
The Paragon Report



PARAGON COMPUTER'S free Publication
with Information News and Views
for ALL ATARI users
August 1990

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The Fifth World Computers in Education Conference

More than 70 companies and organisations from Australia, United Kingdom, United States, Netherlands, Sweden, Norway and France were present at the Fifth World Computers in Education Conference held at Darling Harbour July 9th - 13th.

Atari had a large stand at the conference demonstrating their full complement of product, including a sound stage with musicians performing over the duration of the conference.

The Atari TT was shown along with the surprise announcement that this unit will be optionally available in a 32Mhz configuration, offering immense processing power at an agreeable price. Bench testing the product, users were reporting complex Calamus pages printing in less than 8 seconds.

In the MS DOS domain considerable interest was shown towards the Portfolio Applications such as distance education and computer awareness are ideally suited to the flexibility of the Atari Portfolio. Apple Macintosh users were even surprised to see the Mac talking directly to the Portfolio using Hypercard Stack and SLAVE. Atari's public domain communication module.

Also on display was the Atari ABC 286/60. This is Atari's latest iteration of their ABC range, which includes a 80286/16 processor with zero wait states, mounted in an ABC housing with a high density 3.5" drive and space for a 5.25" drive. Included in the same case is a 60Mb, 28ms hard drive. Running Windows 3.0 in VGA mode this unit is very fast, making the Atari ABC 286/60 a high performance PC compatible at a competitive price.

The Electric factory, the Australian distributors of C-Lab Notator, used the WCCE/90 Show to announce the forthcoming release of C-Lab Alpha. This is a 16 track version of the popular Notator sequencing and publishing software at an educational price of \$395.00.

At the centre of the Atari Music stage was STACY, Atari laptop which is poised to ship to Australian consumers "real soon now". This unit with a 40Mb hard drive and 2Mb of memory carried an education price of \$3970.00.

Considerable interest was shown by teachers in the Desktop Publishing system on the stand. Comprising an Atari Mega ST4, Megafile 30, SM124 monitor,

Atari SLM804 laser printer and the Calamus Publishers Pack at the educational price of \$6640.00, this system was thousands of dollars less expensive than the Apple Macintosh system. Irrespective of this price point, teachers were amazed to find that the software outperformed popular programs like PakeMaker and Ventura in many facets of the page layout process.

In the curriculum corner, Atari were showing SCRIPT, the very latest word processor for the Atari ST. The consensus from many regional consultants and teachers was "We love it!". Look for strong sales of this word processing package in schools over the next few months. Also on display, the Atari Desktop Video package consisting of the Atari 1040 STE, VIDI ST frame grabber / digitiser, Imagic DTV software plus the Australian made AGS series of genlockers.

The Atari stand that was showing at the WCCE/90 will be freighted to Adelaide for the forthcoming Contex PC Show beginning 8th of August and then transferred to Melbourne for the Melbourne PC Show beginning the 13th of August.

Computers for the Communication and Education of the Deaf.

Paragon Computers in conjunction with Dr Harry Blackmore, demonstrated the use of computers as a means of communication and education for the deaf at the WA Deaf Society premises in Leaderville.

The Atari ST computers demonstrated were well received by all present and with the help of Dr Blackmore as interpreter using the AUSLAN (Australian Deaf Sign Language) we were able to demonstrate communication using 1040 STE's connected together via long null modem cables, the deaf people present were able to communicate with one another using the keyboard as input and SM124 monitor and printer as output, text, letters and pictures were created and sent between the systems, showing that this type of computer communication offers a viable alternative to the Telephone Typewriter TTY Porta Printer and fax machine mode of communication.

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Tracker ST

Tracker ST is an exciting new productivity program designed specifically for the Atari ST. Tracker ST is a unique application which combines the best features of mailing list, mail merge, and person tracking software in a single integrated solution. Easy to use, and ideal for both home and business use, Tracker ST will appeal to a wide range of Atari ST owners.

Tracker ST's mailing list functions include the ability to create separate lists, and an unlimited number of names in each of those lists. Label printing is simple, and the program supports virtually any size label including single and 2 and 3 across labels, and tractor fed Rolodex cards. Laser printed labels are fully supported with no label creeping. Tracker ST owners may use one of the many pre-set label formats, or edit these and add their own. Users can easily import files into Tracker ST from Data Manager, Zoomracks II, Superbase, DBMan and virtually any other database style program.

