGAS pic. The set is \$19.95. Also available now is Data Disk #3 for Mug Shot, Wizworks' face maker. "Ladies Purdy and Uglie" for \$19.95. WizWorks, PO Box 45, Girard, OH 44420.

HISOFT meets Oregon Research

Oregon Research Associates now supports the HiSoft family of products for the North American market. The entire line of software is at special "celebration savings" of 30%-40% off retail through December 31, 1992. The product line at Oregon Research now includes Lattice C, Devpack 3, HiSoft Basic 2, HighSpeed Pascal, FTL Modula-2, HiSoft C, WERCS, Knife ST, Harlekin 1 & 2, ProFlight, and True Paint. Original Oregon Research products include the well-reviewed hard disk backup system Diamondback II, the new Diamond Edge recovery tools, and Diamond Mirror data protection software. The Ultimate Virus Killer is also new. Oregon Research Associates, 16200 SW Pacific Hwy., Suite 162, Tigard, OR 97224, phone 503-620-4919.

PowerNet Changes Hands ■ Dragonware

Software announced that it has been unable to renew its license to manufacture PowerNet. Owners of PowerNet with a DragonWare label can still receive support from DragonWare. Both PowerNet and PowerNet have been sold by the programmer to ViewTouch Corporation. All programming questions for PowerNet and its associated applications should be directed to Gene Mosier at 503-344-7990 or Chris Latham at PowerPoint Software, 503-479-6635. DragonWare has also announced a new telephone support number: 406-265-7300.

A. Some of AtariUser's News and Press information is provided by the Z*Net International Atari News Service. Copyright © 1992 by Ron Kovacs, P.O. Box 59, Middlesex, NJ 08846, phone 908-968-2024 voice, 908-968-8148 BBS, GENIE Z-NET, CompuServe 71777,2140.

Atari



■ Atari once again let their developers create the show at COMDEX. They were the focus at about 10 workstations surrounding a central core of four conference rooms, all in stately grays and lively pastel blues. Unfortunately, the placement of the conference core in the center of the booth made the Atari area look small from all sides; it was easy to assume that Atari had 1/3rd or less of the space it really had. Floor space was actually too ample in the Atari booth. Several areas could have used more display. Shown here is the MIDI demo area, with live musicians attracting significant attention. Note the twin Atari drum – like overhead signs. They give a sense of the true huge size of the Atari area, something not apparent from any one side or in passing by the booth.

It was COMDEX in Las Vegas, November 16–20, 1992. Atari had the largest booth in one of the largest of the sprawling convention halls, in the biggest computer show the year. Atari was one of only two alternative computers (MAC was the other) in the entire show, attended by over 130,000 people in over 20 million square feet of show. And Atari flooded their booth with their new 1040-style Falcon030's. (Sorry, no tower configuration units, and not a peep from anyone admitting that such a unit was in planning. Nor were any glimpses of 68040 units to be had. But the non-Atari public seemed to be quite accepting of the one piece 1040 style Falcon.)

■ The KODAK Photo CD was a particular treat, showing detail never expected of the SC1224 monitors AND on a TV. Atari and Kodak think alike on this item; the computer must be a consumer product, not a business machine, to make the PHOTO CD sell.

At the Show

What was hot? Kodak. They signed a contract with Atari for development of the Falcon030 as a system for display and editing of CD ROM images. The pictures were nothing short of dazzling. Atari predicts that the Photo CD will become a COMPELLING application for the Falcon, which will become the lowest price option in

the world for display and manipulation of the new medium, even on a TV – and in a handy one piece case! [For those who missed the revolution, Kodak will transfer your slides or photos to a CD disk, 135 pictures to a disk. Each is stored in several resolutions for fast access, an the best im-

age far exceeds any currently available display device, assuring future non-obsolence. The quality is almost frightening.]

Drawing crowds next to the Kodak area was a bizarre device that looked like a sewing machine on steroids. From Data Stitch, Roy Gariand showed a TT030 running an embroidery machine, making Atari Logo hats and such. The setup costs a mere \$32,000, and even at that price, is the most competitive unit in the custom embroidery industry. It can take a tracing of any image and calculate the stitches required to create a hat, patch, or even an entire multicolor jacket. The point here was that Atari products can fit well into vertical markets, providing more options than the PC platform at prices far below the Mac or NeXT platforms.

A pair of NeXT computer developers also signalled rising sights at Atari. Digital-Optical-Analog is a new company based in Houston, Texas. President Steve Nasypany and DOA's "BlackMail" device was invented as a DSP based voicemail system for the NeXT. When they saw Atari with a far lower cost and almost identical DSP system, they became Atari developers.

The second NeXT developer on had was Steve Klein of Singular Solutions in Pasadena, California. In cooperation with England's D2D Systems, they have brought a professional level digital audio recording and editing system to the Falcon. The system is stereo and designed to replace \$20,000 devices with a \$2,900 one (and that INCLUDES the Falcon and drives!). The developers are excited; they designed it for the NeXT, and they conservatively expect the Falcon package to sell 20 times the number of units as they intend to move to NeXT owners.

The Portfolio display had some really interesting developments like BSE's external Flashdrive and an integrated unit that gives serial AND parallel interfaces to the





◀ A Falcon shows a new true-color version of a Jeff Minter Camels game. Note the new 17-button joystick and mini-joystick.

▶ JRI's Genlock Box: \$499 price should reduce with production.



with database, spreadsheet, document processing, communications—even using digitized voice annotation.

AtariUser was the only Atari magazine represented, and stacks of the September, October, and new November magazines from AU welcomed visitors at several corners of the booth.

What's Coming?

Atari told dealers at COMDEX that 2,000 Falcons will be in USA stores in January, with 4,000 units a month initially available for distribution worldwide. But the plan is grand; the number being touted for 1993 projected total Falcon sales is 350,000, with half of that in the USA. Who will sell them? Dealers and

distributors were, in fact, quite interested in the Atari line. Margins are the real factor; PC clones sell, but the market is saturated, and profits on a \$2,000 machine may not be \$200 due to the competition. Atari computers can offer three to four times the margin, with smaller purchases yielding satisfying performance. That means that pushing Atari could be profitable. And that means that the dealers are now a motivated audience for Atari products.

The Sands convention center failed to give Atari an even shake, as most visitors spent most of their time in the "main hall." Atari plans to move to the main hall next year to end this exposure problem. Atari was represented in both the Motorola and Bitstream Fonts booths, helping some. But COMDEX didn't get enough of Atari's time or money to have taken the breath away from show-goers. But that might be just as well; COMDEX folk are used to seeing Atari announce but not produce. If 1993 results in real production, the announcements will take care of themselves. — *John Nagy*

tiny Port, plus 512K RAM extension for a full 640K machine, PLUS a virtual drive B with 128K of storage, all for about \$300. And Optrol's Flash Memory offered Portfolio compatible cards with 524K at under \$150.

The entertainment display area held four Falcons running games, including Raiden, A Jeff Minter Camels game, and a bloody item called Cyber Assault that shows your character in full animation. Run, jump, pick up stuff, but fall in the water and a shark attacks you, eats your leg off, and you hop to the land on one leg plus a red stump. Yikes. And we got a first look at a 12-key joystick unit that uses the side analog jacks on the STe and Falcon.

The Calamus display was dramatic, eye-boggling graphics in dynamite color using Calamus SL and new modules that included MASK and PHOTO CD IMPORT. Bob Lumeski's recently expanded Oregon Research brought the extensive lineup including TruePaint, the first full art package for the Falcon in true color. Goldleaf Publishing showed graphics products, including DAS VEKTOR from Digital Arts in Germany (not yet available). COMPO showed that's Write II and a prototype 80286 IBM card for the Falcon. A 486 unit is said to be next, very soon. A nifty Compo music/direct recording title with CD quality stereo sampling and recording will sell for under \$100. Running unattended and all but unnoticed was a Falcon attached to JRI's prototype GENLOCK box. It was doing flawless overlay of animated text on a live image, mixed and managed by the Falcon.

Atari also showed SUTRA, briefly to be renamed CONCIERGE, and now in nom-de-flux. It's sort of a WORKS clone,



AtariUser NewsEdge

Phone
(408) 995-5080



SAN JOSE COMPUTER

THE ATARI SOURCE

1278 Alma Court, San Jose, CA 95112

Presents

TONS OF GAMES

AT PRICES EVEN SCOOGIE LIKES.



FAX
(408) 995-5083

GOLDEN PATH	0.99	ADVANCED ART STUDIO	9.95	SPACE QUEST	19.95
TRACKER	1.95	DEATHSWORD	9.95	SKYFOX	19.95
LAND OF HAVOC	4.95	JINXTER	9.95	MR. BOSTON'S BARTEND	19.95
HIPPOPONTS ST	4.95	IMPOSSIBLE MISSION 2	9.95	S.D.I.	19.95
PROTECTOR	4.95	QUESTRON II	9.95	ALTERNATE RLTY-CITY	19.95
MEAN 18 COURSEDSK 2	4.95	DIVE BOMBER	9.95	MATCHPOINT	19.95
KINGS QUEST III HINT	4.95	WARSHIP	9.95	HOLLYWOOD HIJINX	19.95
221 B CASE LIBR. #2	4.95	GOLD OF THE REALM	9.95	BALLYHOO	19.95
ARKANOID	4.95	FINAL ASSAULT	9.95	MIDWAY BATTLES	19.95
SENTRY	4.95	RAZRATS	9.95	AIRBALL	19.95
BUBBLE BOBBLE	4.95	STAR QUAKE	9.95	AUTODUEL	19.95
PRO LIGHT	4.95	BATTLESHIP	9.95	ALIANTS	19.95
ALL ABOARD!	4.95	KARATEKA	9.95	XEVIOUS	19.95
ZERO GRAVITY	4.95	HIT DISK VOL 1	9.95	LIBERATOR	19.95
ALCON	4.95	TECHNO-COP *	9.95	JEWELS OF DARKNESS	19.95
SPACE STATION OBLIV	4.95	SWIFTER	9.95	BOULDER DASH	19.95
TRANSPUTOR	4.95	OPERATION NEPTUNE	9.95	F-15 STRIKE EAGLE ST	19.95
KINGS QUEST IV HINT	4.95	BOBO	9.95	WIZARDS CROWN	19.95
QUADRALIEN	4.95	CALIFORNIA GAMES	9.95	MORTVILLE MANOR	19.95
CRACKED	4.95	GAMES, THE (WINTER)	9.95	GNOME RANGER	19.95
ABACUS INTERNALS DSK	9.95	PRO SOCCER K.V ERON	9.95	MIXED UP MOTHER GOOSE	19.95
SPELLBRAKER	9.95	TOWER TOPPLER	9.95	SPACE QUEST II	19.95
AMAZON	9.95	OPERATION CLEAN ST.	9.95	WARGAME CONSTRUCT SET	19.95
PAWN	9.95	FOUNDATIONS WASTE	9.95	MOEBIUS	19.95
HEX	9.95	PHANTASM	9.95	SKY FIGHTER	19.95
WINTER GAMES	9.95	HYPERDROME	9.95	CARRIER COMMAND	19.95
WORLD KARATE CHAMP	9.95	OVERLORD (WWII)	9.95	PRIME TIME	19.95
WORLD GAMES	9.95	ZYNAPS	9.95	GOLDRUNNER II	19.95
CHAMPIONSP WRESTLING	9.95	STARRAY	9.95	LEATHERNECK	19.95
ULTRACALC	9.95	BLACK LAMP	9.95	UMS	19.95
PIRATES OF BARBARY	9.95	PINBALL WIZARD	14.95	TYPHOON THOMPSON	19.95
1ST WORD	9.95	BLACK CAULDRON	19.95	HEROS OF THE LANCE	19.95
RENEGADE	9.95	PERRY MASON	19.95	SPACE RACER	19.95
PERFECT MATCH	9.95	FAHRENHEIT 451	19.95	POWRSTONE/ELF LORD'S	19.95
ROADWAR 2000	9.95	TIME BANDITS	19.95	SUPERMAN (MAN OF STEEL)	19.95
VT100 EMULATOR	9.95	SWORD OF KADASH	19.95	DRAGONS(CAPE)	19.95
GOLD RUNNER	9.95	ALT	19.95	SPACE QUEST III	19.95
SUB BATTLE	9.95	WISHBRINGER	19.95	RVF HONDA	19.95
SCENERY DSK 11 FLIGH	9.95	LITTLE COMP. PEOPLE	19.95	CHARIOTS OF WRATH	19.95
STATIONFALL	9.95	SILENT SERVICE ST	19.95	RED LIGHTNING	19.95
GUILD OF THE THIEVES	9.95	PAINTPRO	19.95	RAMBO III	19.95
PHANTASIE III	9.95	HACKER II ST	19.95	MACH IV	19.95
SILICON DREAMS	9.95	DEEP SPACE	19.95	SIDE ARMS	19.95
METROCROSS	9.95	DATATRIEVE	19.95	HILLSFAR	19.95
KNIGHT ORC	9.95	BREAKERS	19.95	STAR COMMAND	19.95