Mail Merge is fully supported by Tracker ST. The program comes with its own built in GEM text editor, with bold, italic, and underline attributes, automatic reformatting, and variable margins. Letters may be merged to everyone in a particular file, or specific criteria can be set up to filter for only certain names. Filtering is easy to accomplish with standard drop down menu bars and friendly dialogue boxes. As with labels, mail merges may be sorted by post code to facilitate bulk mailings. While mail merging with some word processors can be a confusing task, with Tracker ST all it takes is a few keystrokes to complete an entire merge.

When a full merge is not necessary, Tracker ST offers its unique Quick Letter command. This allows the user to combine a mail merge template with a single name in their files to create a one-time, fully editable letter. Quick Letters are perfect for adding personal comments to a standard mail merge letter, for business reply mail and follow-up notes, and so on.

Tracker ST has many significant person-tracking features. Unlike simple mailing list programs, Tracker ST offers unlimited notes for each name in its files, notes are not limited to just a few words. Anyone who needs to keep extensive notes on the individuals in their files will appreciate this feature. Powerful reporting is also available, with the ability to sort on any field, and group on any field. For example, users can easily set up a report that groups the names in their file by state, and sorts them within each state by rank. This is done by using simple drop down menus and without the need to learn "dot prompts" or any other cryptic programming codes.

For those using Tracker ST to manage subscriptions or memberships, a one-step command automatically counts down remaining time in a subscription for every person in a particular file. This is a great tool for a list of more than 10 names, and ideal for a list of a few thousand names.

Partial Feature List

- * GEM interface with drop down menus, click on buttons and keyboard equivalents for ultimate ease of use.
- * Mail merge built, including text editor with cut & paste, bold, italic and underline attributes, and variable margins.
- * Merge letters to everyone or set up exact criteria for a merge using simple drop down menu bars.
- * Extensive label printing support for virtually any kind of label, including 2, 3 and 4 across labels. Laser labels print perfectly with no creeping. Use default label settings or create and save your own label formats.
- * Condensed printing capabilities allow full printing on cramped 3 across labels.
- * Computer aided entry of names saves you thousands of keystrokes, up to 10,000 keystrokes saved per 250 names.
- * Number of names in system limited only by disk space.
- * Unlimited number of individual files (one for business, one for church group, etc)
- * One-step subscription adjustment automatically adjusts remaining time in subscription or club memberships for everyone in your file with a single command.
- * Unlimited notes for each person in your files. Notes are not limited to just a few words.
- * Full reports to screen or printer, including easy to use grouping, sorting, counting, and summarising.
- * Sort reports on any field and set up specific filters for fine tuned reports.
- * Import and export names and addresses.
- * Easy importing of names and addresses from all popular database style programs or simple ASCII lists.
- * Unique Quick Letter feature is perfect for "almost form letters" and business reply mail.
- * Printer drivers for Epson 9 and 24 pin, NEC 24 pin, Atari SLM804 laser printer, HP Deskjet, Deskjet Plus, and IIP laser printers and more.
- * Supports SM194 large A3 screen monitors.
- * Includes 116 page manual plus full tutorial.

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Price \$119.00

Available from Paragon Computers

News from the U.S.

Rumor City by Nevin Shalit

Business is war. This has always been Jack Tramiel's slogan, and it looks like battles are continuing. Rumors are flying that DIP, the creators of Atari's Portfolio, are very upset about some missing royalty payments, and that the Portfolio may soon be sold direct by DIP. Things are very sketchy on this, don't take it for gospel. One thing is for sure, if Atari lost the Portfolio that would be pretty shocking. We also hear that Connor Peripherals is arguing with Atari over payments for the Connor hard drives that go in the Stacy Portable computers. Seems there are some problems with the Stacy and the Connor drives and so the fighting goes on. Hey, why doesn't Atari just farm out the job of designing a great Stacy internal hard drive to ICD. ICD's host adapters and software are the best around.

Atari Explorer is back on the newsstands, and has a new editor. John Jainschigg has taken over, and the magazine apparently is being produced from New York City.

Neodesk 3.0 is getting close, according to signs in the marketplace. The Gribnif team is apparently going to demo the major upgrade to their best-selling desktop replacement package at a Boston store later this week. Neodesk 3.0 should be dynamite.

Look out for some hot new products from CodeHead Software. Can't say much more right now, but CodeHead is expanding its team beyond the Charles Johnson/John Eidsvoog pair and some very nifty stuff is in the final testing stages right now, stay tuned.

It's official, Calamus is being bundled with the Mega 4/laser printer DTP package. For a while Ultrascript was being bundled with this system, then Deskset II followed. Now Calamus is in there. This should help move some computers, and we wonder if Page Stream will ever be part of this type of package.