STUNT CAR/TRACK RACE	19.95	NOT A PENNY MORE, NO	29.95	CASTLE MASTER	29.95
MIAMI VICE	19.95	3D GALEX	29.95	DAN DARE III	29.95
GALAXY FORCE	19.95	FROST BYTE	29.95	BLUE ANGELS	29.95
LORDS OF CONQUEST	19.95	FORMULA 1	29.95	VIKING CHILD	29.95
SUPER CARS	19.95	BIOLOGY VOL. 1	29.95	TIME SOLDIERS	29.95
BRIDE OF THE ROBOT	19.95	BIOLOGY VOL. 3	29.95	EAST VS WEST BERLIN	29.95
RINGS OF MEDUSA	19.95	GEOMETRY VOL. 2	29.95	PSYCHO	29.95
BLACK TIGER	19.95	PHYSICS VOL. 2	29.95	PARADROID 90	29.95
3D POOL	19.95	OFF SHORE WARRIOR	29.95	NITRO	29.95
HOYLES BOOK GAME V1	19.95	BIONIC COMMANDOS	29.95	MAGIC FLY	29.95
DEMONS WINTER	19.95	SPACE HARRIER	29.95	RICK DANGEROUS II	29.95
HOYLES BOOK GAME V2	19.95	IKARI WARRIORS	29.95	TORVAK THE WARRIOR	29.95
COLONELS BEQUEST	19.95	SUPER HANG-ON	29.95	MEAN STREETS	29.95
CONQUEST OF CAMELOT	19.95	BERMUDA PROJECT	29.95	TYPHOON	29.95
OUTLANDS	19.95	ELIMINATOR HEWSON	29.95	NIGHT SHIFT	29.95
CODE-NAME ICEMAN	19.95	CYBER SCULPT	29.95	INT ICE HOCKEY	29.95
CRASH GARRET	19.95	CYBER TEXTURE	29.95	HILL STREET BLUES	29.95
PLANET OF LUST	19.95	NEBULUS	29.95	GODS	29.95
SPACE SCHOOL SIM	19.95	PURPLE SATURN DAY	29.95	MERCS	29.95
MANHUNTER NEW YORK	19.95	BATMAN	29.95	TIE BREAKER	29.95
FLIP SIDE	19.98	LED STORM	29.95	MEMORY MASTER II	29.95
RED ALERT	19.98	DEJA VU II	29.95	SPIRIT OF EXCALIBUR	29.95
JOUST ST	19.98	ISS	29.95	FAMILY CUR. JR. HIGH	29.95
SHUFFLEBOARD ST	19.98	LAST DUEL	29.95	FAMILY CUR. REVISION	29.95
BATTLEZONE	19.98	GHOSTBUSTERS, REAL	29.95	FAMILY CUR. PLY & LR	29.95
OUT RUN	24.95	AIRBORNE RANGER	29.95	TRINITY ST	29.98
WEIRD DREAMS	24.95	COSMIC PIRATE	29.95	SHUTTLE II	29.98
SUPERSTAR ICE HOCKEY	24.95	TIGER ROAD	29.95	GFL FOOTBALL	34.98
MIGHTY MAIL	29.00	COLOSSUS CHESS X	29.95	EASY DATA	37.98
PROCOPY	29.95	RUNNING MAN	29.95	MICH. BBS 3.0	39.95
TRIVIA CHALLENGE	29.95	SAVAGE	29.95	AEGIS ANIMATOR	39.95
CAD 3D 2.0	29.95	WILLOW	29.95	ROCK N' ROLL	39.95
HARDBALL	29.95	NIGHT HUNTER	29.95	TREASURE TRAP	39.95
GEOMETRY I	29.95	PUFFYS SAGA	29.95	ATARI ST WORD PROC.	39.95
BIOLOGY II	29.95	RICK DANGEROUS	29.95	ATARI ST DATABASE	39.95
GRIDIRON FOOTBALL	29.95	INDIANA JONES ACTION	29.95	ATARI ST PER FINANCE	39.95
BIOLOGY VOL. 4	29.95	PIRATES	29.95	ATARI ST HOME PROD.	39.95
FIRST LETTERS & WORD	29.95	RED STORM RISING	29.95	FAMILY CUR. CREATIVE	39.95
CYBER CONTROL	29.95	FAST LANE	29.95	DB MAN	49.95
SPECTRUM 512	29.95	STRIDER	29.95	UCSD PASCAL TDI	49.95
ALGEBRA II VOL.1	29.95	SLAYER	29.95	ATARI ST SPREADSHEET	49.95
ALGEBRA II VOL.2	29.95	EMPEROR OF THE MINES	29.95	ATARI ST BASIC	49.95
TEST DRIVE	29.95	VERMINATOR	29.95	FAMILY CUR. BUSINESS	49.95
SOLOMON'S KEY	29.95	ONSLAUGHT	29.95	ATARI ST SOUND&MUSIC	59.95
SPACEPORT	29.95	MIDWINTER	29.95	ATARI ST PROG. UTIL.	69.95

Shipping Flat Rate UPS Ground \$5 Prepaid or \$10 COD
Prices subject to change. Limited Quantities.

Merry Christmas & Happy New Year

From

SAN JOSE COMPUTER

THE ATARI SOURCE

1278 Alma Court, San Jose, CA 95112



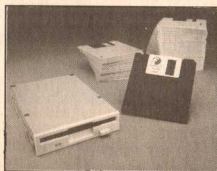
Phone
(408) 995-5080



FAX
(408) 995-5083

Freedom Floptical Drive™

We've EXPANDED!



Get a Floptical disk drive instead of a hard drive or removable cartridge drive. It's only \$399 for a complete plug'n'use model, with FIVE disks! Get an ICD LINK ST adapter if you need one (for DMA port use) for another \$95. Ready to use on any Atari ST or TT!

Yes, it's incredible. It's awesome. Contact us for a free color brochure, or read the great reviews in the top Atari magazines! Use as many floptical disks as you want for unlimited storage capacity! Now only \$19.95 each in 4-packs!

Response has been so good to PMC products like the FFD and GEMULATOR that we've added a new warehouse! And call us using our NEW PHONE NUMBER: 206-399-8700

Purple Mountain computers, inc.

The leader in the ST floptical drive market

15600 NE 8th St. •A3-412
Bellevue, WA 98008

- free 21 MB floptical disk
- ICD software, newest version
- read/write 1.44 MB & 720K disks (twice as fast as standard floppies)
- very small footprint (4.7" x 7.8" x 2")

Features

Funds must be paid by check or money order in US FUNDS to PMC (Visa/Mastercard fees are too high if offer as a notation because of the low price of the FFD). Checks take two weeks to clear. Shipping: via Federal Express, \$15 extra inside the USA. Call for prices for outside the USA.

Lowest Prices on Atari Hard Drives Guaranteed!

We will beat any nationally advertised price on hard drives for Atari ST/TT & Falcon by \$5.00.

Complete systems ready to run with Deluxe Case, ICD Host, software and cables. Falcon/TT drives less \$70. Add \$15 for ICD's or ICD Link. Call for other Atari stuff. Subject to availability & qualifications. - Carter Graphics & Computers - Since 1985 -

Hard Drives

20mb Seagate 28-40ms	\$269
42mb Quantum LPS 9-15ms	\$345
65mb Maxtor 15ms	\$411
80mb Maxt/Quant 11-15ms	\$434
120mb Maxtor 1" 15ms	\$559
150mb Micropolis 16ms	\$469
200mb 15ms Connor	\$698
240mb 8ms Quantum	\$806
340mb 4ms Micropolis HS	\$872
525mb 12ms Maxtor	\$1253
1 Gigabyte 13ms	\$1957

256mb Optical Cartrts	\$129
940mb Worm drive	\$2498
1 Gig Optical Tahiti	\$3818
1 Gig Optical Cartr	\$239

Other Stuff

Mega STE4 42HD	\$995
Portfolio	\$189
Spectre GCR	\$179
Pagestream 2.2	\$189
17" 1280x1024 Monitor	\$1199
14" TT-Falcon Monitor	\$349
Canon BJ10e Printer	\$289
2 Hard drive case	\$69
HD Case & ICD Host	\$169
ICD Link Host	\$109

Cartridge Drives

20mb VHD Floppy	\$399
44mb SyQuest v1 cart	\$559
44mb SyQuest	\$69 ⁹⁹
88mb SyQuest v1 cart	\$726
88mb SyQ Cartrts	\$125
90mb Bernoulli	\$789
90mb Bern. Cartrts	\$149
256mb Optical 3.5"	\$1995

Carter Graphics & Computers

994 Chamberlain Box 464
Kanab, Utah 84714
Open 9-6 Mt. Time Monday-Thurs.
Visa-MC+2%, Amex+5%, Personal
Checks OK, COD's w/10% deposit
APO, FPO & Foreign orders OK.
Phone **801-644-2090**

What is DOWN?

- The Iron Curtain
- Interest Rates
- The Berlin Wall
- Tokyo Stock Index
- Television Quality
- Ethics in Politics
- **ATARI TT030 Prices**

Price Breakthrough!

IN STOCK:
Atari TT030's
TTMI95 19" Monitors
Internal & External Hard Drives
The Link by ICD!

FINANCING AVAILABLE!

TCN The Computer Network

818-500-3900

1605 W. Glenoaks Blvd., Glendale, CA 91201



Store Hours:
11am to 7pm
Tuesday - Saturday

RE:Views

GFA-BASIC Toolkit, Volume 1

How-to, Hands-on Book; ST, Ste, TT

Designed for the beginning and intermediate GFA Basic Programmer, The GFA Basic Toolkit includes the manual and a diskette containing GFA BASIC routines, functions and procedures that can be merged into GFA Basic programs in Version 2.0 or above. It is not designed to be a tutorial, but rather to provide building blocks for your own programs. The routines are written by many contributing programmers and cover topics such as Graphics, Video Effects, Basic I/O, Sound and Music, and keyboard and mouse. Each routine contains a routine number, a numerical designation of the routines compatibility with earlier versions of GFA Basic, a brief description of the routine, the filename under which the routine is stored on the accompanying Toolkit diskette, description of how the routine is called, the parameters, its use within the calling program and an



example of the routine. A listing of each routine is also provided at the end of the book.

I found the routines to be very well written, and as a tutorial for learning by example, each routine introduces the beginning programmer to more sophisticated methods of programming and programming style. Particularly valuable utilities are included that will prevent programmers from having to reinvent the wheel in each of their own works. Center_print displays a given text screen from the center of the video display outward. It can be used with all three screen resolutions. The mouse_up procedure holds the execution of a GFA Basic program until the mouse button is released. By using this routine, especially in compiled programs after every mouse event will help eliminate the accidental selection of another button. The most useful routines are those in the Input/Output Unit which determine the current directory path, format the floppy, set the write protect file or hidden file attribute and copy a disk file to another file name. They can be used in any GFA Basic programs that write to a configuration file.

The toolkit is well worth its price and is an excellent addition to anyone's library of utilities. GFA-BASIC Toolkit, Volume 1, by John Hutchinson, \$34.95 with disk from Taylor Ridge Books. — Kevin Festner

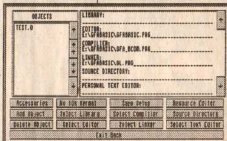
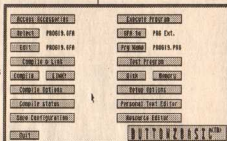
ButtonzBASIC

Easy GFA Interface Utility; ST, Ste, TT, Falcon
ButtonzBASIC is an attractive, mouse driven shell utility combining all aspects of GFA BASIC programming into one integrated graphic operated environment, thus replacing the GFA MENU and MEXUX utilities. A GFA BASIC programmer can edit, create, compile, set compiler options, link with as many objects as desired, execute GFA BASIC Programs and even perform all file and disk operations without having to leave the environment. ButtonzBASIC can be run on any size Atari ST/Ste/TT machine, and supports all ST screen resolutions.

To test the effectiveness of ButtonzBASIC, I developed, compiled, linked, and ran a test program without leaving the environment. By pressing the Edit button from the ButtonzBASIC Main Screen, it was quick and easy to go between the Utility and the GFA BASIC Editor/Interpreter and back. After development on the editor, I set the compile options and compiled the source code and then linked it to the objects that I added to the Object List from ButtonzBASIC's Setup Configuration Utility. ButtonzBASIC allows the linked program to have a different name from the source code file and allows the source code to be compiled into a TTP, TOS, PRG or ACC. Without leaving the interface, I then ran the compiled program from ButtonzBASIC by using the Test function, formatted a disk, created a folder, and copied the test program to that disk. ButtonzBASIC didn't do anything that I couldn't do with GFA BASIC's included utilities or the desktop, but it did make everything easier to use and immediately at hand, something that they are otherwise NOT.