Speaking of Calamus, some very nasty stuff is going on over in England. A British distributor is importing U.S. ROMs and selling the ROMs and Calamus together at a price lower than the official British importer can offer. To make matters worse, Calamus Representatives say that this distributor, Network News Services, is bashing Calamus to anyone who calls for information. Lawsuits may be pending.

Rumors are floating that a high-level Atari France executive, Elie Kenan, is going to come to the US to play a large role in revitalising the US Atari marketplace. Kenan has a very good reputation, so lets hope these rumors are true. If Kenan comes in, perhaps Meade Ames-Kline will go, joining others in the amazing Atari Revolving Door.

The evolution of Start magazine continues. In the July issue they printed a few letters that actually were not "everything is great in the Atari world" letters. Good to see some reality where fantasy once reigned supreme.

Word is by Gadgets by Small may be marketing a 16mhz Accelerator board for the STE, and that Atari itself may be working on such a device.

Various insiders say that Atari's Garry Tramiel (yes we learned the hard way that his name is spelled with two r's) has been "smiling and dialing" trying to get some more dealers to carry the Atari line. It is very hard to get new dealers or distributors when your company has left them in the lurch so many times before. Still, we hear that the youngest of the Tramiel brothers has had some success in this area, and of course wish him well. Atari definitely needs more dealers.

We also hear the warehouses are full again, or at least they are not empty, For a long time dealers could not get monochrome monitors or 1040 ST's.

Well guess what? The STE is shipping! Computer Safari in California received a shipment and began selling them in mid June. Sadly, the version they received would not boot up in medium resolution, but a patch program was included with each STE to fix this. Still no word if the majority of STE's in the States will have this problem (associated with TOS 1.6), or whether they will be fitted with TOS 1.62 which fixes this and other bugs in the operating system.

Another interesting note related to the STE's new ROMs. A Sierra Online employee has inquired whether TOS 1.62 fixes the problem with the sound chip initialisation (ie playing sounds almost too quietly to hear). On GENie, the employee said that Sierra has several products that they will release for the STE when this problem is eliminated (and that they will ship now if 1.62 does indeed fix this sound initialisation problem).

Reprinted from ST Informer July 1990 for The Paragon Report, with permission from the publisher Rod MacDonald.

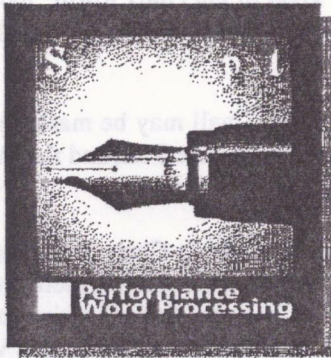
ST Informer, is a monthly U.S. magazine with up to date news and information for Atari ST users.

ST Informer is available from Paragon Computers and any major Atari dealer in your city, or contact Australian distributors Braden Ray Software (08) 3903018 for your nearest dealer.

The Paragon Report August 1990.

Script word processor

When First Word is just not enough!



We unpack our new ST computer, plug in the printer and monitor and load in First Word program that was right there in the box. Terrific!! No more boring re - typing to make changes to the letters that we write.

Instead we save them to disk and next time we need to send something similar, we've already done it. Just re - load it into First Word, use the mouse to move chunks of text around, even from another letter (or two or even THREE other letters!), point and click to go anywhere in our document and type in any changes. When we've got it to look the way we want, simply save it and click on print! How did we ever get along without it!

With our new found enthusiasm we volunteer to keep the minutes of the local footy club, and any other clubs that anyone in the family belongs to. We think, "let'em give me the sack at work, I can send off 50 job applications in as many minutes with my new word processor system!!"

It isn,t long, though until we want just a few more features from our word processor. A friend drops by and asks:

"That heading with the double width characters, how come it doesn,t show it that way on the screen?"

We try to not to blow our stack and answer;

"Well if you look at the ruler, you can see that the line length is only about 30 characters long, so that means that it is going to use the printer's built in expanded font. (You Dummy!)"

"Wow!" Our friend says, "How did you find that out?"

"Well my friend at the computer shop showed me how to re - configure the printer driver file."

"Oh!" says friend, with a sneer of sarcasm. "So THAT,S what you mean by having a user friendly word processor system. I must run out and get one!"

As if that jibe were not enough we keep on entering the notes into First Word but we do not save

and load every once in a while (as we should) because it is inconvenient to re - load each time after a save. We find out the hard way when we lose hours of work when the power goes off or the system crashes before we have saved, and those page breaks don,t always seem to work properly for some unknown the reason.