The small manual accompanying ButtonzBASIC provides the barest of information on operation. However, the tool is so easy to use that the meager size of the manual didn't bother me as much as some of the questionable attempts at humor in "cute" descriptions of obvious functions such as Quit. The description accompanying, for example, the EXECUTE PROGRAM reads, "Well now, any idea what this button might do? Not to hard, is it!" Only the drummer rim—shot is missing.

ButtonzBASIC is well worth the \$44.95 price for those who use GFA BASIC regularly. But for occasional users, I think it might be a bit pricey for the convenience it offers. From MagicSoft/Micro Computer Depot, 224 O'Neil Court, Suite 14, Columbia, SC 29223, phone 803-788-5165. — Kevin Festner



RE:Views

RE:Views



World Class Soccer

Middle Class Game; Lynx

Atari's latest addition to the sports library is World Class Soccer, a portable version of the worldwide sport for one or two players. Basic soccer rules and penalties apply, including throw-ins, corner kicks, and fouls. Game options allow setting the length of the game (10 to 90 minutes), the field conditions, and the computer difficulty level.

Ball control is effortless, with automatic dribbling and easy passing and

kicking controls. On defense, you can steal the ball by kicking or with a "tackle", and you have control of the goalie and all squad members. The screen scrolls from side to side, and zooms in and out of the action as needed.

Even with good game ideas, World Class Soccer is sandbagged with weaknesses that hurt the gameplay. Control automatically goes to the man closest to the ball, which causes quick changes when it enters a crowd. The screen often focuses too closely on the ball making long passes impossible to coordinate, as you may control a player or goalie who is off-screen. Although teams from a hundred countries are available, the only difference is the flag shown.

Graphic images and sprites are respectably drawn and animated, and look good regardless of their size. On the down side, the scaling occurs too slowly to be effective, while the scrolling is too fast and jumpy. Sounds are uninspiring, composed mostly of a bouncing soccer ball mixed with periodic whistle blows and a crude crowd cheer.

This game has the ingredients for a quality soccer game, but assembles them into a disappointing ensemble that could have been better. While the hard-to-follow game action can be overcome, only devoted soccer fans will care to invest the time that World Class Soccer requires for mastery. Atari Corp., for the Atari Lynx, \$29.95. — Robert Jung

COPYIST DTP

New Version Scores Hit MIDI; ST, STe, TT

First off, Dr. T's Software is NOT gone from the Atari market, no matter how persistent the rumor. They've recently updated the best selling Atari titles, and Copyist is one of those.

My first chance to experiment with Dr.T's COPYIST came a few years ago, when the earliest version of the program was released. I was fascinated with the idea of being able to turn musical ideas into a printed score without the laborious work of transcribing. I was disappointed. The Copyist used to be a painfully difficult program, unfriendly, buggy, copy-protected, and willfully ugly.

Much of that has changed since the first release, and Copyist DTP has been reshaped by its programmers. Copyist DTP is no longer copy-protected, and once the simple hard drive installation is completed, you have immediate access to all of the program functions. Additionally, if you're working with Dr.T's MPE shell you can transfer from Copyist to OMEGA or X-OR inside that environment, giving you access to Dr.T's version of multitasking. The downside of this is that the program blocks access to all desk accessories.

The program itself is a lot more fun to work with now. A full menu bar is now included, with key combinations available for most commands. Full mouse access helps, too, making it easier to get around inside the score that's being edited. It's now possible to easily enter new sections into a score, using the mouse and computer keyboard, and score editing is no longer torturous for the user. The remaining aggravation is that the screen is redrawn with every editing change.

Copyist DTP is also flexible in both input and output. You can enter a score from the computer keyboard, if so moved, complete with full ornaments. The easiest way, of course, is to create a file using a sequencer, and import a Type 1 MIDI file (or a file from Dr.T's own sequencers, KCS and OMEGA.)

Output can be generated for full scores or parts, in a variety of formats ranging from dot-matrix and laser printers to EPS and TIFF files. The manual is easy to understand, detailed without needless complexity, and does a good job of guiding the reader through the program.

Copyist DTP has grown into a full professional tool, one that requires work on the part of the user (most of which is related to the art of transcribing music, rather than the program) but provides a satisfying environment for the user, and a thoroughly satisfying end product. Copyist DTP V1.7, \$399, by Dr.T's Music Software, 100 Crescent Road, Ste.1B, Needham, MA 02194 — Steven McDonald

RE:Views

Christmas Past.



~~Same old price.~~
~~Same old Game Boy.*~~
\$79.99**

Christmas Present.



~~\$99.99~~
\$79.99
Same price for a limited time only!

Atari[®] Lynx[™]: 4,000 brilliant colors And a special low price.* Game Boy



Xenophobe[™] (Arcade)
\$29.99 Item #PA2026



Rampage[™] (Arcade)
\$34.99 Item #PA2022



Batman Returns[™] (Action)
\$49.99 Item #PA2101



Pinball Jam[™] (Arcade)
\$39.99 Item #PA2055



Todd's Adventures in Slime World[™] (Action)
\$29.99 Item #PA2029



Toki[™] (Arcade)
\$39.99 Item #PA2066



Gauntlet - The Third Encounter[™] (Arcade)
\$19.99 Item #PA2024



Steel Talons[™] (Arcade)
\$39.99 Item #PA2104



Gates of Zendocon[™] (Action)
\$19.99 Item #PA2023



Switchblade II[™] (Arcade)
\$39.99 Item #PA2084



Electrocap[™] (Action)
\$19.99 Item #PA2030



Ms. Pac-Man[™] (Arcade)
\$29.99 Item #PA2057



Zorlor Mercenary[™] (Action)
\$19.99 Item #PA2030



Bill & Ted's Excellent Adventure[™] (Action)
\$39.99 Item #PA2068



Ninja Gaiden[™] (Action)
\$39.99 Item #PA2039



Paperboy[™] (Action)
\$29.99 Item #PA2041



Rygar[™] (Action)
\$34.99 Item #PA2043

COLOR:
No, just
monochromatic

SCREEN SIZE:
Very small
(2.6" Diag.)

SCREEN TYPE:
No backlighting
of screen - can't
play in the dark

LEFT-HANDED PLAY:
No, left-handed
players are left out

Nintendo and Game Boy are registered trademarks of Nintendo of America, Inc. All other products in this ad are the trademarks, or registered trademarks, and copyrights of their respective owners.



Actual Size

Ask anyone what it was like to get Game Boy[®] last Christmas. They'll tell you about the monochromatic screen that looks like, well, baby food. Let the truth be known: Game Boy[™] is for babies. On the other hand, if you ask anyone what it was like to get Atari[®] Lynx[™] - they'll tell you that it's the most incredible portable video game system on the planet. And guess what? They're right. Lynx has a larger screen with over 4000 colors - guaranteed to never bore your brain.

And get this: Last week, Lynx cost \$99.99. This week (and through January 31st), Lynx is available for only \$79.99. Get it? That's the same price as Game Boy[®]. Say goodbye to baby toys once and for all.

Speaking of choice, with Lynx you can choose from over 50 awesome games. Totally radical titles like *Blue Lightning*, *NFL Football*, *Batman Returns* and more - even classic arcade titles like *Ms. Pac-Man* and *Paperboy*. Many titles are available in stores (call for the store nearest you) - but the entire library is available by calling 1-800-327-5151 (you'll want to save this ad for future use, too).

Pictured on our front cover: Baseball Heroes[™] (Sports) \$34.99 Item #PA2050
**Game Boy's price when purchased 11/16/92 at Toys 'R' Us, Redwood City, CA.

Colors. 50+ incredible games. The Boy[®] just became obsolete.



World Class Soccer[™] (Sports)
\$29.99 Item #PA2037



COLOR:
Over 4000 vivid colors
(16-bit graphics engine)

SCREEN SIZE:
World's largest
portable video game
screen (3.5" diag.)

SCREEN TYPE:
Backlit with
adjustable brightness
for easy viewing

LEFT-HANDED PLAY:
Controls "flip" for right-
or left-handed players

Atari Lynx
\$79.99 Item #PA2201
No software included
(so stock up while the
shipping is FREE!!!)

*Save \$20
off Lynx!
Special Limited
Time Offer.

ATARI

Actual Size

Roadblasters[™] (Driving)
\$39.99 Item #PA2038

With a 16-bit graphic engine, controls that "flip" to accommodate right- or left-handed play, incredible stereo sound and more, the Atari[®] Lynx[™] has no equal. And with ComLynx[™] Cables, some games can be connected up to 8 players for radical competitions with your friends.

Plus, if you order now, we'll ship your order via FREE Federal Express[®] Delivery. That's even faster than Santa could get it to you!

So what are you waiting for? Fasten your seatbelt and call 1-800-327-5151 to save \$20 off Lynx and order any (all?) of these incredible games – and get FREE Federal Express delivery.

LYNX



A.P.B.[™] (Driving)
\$39.99 Item #PA2042



Awesome Golf[™] (Sports)
\$39.99 Item #PA2049



Warbirds[™] (Flying)
\$39.99 Item #PA2032



Basketbrawl[™] (Sports)
\$39.99 Item #PA2034



Blue Lightning[™] (Flying)
\$39.99 Item #PA2020



California Games[™] (Sports)
\$39.99 Item #PA2025

2 Incredible limited-time offers:

1. Call 1-800-327-5151 to order the Atari Lynx for only \$79.99 – that's \$20 off the regular retail price!

2. Call 1-800-327-5151 to order Lynx and all the software you can handle – receive it via FREE Federal Express Delivery!

* HURRY! BOTH OFFERS EXPIRE 1/31/93!

1-800-327-5151

FREE 



Hockey[™] (Sports)
\$39.99 Item #PA2052



NFL Football[™] (Sports)
\$39.99 Item #PA2045



Viking Child[™] (Action)
\$39.99 Item # PA2064



Xybots[™] (Action)
\$39.99 Item #PA2062



Tournament Cyberball[™] (Action)
\$39.99 Item #PA2038



Kung Food[™] (Action)
\$39.99 Item #PA2076



Shadow of the Beast[™] (Action)
\$39.99 Item #PA2081

Order by
December 21
and receive
your order
in time for
Christmas!

Atari Lynx F.A.Q.

(Almost) Everything you ever wanted to know about the Atari LYNX (but were afraid we'd tell you)!

Q. What is the Lynx?

A. The world's first hand-held color video game system. Sold by Atari, the Lynx offers true multi-player competition, 16-bit graphics, reversible controls, and fast action. The Lynx is available in two packages. The "Deluxe Package" costs \$129.95, and includes the Lynx, the CALIFORNIA GAMES game card, a carrying case, a ComLynx cable, and six AA Alkaline batteries. The "Base Package" costs \$99.95 and is only the Lynx.

Q. How did the Lynx created?

A. The Lynx was first conceived by Epyx in 1987 by Dave Needle and R.J. Mical to be the Commodore "Handy." Commodore bailed out, Epyx needed a buyer, and Atari bought the rights. Today, Epyx is required by its contract with Atari to provide technical support.

Q. Are Lynx game cards encrypted?

A. Yes and no. Several hundred bytes of a Lynx game card is encrypted. Game-card verification was introduced by Epyx to enforce game quality, who saw hastily-made games as the cause of the death of the Atari 2600. Epyx still performs the encryption of Lynx game cards, using a proprietary encoding system.

Q. What are the differences between the original and the "Lynx II"?

A. The new Lynx is smaller and lighter than the original Lynx. It offers stereo sound through the headphones, and allows you to turn the screen off while a game is paused to save batteries. A power LED has been added which blinks when power is low, and cartridges are easier to insert. The automatic shut-off of the original Lynx has been removed, and the speaker is not as loud as the originals.

Also, early Lynx II units can experience "blinking pixel syndrome". With some games, a stationary screen pixel cycles through all the colors very quickly. It does not affect game play and is often hard to notice. Officially, Atari does not distinguish between the Lynx models.

Q. What are the specifications?

A. All specifications are for the current Lynx model. Unit size is 9.25" x 4.25" x 2", screen size is 3.5" diagonal. The speaker has a 2" diameter. Game controls consist of an eight-direction joystick, two sets of fire buttons (A and B) and two option buttons (Option 1 and Option 2). Other buttons are Pause, Power on, Power off, and Backlight (turns off the screen). The buttons can be used to reset the Lynx or reverse the controls.

Control knobs set the volume and screen brightness. Ports connect stereo headphones (mini-DIN 3.5mm stereo), the multiplayer ComLynx cable, and DC power (9 volts, 1 amp).

The Lynx has two basic chips, called Mikey and Suzy, that form a cooperative set of coprocessing systems. Both are 16-bit custom CMOS chips running at 16 MHz. Mikey consists of a MOS 65C02 processor at 4MHz, an 8-bit CPU with a 16-bit address space; the sound engine has 4 channel sound, 8-bit digital-audio controller for each channel. Range is 100Hz to well above human hearing and supports stereo with panning; A video DMA driver for the LCD display; system timers, interrupt controller, and a UART for the ComLynx; and 512 bytes of bootstrap and game card loading ROM.

Suzy is a dedicated blitter (bit-map block transfer) unit and graphics engine. It offers drawing support, an unlimited number of sprites with collision detection, and high-speed sprite scaling, distortion, and tilting effects; decoding of compressed sprite data; clipping and multi-directional scrolling; variable frame rate (up to 75 frames/second); screen resolution 160 x 102, with artificially-induced 480 x 102 possible; a 4096 color palette with 16 colors on screen at once; and a math coprocessor with 16-bit multiply and divide, providing 32-bit answers and parallel processing of single instructions.

The Lynx contains 64K of 120ns DRAM. Game cards currently hold 128K or 256K of ROM, but in theory up to two megabytes can be stored with bank switching. With Alkaline batteries, the reasonable average battery life is 4 to 5 hours. Using rechargeable NiCad batteries, average battery life drops to 1.5 hours per recharge.

Q. Why does the Lynx use a 6502?

A. According to R.J. Mical, the 6502 was used because it offered no significant advantages, and would make the Lynx larger and more expensive. Stephen Landrum concurs, adding that 68000 assembly code requires more storage than a comparable piece of 6502 code.

Q. Is the Lynx a 16-bit system?

A. If "16-bit" refers to the main CPU, (such as the Sega Genesis), then the Lynx is an 8-bit system. If "16-bit" refers to the graphics engine (such as the TurboGrafx-16), then the Lynx is a 16-bit system.

Q. Is there a TV tuner option?

A. No. Atari's position is that while a TV tuner would be a novel idea, their market research shows that most people would not buy one. The unofficial word from Stephen Landrum is that the Lynx screen display is not capable of showing a broadcast quality television picture.

Q. What's the ComLynx port like?

A. There is a practical limit of connecting 18 players via the ComLynx. While it may be possible to connect more units, the drivers in the Lynx cannot drive more than 17

"AtariUser published BJ Gleason's Portfolio FAQ (Frequently Asked Questions), so I figured, why not share my Lynx FAQ? I'm presently the keeper of the Lynx FAQ, which was first created by Darius Vaskela. Here, then, are some of the more common, more useful, and more interesting questions and answers about the Atari Lynx, updated especially for AtariUser readers."

-Robert Jung



Q&A LYNX

Q. My Lynx screen is badly scratched! How can I fix it?

A. Get some "plastic scratch remover" or "plexiglass scratch remover". You can find it in hardware stores, or look in the Yellow Pages under "Plastics".

Q. Sometimes a multi-player game locks up. Why?

A. A ComLynx game will freeze if communication is interrupted; restoring this will continue the game. This is probably due to a fray in one of the ComLynx cables, or a loose connection. The cable gets jostled, communication is broken, and the game "freezes". Jiggling the cable is a temporary fix, but a new cable is best.

Q. Agh! My Lynx is broken! How can I fix it?

A. For \$60, plus \$5 shipping and handling, and your old/broken Lynx, Atari will repair it or replace it with a new Lynx II unit. Send your Lynx to: Lynx Repair Service, Atari Computer Corporation, 390 Caribbean Drive, Sunnyvale, CA 94088.

Q. How can I reach Atari Corp otherwise?

A. Customer Service: (408) 745-2000. Mailing Address: Atari Corp., 1196 Borregas Avenue, Sunnyvale, CA 94089-1302.

■ Robert Jung is a 24-year-old software engineer, longtime video game fan and die-hard Lynx fan who's bought and reviewed every title ever made. He can be reached c/o AtariUser, or on the internet at rjung@usc.edu.

units with pull-ups on the serial ports and still work within specifications.

ComLynx communications run from 300.5 to 62.5K baud, and works on a "listen and send" structure. Data transmission between Lynxes is done in the background, freeing up the CPU to run the game directly. It's called "RedEye" in-house at Atari, named after an early idea of communicating with infra-red transmissions.

It uses a three-wire cable (+5V/Ground/Data) and allows for bi-directional serial communications. Messages are framed in 11-bit words, each consisting of a start bit, eight data bits, a parity bit, and a stop bit. The ComLynx port is used only for communications; it can't be used to control other aspects of the Lynx, though in theory it can be used to send signals to external devices.

Q. What's the Lynx developer's kit like?

A. On the hardware side, there's a Commodore Amiga, with 3 megabytes RAM and hard disk; a "Howard" board, which is a parallel-interface module that has the Lynx electronics and debugging tools; and the "Howdy" unit, which is a small PC board in a plastic case with buttons and a Lynx display, connected to the "Howard".

For software, there's Handy-Bug, a symbolic debugger and disassembler; Handicraft, a graphics translator that turns Amiga IFF files into coded Lynx sprite data; HSFx, the sound editor; macro libraries, sample programs, and system documentation plus updates.

A full Lynx Developer's Kit currently costs around \$5,000, which includes all this hardware and software.

Q. What can I use to carry my Lynx game cards?

A. Easy solutions are trading card cases. They're sturdy, inexpensive, and lock shut. Most hobby and comic book stores sell them; a large case costs \$0.50 to \$1.00, and can hold up to 14 Lynx cards.

Also available are Lynx card wallets by Realm. The wallets are padded, holds 18 cards each, and cost \$5.95. Write to Joey Sherman at Realm, 10504 Easum Rd., Louisville KY 40299. On GENIE, send e-mail to REALM.

Q. Any sources for Lynx information?

A. Publications:

— APE. Newsletter: "Atari Portable Entertainment", a dedicated newsletter. Published five times a year, cost is \$6.00/year. Clinton Smith, 2104 N. Kostner, Chicago, IL 60639. GENIE: C.SMITH89

— Atari Explorer: Atari's official magazine. Regular Lynx game preview information, but often biased. P.O. Box 6488, Duluth, MN 55806. GENIE: EXPLORER

— AtariUser: Atari-oriented magazine. Lynx news and reviews on a regular basis. Subscription is \$15 a year

(12 issues). 249 N. Brand Boulevard, Suite 332, Glendale, CA 91203. GENIE: ATARIUSER

— Die Hard Game Fan: Gaming magazine with some Lynx. 18612 Ventura Blvd., Tarzana, CA 91356.

— Electronic Gaming Monthly: General video-gaming magazine with some Lynx coverage. Will often get screen shots and reports of new games before others. 1920 Highland Avenue, Suite 222, Lombard, IL 60148.

— Gamemaster: Dedicated specifically to the Lynx, including reviews, tips, and buy/sell/trade activity. 10 issues a year for \$10, free sample issue available. P.O. Box 2224, Arvada, CO 80001-2224, (303) 423-6805.

— Gamepro: General video-gaming magazine with Lynx coverage. P.O. Box 3329, Redwood City, CA 94064.

— On Target: Dedicated specifically to the Lynx, including reviews, tips, and buy/sell/trade activity. Bi-monthly, \$4/year. Matthew Szweczyk, 18C Boyle Avenue, Cumberland, RI 02864-2306, (401) 658-3917.

— Portable Atari Gaming System: A quarterly newsletter with reviews, editorials, news, information, and game tips. Year's subscription: \$12.00. P.O. Box 37692, Raleigh, NC 27627-7692, GENIE: E.SCHOFIELD

— Video Games & Computer Entertainment: General, with Lynx news often in news articles and in the dedicated portable gaming column. 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210

Bulletin Board Systems:

— Star-Linx BBS. (602) 464-4817, 300/1200/2400 bps. In Mesa, Arizona (USA). Be sure to have your CALIFORNIA GAMES game card handy when you call to gain higher access.

— Video Game Information Service. (201) 509-7324, 300-14400 bps. Multiple lines. In West Orange, New Jersey (USA). Dedicated to video gaming and maintains files of cheats and reviews. Carries related conferences from other computer networks including Fidonet, Worldnet, and Globalnet.

On-line services:

— GENIE: Atari ST Roundtable BBS, Category 36

— CompuServe. Lynx Data Library and Message Group, in the ATAR88 forum. Type "GO ATAR8"

International clubs:

Internationaler Lynx Club, Hans - Jorg Sebastian, Siegfriedstr. 3, 3684 Schmittten 3, Germany.

International Lynx Club, Leon Stolk, Vanenburg 2, 7339 DN Ughelen, The Netherlands.

Internationaler Lynx Club, Christian Lemikus, Obertraun 27, 4831 Obertraun, Austria.

Swiss - Lynx - Info - Club, Eugene Rodel, Sangeliweg 45, 4900 Langenthal, Switzerland.



New Dimensions
Computer Center



Authorized Atari Business Computer Center

9026 W. National Ave., West Allis, WI 53227 (414)327-3311

Ultimate Ripper Now Available!!!

- Break Into Any ST/STe Program
- Capture Music, Sound & Graphics
- Dissamble Memory - Edit Disks
- Search For Infinite Lives
- Much, Much More!!!

STE 1 Meg (Sale thru Dec. 31)	399.00
STE 2 Meg	479.00
STE 4 Meg	559.00
Mega STE 1 Meg	649.00
Mega STE 2 Meg	699.00
Mega STE 4 Meg	779.00
TTU00 2 Meg ST RAM	1469.00
Falcom050 1 Meg	Call
Falcom030 4MB/65MB HD	Call
Portfolio w/ 64K Card	283.00

	w/ CPU	w/o CPU
2 Meg ST RAM Board	149.00	159.00
8 Meg ST RAM Board	619.00	639.00
4 Meg TT RAM Board	269.00	279.00
16 Meg TT RAM Board	719.00	799.00

SMH7 14" Mono Monitor	189.00	199.00
SC2224 12" Color Monitor	399.00	209.00
SC4335 14" Color Monitor	349.00	379.00
PTC1426 14" VGA Color	539.00	569.00
TTM85 19" Mono Monitor	849.00	899.00

50 Meg Hard Drive	249.00	269.00
80 Meg Hard Drive	319.00	339.00
130 Meg Hard Drive (FASTII)	399.00	429.00
Hard Drives Up To 1.7 Gig	Call	Call

SyQuest 44 Meg Removable HD, 2 Bay Case, 60w Power Supply, ICD Host, DMA Cable	599.00
SyQuest 44 Meg Removable HD, 2 Bay Case, 60w Power Supply, SCSI Cable	469.00
SyQuest 44 Meg Removable HD Bare Drive	349.00

21 Meg Floptical Drive, Case, Power Supply, ICD LINK, DMA Cable, One 21 Meg Disk	499.00
21 Meg Floptical Drive, Case, Power Supply, SCSI Cable, One 21 Meg Disk	399.00
21 Meg Floptical Drive and One 21 Meg Disk	359.00

Canon BJ-10ex BubbleJet Printer	379.00
Atari SLIM605 Laser Printer	Call
6 Outlet Surge Protection w/ EMI/RFI	8.95
6 Outlet Surge Protection Wall Mount	7.49
Beetle Mouse	32.95

Suncom TAC 50 Joystick	16.95
TAB (TOS Adapter Board) w/ TOS v2.06	84.99
Printer A/B Switch Box	16.95
6' Parallel Printer Cable	4.99
10' DB9F-DB25M or 6' DB25 M-F Modem Cable	5.99
1 Meg SIMM	39.95

720K and 1.44M Floppy Disks	Call
21 Meg Floptical Disk	24.99
44 Meg SyQuest Cartridge	69.95

Devpac ST	54.95
Devpac TT	176.95
Diamond Back II	33.95
Diamond Edge	49.95
Flash II	39.95
Multiloak Deluxe	36.95
Newdeck Icon CFX	23.95
PageStream Qwikforma	27.95
Stereo Master	68.95
Stereo Reply	152.95
Ultimate Ripper	79.95
Warp 9	33.95

Addna Family	44.95
Another World	45.95
Elvira II (7 DISKS!!!)	58.95
Fucination	47.95
Gobblin	41.95
Heinzdell	58.95
Iskar (32 Colonn!!!)	47.95
Knightmare	46.95
Lure of the Tempstress	52.95
Pacific Islands	47.95
Push-Over	44.95
RoboCop III	42.95
Tuders	Call
Ultima VI	48.95

WE JUST STOLE THE THUNDER FROM "THUNDER!"

Spelling Sentry

A spelling checker in a desk accessory • Checks spelling while you type • 100,000 word dictionary • Fast and efficient • Checks text files and word-processor files • Runs on the ST, STE, and TT • Expands typed abbreviations • Clipboard support • Intelligent alternative spellings • Works with all major GEM programs and desk accessories • Just \$59.95

Also from Wintertree Software:

GramSlam - Grammar and writing style checker...\$39.95

Grammar Expert - Online reference for the rules of English grammar, punctuation, and effective writing... \$59.95



Wintertree Software Inc.

43 Ruxter St., Nepean, Ontario Canada K2J 3Z9 • (613) 825-6271

Shipping: Canada: \$3; US: \$4. Ont. residents please add 8% PST

C-Font

Convert Calamus outline fonts to GEM format!

Many programs use GEM fonts, including all GDOS/G+Plus programs. If you use a word processing, desktop publishing, or graphics program that uses GDOS, you've probably been frustrated at the lack of fonts available to you. Well, all that's changed!

C-Font opens the door to using more typefaces. There are thousands of Calamus format fonts available and C-Font converts them for use in GDOS applications. It's even a snap to use! All you need to know is what point size you want; C-Font does the rest!