The final straw comes when we get these letters from the footy club across town with a really good looking typeface in them and the other committee members innocently ask why we can,t get the same out of our computer.

We start looking at some Word Processing programs that have these features that make life easier but the price!

"Good grief, some of them cost over \$500.00, nearly as much as I paid for the complete computer including the word processor!" we say to ourselves.

Enter SCRIPT!

At last I have discovered a word processor with all of the features that I've been wanting but at a budget price! Script word processor sells for \$189.00 and is immediately usable by those graduating from First Word with a set of drop down menus very similar to the ones that they have been using. The Script even includes CONVERT.PRG to convert your existing First Word files over to Script so you don,t need to re - type in those footy club minutes or personal letters.

Nearly all of the drop down menus have keyboard shortcuts listed right there alongside the menu choice, and you will soon find yourself using shortcuts like CONTROL - S to save while you keep on working without even lifting your fingers from the keyboard. You can keep on typing during the save to floppy with the characters appearing on the screen in a few seconds (when the drive stops). No need to learn a heap of control commands, you can point at whatever you are able to do with the mouse and you will find yourself learning the shortcuts for the most often used ones naturally as you get to know Script better and turn out the work faster than ever before.

Features Galore.

The more you use Script, the more features you will discover, like the UNDO key, which does what it says, at last. You can even undo an undo! No more confusion about hard and soft spaces, Script has an option to show the format characters on the screen so that you can see exactly what is going on. The programmers of Script seem to have put a high

Script word processor

priority on giving the user a perfect preview on the screen of the final printed page, although the layout features can be switched off selectively to the point where what you have is a text editor with pure text on the screen, if that is what you want. Creative writers can bang in text as fast as their ideas flow without worrying about the layout getting in the way. Layout artists can massage the text to get a very attractive printed output by seeing an exact preview on the screen. Headers, footers, layout markers, references and footnotes can be shown in correct size and position or each can be selectively hidden.

The text ruler is absolutely loaded with features like micro adjustment of line spacing, left, right, centred and fully blocked text and left, right, centre and decimal aligned tabs. Measurements are in inches or centimeters rather than characters (Hip! Hip! Horay!)

Future Growth.

Script comes with six versions of the Rockwell font and in the box are samples of a few of the more than 1400 fonts that are fonts available from as little as \$15.00. There are so many available because Script uses the same fonts as Signum, the very powerful document processor from the same stable, which has set the standard of print quality on the ST by which all other systems are judged.

With Script users will be able to add fonts as exotic as they need, whenever they want to. There is even an arabic font (you know, those funny squiggly characters on packages being exported to the Middle East). I have heard of (but not seen) some public domain fonts and font editors so more and more fonts will be doing the rounds, especially now that there is a low cost alternative to Signum but still with the almost unbelievably high quality output even on a lowly 9 pin dot matrix printer. Imagine thousands and thousands of people using lots of different fonts and creating ever more to choose from with their font editors!

Of course there is a spelling checker that can be disabled if you are running short of memory and little extras like total word count, total character count, total paragraph count, the ability insert the system time or date or page number into a document at will.

You can import graphics into your text with the SCRUMP.TOS program included on the disk you to grab a screen from other programs and save it to disk with ALT - HELP for later use in Script. There is even a program ICONVERT.PRG to convert various picture formats for use in your documents.

Shortcuts.

As you use Script more and more there comes the joy of uncovering lots of shortcuts to make for even greater productivity. As an example you can double click on the header or footer at any time to enter its area and edit the text. In similar fashion, when you double click on an image a dialogue box opens up for changing size and printer resolutions, or double click on a footnote area to change its contents. Double clicking on any word will select it. All of these alternatives would be faster than the drop down equivalent, once you know that they are there.

Text can be selected by the usual mouse drag method or click at one end of the text to be highlighted and shift click on the other. Easy!

Conclusion.

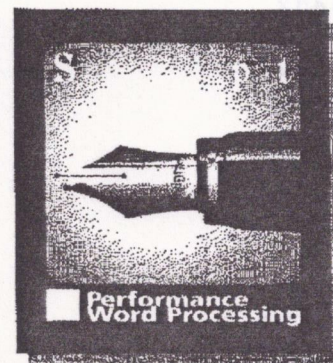
Script would have to be the easiest to use, best value for money, word processor on the ST. It is not perfect, but with its low price it is sure to be a big seller, and lots of buyers means that the developers will be able to keep improving the product. Plus all those fonts out there already means a ready made support base even though Script has only just been released. Look out big bulky word processor systems: Script and the Atari ST are here, OK?!!

Script runs on a ST with 1 Meg RAM (including STe) and a monochrome monitor.