C-Font is available now for just \$29.95

COMPO Software Corp.
104 Esplanade Avenue Ste. 121
Pacifica California 94044

Tel : 415-355-0862 Fax : 415-355-0869

Calamus is a trademark of EMC Publishing. GDOS is a trademark of Joint Computer. G+Plus is a trademark of Caltech Technology.



VIDEO GAMES TOP LIST ■ According to a Gallup Poll, in a telephone survey of approximately 500 children, ages 7-16, 63 percent of responding children said they "really want" a video game system for the holidays. Portable video games followed with 64%, and video game software was wanted by 43%. Remote-control vehicles ranked fourth in popularity (31%), just ahead of prerecorded video tapes (29%). More kids said they really want a water gun than asked for board games (only 21%). Gallup did the survey in November for Nintendo (boooooo), but keep it in mind when buying for the young ones — no matter what age they are!

'Tis the Season to be giving, getting, wishing, granting, meeting, greeting, dreaming, doing... and SHOPPING. Lots of shopping. For your family, for your friends, for yourself, for your COMPUTER. Especially with the wintry months ahead, it's time to strap in for the long spell of indoor times with our Ataris. Here's a collection of what is hot, what's on some special lists, and what you might shop for in order to make your holiday money go the farthest. It's our annual...

AtariUser Holiday Shopping Guide!



Telecom For Christmas

Are you into telecommunications yet? If not, a modem might be the best and most versatile holiday gift you'll ever get or give. Using a modem is easy and fun, and will dramatically increase the size of your program library for little or no money, featuring terrific public domain and shareware files (just check out our UserWare column!). And many Atarians find that telecommunication has become their favorite computing activity, as they converse and exchange files with other computerists of all kinds.

All you need to let your computer do the talking is a modem, a cable, and a terminal program. There are free terminal programs that will do the job, and the best commercial ones are seldom more than \$50. The MODEM is the biggest investment — as much as many hundreds of dollars for very fast and FAX compatible units, and as low as \$20 for the 1200 baud models that are now considered a bit slow. The cable shouldn't cost more than \$15, and might be as low as \$4 at a swap meet, even less if used.

Generally, a 2400 Baud modem (it refers to speed) is fine for general use today, while the faster four-times-faster 9600 BPS (at higher speeds, they measure in bits-per-second) is becoming quite standard. You can buy for price, as most modems today will be reliable.

Once you get "wired," you'll need somewhere to call. There's lots of local Bulletin Board Systems (BBS's) almost everywhere, and some will have an Atari section or be all-Atari. And most will have a local and long distance BBS list available that will help you find other places to call. But beware, the sudden draw of so many exciting and distant places to call will play havoc with your phone bill if you let it. AtariUser personnel frequent

the Code-Head Quarters BBS in Los Angeles, 213-461-2095. You can too.

Then when you get confident, don't miss the international multiuser services like GENIE, CompuServe, and Delphi. GENIE is the busiest place for Atari support, but it is available in ample amounts on each service. Each has its own character and following, plus each operate with different command structures and languages. Try a few, and see what appeals to you — they're quite inexpensive to try them out, but can be costly if you get "hooked."

Here's how to get Online:

The Atari Roundtables on GENIE are official information services of Atari Corporation. To sign up for GENIE service, call (with modem) 1-800-638-8369. Upon connection type HHH (RETURN after that). Wait for the U# = prompt. Type XJM11877;GENIE and hit RETURN. Rates are a flat \$5.95 a month for Basic services, with the computing and other special interest areas available at \$6 an hour, non-prime (evenings and weekends).

To sign up for CompuServe, call (by voice) 1-800-848-8199. Ask for operator #198. You'll be sent their \$15 membership kit for FREE. Rates are \$12.95 an hour.

Signing up with Delphi: via modem, dial up DELPHI at 1-800-365-4636, then, when connected, press RETURN once or twice and at the "Password:" prompt, type IP26 and press RETURN. A variety of special plans make Delphi's rates as low as \$1 an hour.

Get up to speed now, and be ready for AtariUser's annual telecom issue this spring, featuring hundreds of places to call for Atari BBS's around the world. And we'll see you there! — John Nagy

My Wish List

"After years of accumulating software and hardware, I find that my system meets my needs well. Even so, there are some areas in which I find myself wishing for more. Not the least of these is in the realm of graphics for desktop publishing. I use Calamus to publish my own commercial manuals and ads, my user group newsletter, my church newsletter, my neighborhood school's student directory, and various other items for my own purposes and for friends and clients. I'd be a good bit more effective in these endeavors with a CD-ROM drive and clip arts CD from MS Design. I'd also like to add scanning capability with a MiGraph hand scanner. And to manipulate my scans, I'd like Scanfile, the Tray, and Coalesce from WizWorks!" - Dorothy A. Brumlieve (D.A. Brumlieve Software)

BeST Bets/BeST Sellers for the Giving Season!

Still struggling to find the perfect gift? Here's a summary of what other Atari Users are doing, buying, selling, and wanting this year! We've been making our list, checking it twice, and now, it's up to you.

Atari Hardware

AtariUser's most local Atari Dealer, The Computer Network of Glendale, California, says the advance orders on the Falcon030 are through the roof. Delivery won't be until sometime in January. Other Atari hardware that's moving well: Monitors, color and monochrome, as users decide that one is never enough; MegaSTe's, being recognized as an affordable powerhouse; and the TT030 is getting attention again as potential Falconers realize that the new little machine won't compete with the TT in the DTP arena, or for other applications that need raw speed and VME slot versatility. On the used market, real deals abound on smaller Atari computers as the serious get more serious, and the frontrunners make room for their new Falcon!

Software and Accessories

Here's just some of what's hot this season, selected after extensive talks with dealers, users, and developers. The suggested retail prices are shown, and items here are in order of price. Some products may be available at discount at some locations. Take note: while you may pay more for some products at a dealer, think about who will be giving you support after the sales, when you need help with them!

Item	Distributor	SRP	Description
Joystick Ext. Cable	Pacific Software	\$ 5.95	Stop flipping up your I040!
AtariUser Magazine	AtariUser	\$ 15.00	Subscribe Now! Call 818-246-6277
STeno	Gribnif	\$ 29.95	D.A. text editor, companion to Stalker
KidPublisher	D.A. Brumlieve	\$ 35.00	Lets kids draw, write, print
CardFile 4	Gribnif	\$ 39.95	Rolodex/Calendar in a Desk Accessory
CodeKeys	CodeHead Technologies	\$ 39.95	Make any Macro to do anything!
HotWire	CodeHead Technologies	\$ 44.95	Program launcher and desktop organizer
Warp 9	CodeHead Technologies	\$ 44.95	Screen speeder, an absolute must-have!
Diamond Back	Oregon Research	\$ 49.95	Fast backups for your hard drives
MultDesk Deluxe	CodeHead Technologies	\$ 49.95	Unlimited desk accessory slots
Spelling Sentry	WinterTree Software	\$ 49.95	Real-time spelling and abbreviation D.A.
STalker	Gribnif	\$ 49.95	Maybe the best terminal program anywhere
Diamond Edge	Oregon Research	\$ 69.95	Hard drive tune-up and repair
NeoDesk	Gribnif	\$ 69.95	Ultimate GEM desktop replacement
K-Graph 3	Michtron	\$ 79.95	Business graphs and more
Pha\$ar	Pacific	\$ 79.95	Account for yourself! Top finance manager
STraight FAX	Joppa Software	\$ 79.95	Complete FAX package for FAX modems
The Link	ICD	\$ 99.95	Inline host adaptor for hard drives
Tracker ST	Step Ahead Software	\$ 99.95	Complete communication manager/database
Invision Elite	DMC Publishing	\$129.95	New super raster art package
TEC Board/TOS 2.6	CodeHead Technologies	\$139.95	Upgrade any ST to the new TOS
Convector	Gribnif	\$149.95	Convert graphics to smooth vectors, fast.
GFA BASIC	GFA	\$149.95	Portable and powerful for programming
LDW Power	LDW	\$179.00	Lotus 123 but better, for the ATARI
Arabesque	Gribnif	\$199.95	Vector and Raster graphics in one pack
Hand Scanner	Migraph	\$199.95	With software, capture any image
MegaPaint	CodeHead Technologies	\$199.99	Highest of Hi-tech raster art system
Calligrapher	CodeHead Technologies	\$249.95	Superior document processing
Outline Art	DMC Publishing	\$289.95	Vector art creator, ideal for DTP
Gemulator	Purple Mountain	\$299.00	Run ST software on a PC!
Migraph OCR	Migraph	\$299.95	Convert printed pages to ASCII files
PageStream	Soft-Logik	\$299.95	Powerful DTP with full Postscript support
SupraFAX v.32bis	Supra Corp	\$379.95	Top line, fast, and affordable FAX/MODEM
Freedom Floptical	Purple Mountain	\$399.00	21 meg per \$20 floppy disk, PLUS! 1.44mi
CuBase	Steinberg/Jones	\$399.95	The finest MIDI sequencer anywhere
Avant Vector	CodeHead Technologies	\$499.95	Unsurpassed vector manipulation
Calamus SL	DMC Publishing	\$799.95	More power than ever in DTP

8-Bit Christmas ■

We've had lean times for 8-bit Atari owners who are looking for new and exciting hardware and software. Some is available, imported from Europe and South America where a few pockets of commercial development remain, as well as from some die-hard Americans. Check our Issues for ads from B&C Computer, importers of some nifty new (I) games and such for the XL/XE mighty mites.

Support? Yes, a groundroofs effort by Ben Poehland is resulting in an 8-bit magazine, Atari Classics is a new effort, and a fine gift for 8-bitters would be a membership/subscription. Contact Ben at 179 Sprout Road, Route 352, Frazer, PA 19355. Here at AtariUser, we intend to do more columns of 8-bit support in 1993, as well.

The single most useful item for an 8-bit user today would have to be a modem. The incredible wealth of PD and shareware programs for the 8-bit line that has been built and cataloged for the last 10 years is staggering. And it's waiting for you on BBS systems, GEnie, and CompuServe. There is literally enough out there to keep you busy trying 10 new programs or files a day for the next 5 years. So get started!



Publishing Praise

"You mean I can't recommend Calamus because it's my own product?? That makes it a tough one. I work all day long using my own product! Hmm, let's see. For anyone involved in Desktop Publishing to any serious extent, I recommend a TT. For serious RAM enhancement I recommend you use the GE Soft expansion card that takes either 1 megabyte or 4 megabyte SIMMs. I use Calamus (plus) on my system of choice, a loaded TT with 42 Megabyte's RAM, a Cybercube Cyrel Sunrise 24 bit colour card and a 17" MAG hi-res monitor, or I use a Mega 4 with Jim Allen's TUR-BO D30 running at 50 MHz with an additional four megabytes of FAST RAM.

The only accessory I'll recommend as a constant user is CodeHead's Warp 9. I own, use and recommend the 170 megabyte ICD hard drive with built-in tape backup. I also own use and recommend our 3.5" half-height 800 Megabyte SCSI hard drive from Toshiba that fits perfectly into the TT." - **Nathan Potechin (DMC Publishing)**

"All I Want for Christmas..."

...is a Universal Interface from BSE for my Atari Portfolio Computer. That talented gang at BSE who created the Flashdrive, the Portable Harddisk for the Portfolio, have also created the new and exciting "Universal I/O Interface". They have managed to squeeze an RS-232 Interface, the parallel port, and a 128k EPROM drive "B." in the same case the parallel port is currently in. The EPROM [at the time of this writing] will include the BSE utilities, UPDATE.COM, XTERM, PEASIC and more! And you'll get all of this for under \$150!

But there's more! A second unit, the "Universal RAM I/O Interface" provides all of the above, plus an additional 512k of memory, bringing the Portfolio's available memory up to a total of 640k! This will allow you to run larger programs, and have a huge C: RAM Drive. And this unit is well under \$300! Once we get a unit to test, you can expect a full review. To order or for more information, call BSE at 602-527-8843 (voice), or 602-527-1540 (FAX).

What else is on my Christmas list? Well, I've mentioned new 1, 2 and 4 meg Flash Memory Cards from Optrol Inc. which fit entirely inside the Portfolio memory card slot. Well, the latest news from Optrol is that the cards will not be available for at least a year. However, they they will be able to produce 524k cards to be shipped in January, with a list price of \$189, if there's enough interest. So my wish is that all our readers call or write to Optrol, and let them hear from your Optrol Inc., P.O. Box 37157, Raleigh, NC 27627, phone 919-779-3377." - **BJ Gleason (AU)**

Christmas Boxes...

Part of every Christmas is finding a place to put the things we get. So it is with our computers. There's never enough storage space. I'll wager that a hard drive (or a bigger hard drive, or another kind of hard drive) would be the #1 most appreciated addition to any setup. Like neckties, you can never have enough drives, even though you might have too many.

Alternative storage devices are coming on fast for the Atari computers, since the SCSI port and ICD's LINK have been implemented. The hottest add on items are Syquest removable hard drives, Floptical disk drives, tape backup units, and CD ROMs.

For several years, the only games going in unlimited storage were Syquest units. In 44, then 88 meg sizes, they are fast and easy, complete hard drives with removable media. But the disks DO cost about \$1.50 a meg, after a \$600 or more purchase price for the drive itself, considerably higher than fixed drives today. Such is the price of power and speed.

Coming on strong now is the Floptical, an external 3.5" disk drive that is both a high-density 1.44 meg drive B and a storage unit for up to 21 meg on a standard-looking disk. At under \$400 and \$1 a meg (and prices still falling), these drives are very attractive. Access speeds don't approach those of a Syquest, but the affordability and versatility make the Flopticals a really good choice. And I believe that these will be the cross-computer platform media of the future, replacing standard disks.

Tape backup drives are available now, with software from Beckmeyer Development to run it off the SCSI/AC-SI port. Great for fast data backup, but not for random access. And the CD ROM will be a choice to consider, but I'd wait another couple months to shake out that market for the Atari, assuring compatibility with the Kodak Photo CD format.

Me? I want/need/gotta have more of those 21 meg floppy disks. Lots more. - **John Nagy**

"Things We Need, at Christmas or Anytime:"

- 1) Any computer user MUST have a hard drive. Fast, quiet, high capacity, are the requirements.
- 2) RAM expansion. 2-4 megabytes for single task, 8 meg or more for multi-tasking.
- 3) TOS 1.4 or higher. There's no reason to use TOS 1.0 or 1.2 anymore. They just aren't safe and are too slow. The newer TOS versions are even better if you can afford them. Bring on Multi-TOS!
- 4) Spectre GCR (Mac emulator). Gotta Have It!
- 5) A monochrome (B&W) monitor. I can't stand low and medium resolution.
- 6) Another hard drive. (You can never have enough.) Can you tell I'm a Hardware Geek? - **Thomas D. Herker (ICD Inc.)**

"My Holiday Wishlist:"

1. True, working, bulletproof multitasking.
2. Microsoft Excel (and not a pale imitation).
3. Microsoft Word (and not a pale imitation).
4. Keyboard commands for every mouse action in the entire system, similar to the universal Windows keyboard commands.

That's it! I removed item 5, which is new ownership of Atari Corp. -grin." - **Nevin Shallit (Step-Ahead Software)**

"My Christmas Resolution..."

The next big purchase for my TT030 will be a graphics card. I have this VME port that's just asking for it. I have several choices for North American-distributed graphics cards for the MegaSTE/TT030 VME port. There's Jay Craswell's AlbeTT, Cybercube's CyRel. boards, Lexicor's Leonardo, Merlin Group's Chromax, and Gribini's Crazy Dots.

First of all, the AlbeTT supports 1024x768 with 16 colors, and may be the most compatible because it emulates the ST's low resolution - only with a larger screen size. The AlbeTT is identical to the ISAC board except that it's suited for the MegaSTE/TT030 VME port instead of the Megabus.

I've been on the initial waiting list for Lexicor's Leonardo board for over a year. It's (eventually) supposed to be perfect for animation, sporting a 512x512 resolution with 262,144 colors out of 16.7 million. NTSC output is standard, so you can put your animations on videotape.

George Richardson of the Merlin Group recently announced that he's assembling a waiting list for his Chromax board to determine if there's enough demand for it. If people ask for it, he'll design one for each of the Atari configurations. He expects the boards to be around \$500 and available in January or February.

Finally, there's Crazy Dots, imported from overseas and supported by Gribini in North America and available now. Model CD-8 supports 256 simultaneous colors while CD-15 supports 32,768, each in any resolution from 320x200 to 1280x800. The VME version of the CD-15 is priced just under \$1000; the Megabus and 256-color versions are less expensive.

If you need a graphics card now, I'd recommend the Crazy Dots, or if you don't need 256 colors, get the AlbeTT. If you and Santa Claus can wait until after Christmas, look into the Chromax." - **Ed Krimen (AU)**



AtariUser's Winter ST/TT Game Buying Guide



AtariUser's Game Guru, Eric Bitton, takes on the new crop of games for the ST and TT. Here's his expert opinion of what's your best bet, and maybe what to wait and see more of before you invest. Plus, a forecast of the Game Season to come... all Winter!

Out Now, and best Bets:

Amberstar (Thalion DL), a new Ultima-style fantasy RPG. It just came out and everybody is raving about how great it is. I guess it's a good one (grin).

Castles (Electronic Arts UK), travel back to the Middle Ages and build your very own castle (or, more accurately, whip the local population into building it). A popular title on the [Infernal] B[oring] M[onster].

Formula One Grand Prix (Microprose UK), the best Formula 1 racing simulation available right now. Contains all 12 tracks from the 1991 season. Great graphics (3D polygons), lots of details. Not to be missed.

Ishar: Legend Of The Fortress (Daze Marketing), a pretty decent "band of adventurers" fantasy RPG. Also works in monochrome.

Lemmings II: The Tribes (Psygnosis US/UK), this sequel adds 11 new tribes of Lemmings with special skills.

Magik Worlds (Daze Marketing UK), a new compilation containing Crystals Of Arborea (the forerunner to Ishar: Legend Of The Fortress, fantasy RPG), Dragon's Breath (a rather complex game of dragon-raising and land-conquering), and Storm Master (another land-conquering strategy game where the wind plays a major role). A good cerebral mix.

Wizkid (Ocean UK), if you're looking for something really weird, look no further. This game makes Northern Exposure look like The Dukes Of Hazard! Half the fun is discovering all the freaky levels yourself. Basically, it's a jumpin'/shootin'/collectin'/bumpin'/fallin' kind of thing.

Vroom and Vroom Data Disc (Lankhor FR), another Formula 1 racing game, but with a different look and feel from Microprose's entry. It uses a combination of sprites and polygons, but it's incredibly fast and smooth! Vroom comes with 6 racetracks, and the Vroom Data Disc adds another 6. It also allows the use of the joystick in other modes besides "arcade", something that Vroom didn't do. You could only use the mouse.

Out Soon, maybe in time for Christmas:

Chaos Engine (Renegade UK), the new one from the world-famous Bitmap Brothers (Xenon I and II, Speedball I and II, Gods, Cadaver, Magic Pockets). Set in a steampunk environment (Victorian science-fiction with steam-powered computers, steam-punk as opposed to cyber-punk), you and 2 other players must track down a scientist who has built a machine that could bring about

the End Of The World. The game feels like a really beefed-up Gauntlet. Overhead-view omni-scrolling, gorgeous graphics, good enemy AI.

Dune (Virgin UK), loosely based on the movie and novel, this strategy game lets you get a handle on running the desert planet of Arrakis. You control everything, make all the big decisions, and kick some serious Harkonnen butt. Designed by Cryo (France), the people behind Captain Blood and Purple Saturn Day. This means very nice and weird graphics. "The Spice must flow"

Eye Of The Storm (Readysoft CA/Empire UK), a strange 3D polygons shoot'em up involving lots of different lifetimes living within the eye of the Jupiter Red Spot storm (hence the title). Promises to be way weird.

Harrier Assault (Domark UK), from the same team that brought you the not-so-hot MiG 29 Fulcrum and MiG29M Super Fulcrum simulations. Hopefully, this one will have more going for it. It simulates the AV-8B Harrier jumpjet used by the US Marines.

Legends Of Valour (US Gold), from the Corporation design team. This is a 3-D fantasy RPG with full proportional movement (unlike Dungeon Master) set inside a city (like Alternate Reality). Looks very promising.

Pinball Dreams (21st Century Entertainments UK), this was apparently a big hit on the Amiga and it's being converted. Try before you buy.

Pool (Virgin UK), from Archer MacLean, the man behind Whirlwind Snooker. This promises to be the ultimate pool simulation ever programmed. And if you have seen Snooker, then you know what I'm talking about. The graphics are simply the smoothest and nicest ones ever seen on any machine!

Reach For The Skies (Virgin UK), a Battle Of Britain combat simulator using 3-D polygons (unlike Their Finest Hour by Lucasfilm) and designed by Rowan Software, world-famous for Falcon and Flight Of The Intruder. It will contain all the features you could ever want, including a VCR facility. Red Zone (Psygnosis US/UK), a 3D polygons motorcycle racing simulation. Better than Gremlin's Team Suzuki.

Street Fighter II (US Gold), I feel like Big Boy Caprice in Dick Tracy: "Everywhere I turn, it's Street Fighter, Street Fighter, Street Fighter!". Well, it's coming on the ST, so stop staring at that Super NES! I wonder how they're going to implement all those nifty moves though...

Tornado (Digital Integration UK), a very detailed simulation of the Panavia Tornado fighter-bomber. Release date unknown.

Waxworks (Accolade UK), a horror movie graphic adventure using the same interface as Elvira I and II. Explore a mansion where each room is connected to a different time period. Another winner from Horrorsoft.

- Eric Bitton

Coming Soon: a Game Not to be Toyed with
Elite 2: Frontier (Konami UK), the space game to end all space games. Much more than just a sequel to the original Elite, Frontier promises to provide equal doses of graphic adventure, space combat simulator, and strategy. It's the long-long-awaited sequel to Elite, a game that revolutionized the entertainment software industry when it was first released for 8-bits in 1983. Judging from the screenshots I have seen, Elite 2 should be just as amazing. The planets and moons have surface details. You have a choice of starting positions and occupations, and the game is just as much an adventure game as a space simulator. Elite 2 will be released shortly by Konami, which I find hard to believe, as they don't do ST games. But, that's what the evidence points to.





+

HiSoft
High Quality Software

=

Power Software!

Your one stop shop for all your Programming, Editing, Backup, Optimization, Diagnostics, Repair, Data Recovery, Virus Protection, Utility, Personal Time Management, and Entertainment software is Oregon Research!!

Diamond Edge - Disk Diagnostics/Optimization
Diamond Back II - Hard Disk Backup
Ultimate Virus Killer - Virus Protection
Knife ST - The ultimate disk sector editor!
Tempus 2 - Lightening fast editor
Harlekin 2 - THE all in one ACC and personal time management system!
ProFlight - Tornado Fighter flight simulator

Lattice C - ANSI C development system
HiSoft C - Learn C the easy way!
Devpac 3 - 680x0 Assembly development system
HiSoft Basic 2 - THE BASIC for the 90's
HighSpeed Pascal - The premier ST Pascal
FIL Modula-2 - Power programming
WERCS - Resource and Icon Editor



and coming soon **True Paint** - The Falcon True Color Experience

Please phone or FAX for upgrade information for previous versions of HiSoft Basic, Devpac 2, Lattice C 5, and Harlekin 1.

*On the Cutting Edge
of Computer Technology*



Oregon Research Associates
 16200 S.W. Pacific Hwy., Suite 162
 Tigard, OR 97224
 Ph: (503) 620-4919 FAX: (503) 624-2940

MegaByte Computers

907 Melbourne
 Hurst, Texas 76053
 (817) 589-2950

Atari ST Products

1 Meg Upgrade Installed \$85.00
 2.5 Meg Upgrade Installed \$175.00
 4 Meg Upgrade Installed \$275.00

Call for Cheap TT & STE Pricing

1.44 Meg Ext. Floppy Drive \$99.00
(only if your ST/STE/TT has a 1.44 drive built in,
 720k otherwise. Fully ST/STE/TT compatible)

Portfolio Products

Internal 512K Upgrade \$249.00
 Portfolio With 512k \$479.00
 20 Meg Flashdrive \$399.00
 40 Meg Flashdrive \$549.00
 80 Meg Flashdrive \$599.00
 (Subject to Availability)

We service all ST computers.
 Call for pricing on used systems.

NEW VERSION

NEW VERSION	NEW VERSION
Card: 52 of 52	Sort
John R. Sabes	Print
Director of Marketing	Prints
Wiggins Corporation	Filter
1317 South Boulevard	Filter Menu
Northampton MA 01061	Print Menu
Home phone: (413) 555-1487	Print Menu
Work phone: (413) 555-2142	Send
Fax line: (413) 555-2143	Send
Modem line: (413) 555-2144	Print Menu
Last name:	Print Menu
Card	Print Menu
Group	Print Menu
Next	Print Menu
Group	Print Menu
Card	Print Menu
Print	Print Menu

CardFile™ 4

Personal Information Manager

- Address Book
- Phone Dialer
- Daily Agenda
- Monthly Calendar
- Mailing Labels
- Personal Notes
- Appointments
- Much More!!

CardFile 4 runs as both a desk accessory or program. It can even exchange data with most common address programs, including Tracker ST, Partner ST, DeskCart, and more! This new version includes a brand new, illustrated, 60+ page manual. Still a bargain at under \$40!

To Order, Call: (800) 284-4742

Gribnif Software

P.O. Box 779 • Northampton, MA 01061
 Tel: (413) 247-5620 • Fax: (413) 247-5622

Christmas on the Cheap!

For ST Giving or Getting, Get These!



Looking for an easy and inexpensive way to stuff your computerist's stocking? Or some seasonal goodies to spice up your holiday afternoons? Maybe just a few items to put a jingle in your step? The solution is as near as your modem. Make a few calls, and faster than you can recite the "Night Before Christmas," you'll be up to your sugarplums in Christmas Bytes.

I thought this would be a good time to review some popular entertainment items and games that capture the spirit of the season.

Puzzles

DMLTN_2.ARC - Demolition Man by Clayton Walnum of C-manship fame is a challenging logic puzzle for all ages. Uncover "tiles" to gain clues to the location of bombs. You'll improve your deductive reasoning ability. Three levels of difficulty (up to "Agony") add more bombs and a larger playfield. It works in all ST resolutions.

BANG.ARC - Along the same vein as Demolition Man is BANG! This program has smaller tiles and therefore the difficulty level is huge. All ST resolutions.

DRACHENZ.ARC - The ancient Chinese game of tile removal, in the public domain. It lacks some of the features of the original Shanghai but it's great fun to play. Expect to spend many hours at this one once you get hooked. ST low resolution.

Arcade

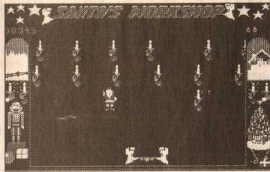
C_SANTA.ARC - A new Christmas game this year is Chateau Santa. Help Santa deliver presents but first, you must find a way to leave the Chateau. Easier said than done. ST low resolution.

DROIDLZH - This game is commercial quality material. You control the actions of a droid and must progress through several screens of puzzles and challenges. Arcade action at its finest. ST low resolution.

GRAVARC - If you remember an arcade game entitled "Gravitar" or have played FTLs Oids on your ST, then you know what Grav is like. There are several levels of difficulty to keep you busy. ST low resolution.

SANTAGAM.ARC - Santa has fallen out of his sleigh so you must help Rudolph locate him. Rudolph pulls the sleigh while you guide him around Christmas trees and snowmen. Along the way you need to pick up Christmas presents which have also fallen out of the sleigh. Navigate the hazards to rescue good ol' Saint Nick. Great game for the kids. ST low resolution.

SANTAWRK.ARC - Santa's Workshop is from Frank Cohen of Regent Software fame. This game is Clowns & Balloons with a Christmas theme. Angels "fly" the trampoline along the bottom of the screen while Santa bounces around and attempts to grab Christmas candles. The graphics are first rate. ST low resolution.



Boardgames

MONOPOLY.ARC - The classic 1986 version by David Addison is still one of the most popular PD programs for the ST. Now if someone will only do a multi-player version! ST low resolution.

AGGRAVARC - Another great board game conversion is Aggravation. Play with up to eight other players and attempt to navigate around the board without another player sending you back to the beginning. You'll see that there's a reason why this game is called Aggravation, but it's fun. ST low resolution.

Strategy

BLOX.ARC - So, you feel that you have conquered every Tetris clone there is and you're looking for a new challenge? Well, Blox is it. This game puts a twist on the old genre by having the pieces fall towards the center of the screen which creates circles around a central point. When you fill up a layer, it disappears to continue your frustration. I've had this program on my hard drive for months and only recently rediscovered it. "Testing" BLOX became a major reason why the editor waited an extra week for my article. ST low resolution.

CELESTIA.ARC - If you like strategy games, I highly recommend Celestial Ceasers. This is another all time classic that has been updated to allow the player to play up to 4 other humans or a computer opponent. ST medium resolution.

REACT.ARC - Reaction is a boardgame which pits you against the computer. Your mission is to end the game with more colored spheres than your opponent. This game is a twist on the Othello theme since you don't twist whole rows of "chips" but rather change the color of the spheres which you land next to. ST low resolution.

Enjoy this free software on your holidays, and PLEASE, DON'T BE A PIRATE!

■ When not checking downloads, Brian Eliassen works at NASA's Jet Propulsion Laboratory (JPL) as an Electronics Technician on the Airborne Visible Infrared Imaging Spectrometer (AVIRIS) project.

■ Terms that you will be seeing often in AtariUser's UserWare Column.

■ **Freeware/Public Domain/PD:** This software is completely free. Use it and enjoy.

■ **Shareware:** If you continue to use a shareware product, you're expected to pay the author for the right to do so, a matter of personal ethics and integrity. PAY for your shareware products, and keep programmers programming!

■ **Crippleware:** More than demos, but not fully functional until you either buy the product or register your shareware version.

■ **Commercial:** Some people actually attempt to make a living in the software area. Don't use a copy and be a PIRATE.

■ **MODEMS:** A device to let your computer transfer data on the phone. Speeds are measured in **BAUD**; 2400 is considered standard, 9600 much faster.

■ **Terminal Program:** The software to control a modem, dial the phone, transfer files, etc.

■ **ARC, LZH, and ZIP:** Formats of file compression, allow compacting multiple files for sending or storage. Programs to create and undo the compression are available everywhere files are offered.

■ **Where to get the reviewed software:** ALL of the software in this column is readily available for downloading (transferring via phone) on your local Atari Bulletin Board System (BBS), GEnie, CompuServe, or Delphi. Or, get these and other files from a public domain disk distributor such as Suzy B's or BRE.

MIDI ALERT ■ Last month in the NEWS section of AtariUser, an item about C-Lab referred to Dr. T's Software as having "stopped developing for the Atari in 1992." THIS IS NOT CORRECT. Although few new Dr. T's products are immediately planned for the Atari platform, a range of their present products have recently been upgraded, and a few eliminated as non-competitive. Dr. T's is staying with Atari; we regret the error in the story.

Smart MIDI

Making MIDI More

■ Smart MIDI requires discipline. Don't get hung up on the Fellow Artist Syndrome. One twinge of sympathy for the salesman and you're finished, stuck with a terrifyingly huge purchase while he's made a great commission on your error of judgment. Don't blame him — he's just supplying you with what you "really want." In the GENIE MIDI RoundTable, this effect is called "the MIDI sink-hole."

I suspect that if you're like most people I know, an honest appraisal of your bank account will reveal that trickle-down economics has trickled all your money down to some place other than your savings. This isn't a comfortable notion for most of us who chose to pursue the world of MIDI rather than a more sensible instrument such as the Euphonium. Hence, *Smart MIDI*.

Smart MIDI is a simple concept, and it stems from the painful understanding that it's easy to blow a lot of money in the MIDI field—often for no really justifiable or sensible reason. While some stores will let the customer pilot the sale, you'll find other salesmen hitting hard, fast and often, trying to extract as much from you as possible.

Smart MIDI is simple to implement, though it does require (like most simple concepts) a certain amount of work on your part. The work involved is hidden in the requirement that you ask three basic questions, and give them all your attention, being honest all the way. The first of those questions can save you a bundle of money. The second and third, unfortunately, can actually cause you to invest more initially. But the idea is that the initial investment will reap later rewards. It's like playing the stock market—the risks are calculated, not random. They're the chances you take when getting into MIDI.

The first question to ask yourself is—and it requires brutal honesty, which is where the work issue comes into it—*What do you Need Right Now?* Many people wind up with \$1500 software packages because of unbridled enthusiasm, brute force salesmanship, and seductive ads. Sure, you might be able to play back Pictures At An Exhibition while flashing the Brill Building lights in the Morse code for James Joyce's *Ulysses*. But if you're looking to have a good time playing downloaded MIDI files and jamming with a canned jazz trio on the standards from the Cocktail Lounge From Hell, then you're \$1300 and tax too high on the meter.

Be honest with yourself. If you really only want to fool around with a limited set-up, don't rush out to buy all the Steinberg—Jones goodies on the shelf. They're wonderful, but you could probably get by with *Band-In-A-Box* for the Lounge stuff (or perhaps Steinberg—Jones' *Tango*) while *Barefoot Software's Edittrack Gold* (or the coming *Platinum*) will do the MIDI files.

And, yes, there's a possibility that you'll discover the opposite to be true, as well, which is where the second question comes up for examination—*What do you need right now for your professional goals?*

While experience indicates that most people spend too much, many people try to get by with too little. If you're involved in MIDI for professional reasons, you have to avoid being cheap if at all possible. Even though amazing results can be had with a minimal investment, MIDI shortfall will more than likely bite you at the worst time.

Maximum memory and as much hard drive capacity as you can afford should be primary considerations, as well as the best software for the job. The major considerations involve the type of software you need for your work; do you need to have notation handy? Many people don't need that aspect, making *Cubeat* a better choice than *Cubase*. Do you need sample editing? What about access to full-tilt SMPTE synchronization for video and film work? *MIDI Machine Control*?

The best way to start is to sit down and make a checklist and then prune mercilessly, but carefully, doing a lot of active research all the way. Read the literature, obtain the demos (a modern comes in handy for this, as most of the major packages have demos or slideshows on bulletin boards and information services.) Ask a lot of questions. 10 PM on a Sunday night in a hot session is no time to find you really should have bought that Universal Editor/Librarian or that you should have spent another \$100 for something that generate a printed part to make the trumpet player's life easier.

The third question is still a matter of work, but it may be a little easier—*What is the potential for growth in your career and your operations?*

This isn't a way to obtain the freedom to be excessive in your spending, but once you've pruned down to what you really need now, consider what you might need in a year or two. You may not need synchronization right now, but you might add a sync box in twelve months, or see a need six months away for SMPTE, making *SMPTEtrack* a better choice than *Edittrack*. Think about your goals before you make any final decisions. The requirements for being the best jingle writer in town are vastly different from those for a sound effects genius, and you have to think in terms of where you're going.

Once again, buy the wrong tools for the job and you shoot yourself in the wallet. You'll hurt yourself financially, because you'll still have to buy the right tools. You may hurt your career, losing gigs or projects. You'll certainly do yourself damage in terms of self respect—feeling like an idiot is no great pleasure.

If you've planned for growth, it's easier to bear the inevitable costs of expansion when the time comes. Spend the money for a bigger hard drive now, instead of swapping that packed 50Mb drive for a 220Mb drive in a year. Go for the maximum memory when you buy the computer, not six months down the line when you have to take the machine in for the upgrade, wasting time and effort. If it's likely that you'll need it, buy a universal editor/librarian instead of a couple of cheaper dedicated editor/librarians. Always plan with an eye to the future. The universe isn't static, and neither are you.

Smart MIDI. It's not just a good idea—it ought to be the law. — **Steven McDonald**

■ Steven McDonald has been occasionally known to implement "Dumb MIDI" and doesn't recommend it. He lives, writes, and records in his Burbank, California home with too many computers and not enough cats. Reach him, if you dare, by FAX at (818) 563-1615, or address SM on GENIE.

AU Classifieds

■ AtariUser reaches more eager Atari buyers each and every month than any other Atari Magazine. If you want to SELL 'EM FAST, this is the place!
 ■ **COMMERCIAL CLASSIFIEDS** - \$30/30 words, \$1 each additional word. Call 818-246-6277 or mail ad with payment.
 ■ **FREE FREE FREE Personal Classifieds** - No phone calls; send typed copy with complete phone and address in cover letter to us at AtariUser, 249 North Brand Boulevard, Suite 332, Glendale, CA 91203. 30 words max, FREE!

Slightly Used 1040STe, SC1224 color monitor. Some productivity software and games. Also 8 - bit 103XE, 1050 disk drive and 8 - bit software. Information? Mail SASE to Mike Dengler, 882 Richard Drive, Lebanon, PA 17042. [12/92p]

Lots o' STUFF: MegaSTe4 w/48meg HD and Math CoPro - \$750. SC1224 Color Monitor - \$145. SLM804 Laser Printer - \$350. SLM605 Laser - \$450. Mega4 w/Turbo25 - \$500. Megafire 30meg HD - \$225. 1040STF with 2.5 meg RAM, PC - SPEED IBM emulator built in, Tweety Stereo sound board, TOS 1.4 - \$350, \$300 w/o emulator. D5DD Atari external drive - \$45. Everything in top shape. John, 213 - 666 - 6031.

Sale: Atari TT030 with 4 meg ST RAM and 48 meg hard drive - \$1,300. John, 818 - 246 - 7286. [12/92]

ABUG - Atari Bolese User Group, helping owners of Atari Computers. Meeting monthly. Contact Ron Whittam, 603 Meadwood Lane, Bolise, ID 83704, 209 - 378 - 4755. [12/92]

For Sale: 1040STF (1 meg), Megafire 2, SC1224 and SM124 color and mono monitors, Atari modem, 2 external D5DD, software \$1,200. Call 817 - 645 - 1354. [12/92]

Join the Yolo Atari Users Club - Call Eric at 916 - 756 - 5486, or write or meet us on the 4th Tuesday each month at 7:30 PM, 1129 Fordham Drive, Davis, CA 95616.

Newsletter, PD access, Magazine Library. [12/92]

Free Membership! Join HACKS user group in the Los Angeles area. We meet the 2nd to the last Thursday each month at 7PM at 1605 West Glenoaks, Glendale, CA. Call John King Turpinian 818 - 246 - 7286. [12/92]

50+ Fonts for use with PageStream 2.x, \$21.99. Shareware catalog, FREE. Money order or check payable to "The Fun-house Shareware," Box 153, Berkeley, CA 94701, phone 510 - 525 - 9359. [11/92p]

Wanted: Dead or Alive - Analog Magazines. William J. Brown, 165 Blossom Hill Rd., Space 157, San Jose, CA 95123, 408 - 365 - 9211. [10/92]

Attention Western Mass! W.M.A.U.G. user group here to serve you! Monthly meetings, 2Hr BBS Support. Contact Dave Scarpa 413 - 283 - 4967 BBS 413 - 283 - 4967. [8/92]

ATTENTION: AA - ALG Atari Computer Club, Box 1433, UPLAND, CA 91786, call 714 - 590 - 0071, or BBS 714 - 625 - 4251. 40 megs, 300/200/2400 Baud, 24 Hrs. [8/92]

RACC Rockford Atari Computer Club 3693 Renfro Road, Cherry Valley, IL 61016, 815 - 332 - 8303. H. Jake Oblich Educational Programs for Learning Impaired Students. [8/92]

In Search of: Peachtree Accounting Software for Atari 800, New/Used w/dcos. Cash or 8 - Bit

equipment/trade - Isaac Honor 718 - 282 - 0217. [8/92]

ATARI 2600/VCS OWNERS: We are a newsletter-based User Group/Club. For a sample, send \$1 to: Tim Duarte, 2600 Connection, P.O. Box 3993, Westport, MA 02790 - 3993, (508) 636 - 3674. [8/92]

I Buy Your Unused 2600 Stuff: Starpath Super-charger for Atari VCS, VCS carts, also TI/99 Cards. Paolo Caprotti, Via Bellini 40, 20052 Monza, (MI) Italy. [8/92]

N.C.A.H. 8 Atari 8-bit Computer User Group. 4801 Denison Ave., Cleveland, Ohio, 44102. Call 216 - 961 - 5735, BBS 216 - 582 - 1196, Part Time. Brian K. Boggess. [8/92]

AtariLand Calendar

LIST YOUR EVENT WITH ATARIUSER! Invite the world to your public Atari event in AtariUser and Z'Net Atari Online Magazine! Send your information to AtariUser, or call it in! Use the address or phone number shown above in the FREE CLASSIFIEDS.

December 20 - Eugene, Oregon. An Atari Swap Meet is planned for the Gateway Hall meeting place. The hours will be 10 AM - 5 PM, and there may be a very small admission and table fee.

December 25th - Christmas! AtariUser can be there - a subscription is a perfect gift! Only \$15 a year, or \$25 for fast - first class delivery (\$30 for outside the USA). You can have the hottest news in AtariLand - only in AtariUser Magazine, every month. Subscribe NOW and take advantage of these discounted rates! Send check, money order, or VISA/Mastercard number (with signature, Bank name, and expiration date) to Atari -

User Magazine, 249 North Brand Boulevard, Suite 332, Glendale, CA 91203. Or, call in your VISA/Mastercard order anytime at 818 - 246 - 6277. Sure, this is a blatant and shameless plug, but you're reading it, aren't you? Good. Now order your subscription. Merry Christmas!

January 7 - 10, 1993 - The Winter Consumer Electronics Show comes to Las Vegas, Nevada. CES is an electronic playground, with everything in the way of high tech toys for kids and adults. Game consoles and hand entertainment items like the Atari Lynx are big here, and Atari will attend with a hotel suite showroom. Contact Atari Corp for more information on seeing their display at 408 - 745 - 2000.

January 15 - 18, 1993 - NAMM is the largest conclave of musicians each year. Held in Los Angeles at the Anaheim Convention Center, the variety of sights at the National Association of

Music Merchandisers is wilder than at Disneyland, just next door. Atari was the first computer manufacturer to ever display at NAMM in 1987, and has become a standard at the shows. A trade show for music stores, distributors, and professionals of every strata, entertainers are seen everywhere at NAMM. Contact James Grunke at Atari Corp for more information at 408 - 745 - 2000.

March 1993 - CeBIT, the world's largest computer show with 5,000 exhibitors in 20 halls, is held annually in Hannover, Germany. Atari traditionally struts its newest wares there, usually before it's seen in the USA or anywhere else. In '93, the Atari 040 machines should be premiering, and this is the likely venue. Third party developers also use this show to introduce new hardware and software, so expect a wave of news from CeBIT every year. Atari Corp and the IAAD coordinate cross - oceanic contacts to promote worldwide marketing of Atari products, and this

show is an annual touchstone of that effort. Contact Bill Renbuck at Atari Corp for information at 408 - 745 - 2000.

March 13 - 14, 1993 - The Sacramento Atari Computer Exposition will be sponsored by the Sacramento Atari ST Users Group (SST) at the Towle Ford Museum in Sacramento, California. This show replaces the earlier scheduled, then cancelled Northern California Atari Fest for the Bay Area, to have been held in December 1992. A major two day event, the SAC show is being held in the special events area of the Towle Ford Museum, home of the worlds most complete antique Ford automobile collection. As a bonus, admission to the museum is free when you attend the Expo. The museum is located at the intersection of Interstates 5 and 80, just 15 minutes from the Sacramento Metropolitan Airport. Contact Nick Langdon (Vendor Coordinator) C/O SST, P.O. Box 214892, Sacramento, CA 95821 - 0892, phone 916 - 723 - 6425,

GENIE: M:WARNERS, ST-916-729-2968.

March 20th, 1993 - Philadelphia, PA area group PACS is holding their 16th annual Computer Festival from 9 AM til 4 PM on March 20. It will be a multi - computer show with Atari showings by the PACS Atari SIG's, NEAT, CDACC, and JACS clubs. The Fest is to be at the Drexel University Main Building, 32nd and Chestnut Streets in Pennsylvania. Contact for Atari display: Alice P. Christie, 207 Pontiac Street, Lester, PA 19029, 215 - 521 - 2569, or 215 - 951 - 1255 for general info.

September 18th - 19th, 1993 - The Glendale Show returns with the Southern California Atari Computer Faire, V.7.0, in suburban Los Angeles, California. This has been the year's largest domestic Atari event, year after year. Contact John King Turpinian at the user group HACKS at 818 - 246 - 7286 for info.

Micro Computer Depot

Atari's largest dealer in the south east. We have been selling and servicing them since 1981. We are Sales and Service authorized for the complete Atari line.

Call for current pricing on all machines.

1-800-845-3070

Order Line Only
For tech support call
803-788-5165
Store/Order Hours
Mon-Fri 9:00-6:00
Saturday 10:00-2:00
Eastern Standard Time

One Year
Warranty
on all
Computers!



Atari Hardware

Falcon 030/4/65	\$ Call!!!
1040STE	\$399.95
MegaSTE/2-Color	\$1,299.95
MegaSTE/4-Color	\$1,399.95
SCI224 12" Color	\$224.95
SM147 14" Mono	\$195.95
SC1435 14" Color	\$329.95
TOS 2.06 Rom Set	\$59.95
SLM605 Laser	\$1,049.95
Drum Kit	\$179.95
Toner Kit	\$28.95

Ask about the 520 STE Discovery
Pack and the 1040 STE Family
Curriculum Pack.

FA-ST Hard Drives

FA-ST 40 MB	\$533.95
FA-ST 80 MB	\$604.95
FA-ST 130 MB	\$679.95
FA-ST 212 MB	\$926.95
FA-ST 340 MB	\$1264.95
FA-ST 1.2 GB	\$2479.95

We only use quality ICD cases,
power supplies, and host
adaptor kits with Maxtor
drive mechanisms for
maximum reliability.

Four year warranty add \$175!!!

Accessories

Alpha Data	
3 Button Track Ball	\$75.95
Opt/Mech Mouse	\$36.95
I.B. 3.5" DS/DD Drive	\$169.95
Migraph Hand Scanner	
w/Touchup	\$289.95
Xwitch-IT	\$37.95
Mouse Master	\$39.95
PLI 21MB Floptical(NEW)	\$499.95
D.E.K.A.	\$89.95
PLI CD Rom Drive (NEW)	\$749.95

Entertainment

Realms	\$52.95
Falcon - Classic Collection	\$55.95
Disciples of Steel	\$42.95
Knights of the Sky	\$54.95
Populous II	\$52.95
Ultima IV	\$46.95
Knightmare	\$52.95
Sports Best Multi-Pak	\$39.95
Shadowlands (Totally Rad!!)	\$49.95
Ishar	\$49.95
Deuterios	\$51.95
Railroad Tycoon	\$52.95
Special Forces	\$55.95
Sim City/Populous Pak	\$44.95
Hook	\$46.95

Child's Play

Magic Storybook	\$44.95
Mickey's Runaway Zoo	\$38.95
Goofy's Railway Express	\$38.95
The Shoe People	\$45.95
Numbers Count	\$29.95
Letters for You	\$29.95
Math Blaster	\$25.95
Pepe's Garden	\$42.95

We import many European titles.
Call for weekly specials.

Productivity

Calamus SL	\$699.95
Calamus	\$229.95
Outline	\$189.95
Phasar 4.0	\$74.95
Data Manager Pro	\$114.95
DBMAN V	\$159.95
Calligrapher Gold	\$199.95
Pagestream 2.2	\$229.95
Home Accounts 2	\$93.95
Pro Data	\$109.95
Word Flair II/FSM	\$165.95
Word Perfect	\$169.95

Utilities

Double Click	
DC Data Diet	\$52.95
DC Desktop	\$27.95
DC Shower	\$19.95
DC Utilities 2.0	\$29.95
Codebead	
Avant Vektor	\$525.95
Hotwire	\$29.95
Lookit/Popit	\$29.95
Maxifile	\$29.95
Multi-Desk Deluxe	\$37.95
Diamond Edge	\$54.95
Diamondback II	\$39.95
Didot Lineart	\$179.95
UIS 3.3	\$18.95
Gribnif	
Abrabesque Pro	\$159.95
Sudden View Student	\$22.95
STalker	\$39.95
Steno	\$23.95

Programming

Devpak ST	\$99.95
Devpak TT	\$199.95
HiSoft COBOL C/PM	\$84.95
FTL Modula-2	\$149.95
WERCS	\$79.95
FORTH	\$69.95
Prospero C	\$129.95
Lattice C	\$219.95
High Speed PASCAL	\$143.95
ButtonzBasic	\$44.95
GFA BASIC and Companion Products	call for current pricing

Micro
Computer
Depot

224 O'Neil Ct. Suite 14
Columbia, SC 29223

No surcharge for credit card orders.
Free shipping on all software orders above \$100!



INVISION

E L I T E



DMC Publishing is proud to announce the release of INVISION Elite. INVISION Elite has many features which make it an indispensable tool to anyone serious about creativity and irresistible to anyone who likes to enjoy themselves while working.

INVISION Elite allows you to create sophisticated black and white raster images. Stretch! Skew! Bend! Copy! Thin! Thicken! Rotate! Outline! Anything! If you can think of it, chances are INVISION Elite can do it. Using images that you create in the program, or ones from other sources, you can manipulate graphics to achieve stunning visuals. For example, you could load a page from Calamus and bend it into the shape of an "S". The graphic on the left was produced entirely within Invision Elite.

INVISION Elite unleashes your creativity. The suggested retail price is US \$129.95, CDN. \$149.95.

- Custom Iconic Interface
- Powerful intuitive design featuring the Icon Bar allows you to get started in minutes.
- Instant Access Panning makes working with large images a joy.
- Keyboard equivalents.
- Fully definable snap function, with single pixel increment capability.
- Coordinate memory.
- Horizontal and vertical lock.
- Multiple Image handling: load up to 25 images at once.
- Virtually unlimited image size.
- Extensive Commands: lines, curves, freehand, stipple, graduated fills and ellipses, squares, rectangles, ellipses, ellipses, and polygons.
- Powerful, unlimited size, user definable patterns.
- Undo and redo feature.
- Fast and accurate configurable magnification.
- Innovative Block Functions: copy entire image, rectangular or irregular areas.
- Paste blocks using any of four copy methods: Transparent, Cover, Inverse or Overlap.
- Create automatic and custom masks.
- Scale, skew, mirror, and rotate, even in one degree increments.
- Transfer blocks and masks to and from windows.
- Ultra fast special effects: Inverse, Thicken and Thin, Outline, Smooth using white or black, Erase stray dots.
- Image Manipulation: Bend, Distort, Crop, Insert & Remove sections.
- File Exchange: Atari Clipboard Support. Color file import. Calamus Vector Graphic import.
- And much, much more.

An INVISION Elite demonstration version is available for downloading from Genie and CompuServe. INVISION Elite is a welcome addition to any graphic workstation. Please place your order now.

2800 John Street, Suite 10
Markham, Ontario, Canada L3R 0E2
Tel: (416) 479-1880 • Fax: (416) 479-1882
Genie: ISD • CompuServe: 76004,2246
Delphi: ISDMARKETING

DMC
PUBLISHING