Reviewed for the Paragon Report August 1990

by

Trev Holland.



Script the ultimate word processor is available now, from:-
Paragon Computers

Paragon Computers ST Software in stock list (09) 221 3216

220 St	79.95	Easy Record	49.00
3D Pool	49.95	Eco	57.99
A Calc Prime	89.00	Electrocop	39.95
A Day At The Races	39.95	Elf	59.95
Ab Animator	39.95	Empire Strikes Back	69.95
Abacus Intro To Midi	39.00	Exolon	59.95
Abacus Prog Ref Guide	39.00	Extensor	39.95
Advantage Packs	99.00	F16 Combat Pilot	64.95
Aegis Animator	89.95	F16 Falcon	64.95
Aladin Upgrade	75.00	Falcon Mission Disk	49.95
Aladin V3	570.00	Fast Lane	49.95
American Pool	39.95	Fighter Bomber	69.95
Architectural Design	55.00	Financial Future	39.95
Arena	34.99	First Word Plus V 3.14	199.00
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Artura	49.95	Flash	49.95
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Austerlitz	59.95	Fleet St Drivers P/S	69.95
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Bcpl Metacomco	99.00	Fonts And Primitives	45.00
Bently Bear Educational	19.95	Fontz	89.95
Best	495.00	Football Man 2 Exp Kit	29.95
Best Mini	399.00	Forgotton Worlds	59.95
Black Cauldron Hint Book	14.50	Fun School 2 (Under 6)	49.95
Blood Money	54.95	Funface	79.95
Blue Lighting	39.95	Future Wars	59.95
Bobo	65.95	Futuresports	49.95
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Brain Box	19.95	Garfield Winters Tale	59.95
Cad 3D	49.95	Gates Of Zendocon	39.95
Cad 3D Fonts	59.00	Genesis	99.00
Calamus	445.00	Genocide	19.95
Calamus Outline Art	395.00	Genpatch St	239.95
Calamus Publishing Pack	895.00	Gfa Artist	89.95
Calandar	29.95	Gfa Basic 2 System 2	49.95
California Games	49.95	Gfa Basic 3 Compiler	69.95
Captain Blood	79.95	Gfa Basic Companion	69.95
Cartoon Design Disk	19.95	Gfa Basic V3	139.00
Championship Wrestling	49.95	Gfa Basic V3 Upgrade	85.00
Chaos Strikes Back	49.95	Gfa Raytrace	119.00
Chess Player 2150	59.95	Ghostbusters 2	59.95
Chips Challenge	39.95	Ghouls And Ghosts	49.95
Circus Attractions	24.95	Giants	69.95
Clip Art Disk 4	35.00	Gold Runner	33.95
Clip Art Disk 6	35.00	Gold Rush Hint Book	14.50
Codehead Utilities	44.99	Golden Path	45.00
Compute Your Roots	69.95	Goldrunner 2	69.95
Crack Down	49.95	Goldrunner 2 Scenery	49.95
Craifix Clip Art 1	19.95	Graph Maker	79.95
Craifix Clip Art 2	19.95	Gun Ship	69.95
Craifix Clip Art 3	19.95	Haba Com	39.99
Craifix Clip Art 4	19.95	Haba Writer	22.99
Craifix Clip Art 5	19.95	Hades Nebula	59.95
Craifix Super Disk	69.95	Highjack	24.95
Crash Garrett	39.00	Hisoft C Interpreter	109.95
Crazy Cars	49.95	Hisoft Devac V2	129.95
Creator	39.00	Hisoft Knife St	64.95
Critic Bar Code Plus	399.00	Hisoft Power Basic	109.95
Crystal	59.95	Hisoft Wercs	64.95
Cyber Control	129.00	Home Accountant (Mac)	59.99
Cyber Paint	149.00	Hot Wire	52.99
Cyber Sculpt	169.00	Human Design Disk	55.00
Datamap Collection	29.95	I.S Talk	89.95
Days Of The Pharaoh	59.95	Imagic	399.00
Db Man V5 Compiler	134.00	Iron Lord	59.95
Deflektor	29.95	Iron Trackers	49.95
Degas Elite	69.95	Jack Font	49.95
Deluxe Scrabble	59.95	Jack Nicklaus Golf	59.95
Demons Tomb	59.95	Jaws	49.95
Demons Winter	45.95	Journey/Centre Earth	59.95
Dr T'S Dx Heaven Editor	229.95	K Comm 2	106.95
Dtp At A Glance Book	25.00	K Graph 3	106.95
Dungeon Master	64.95	K Index	49.95
E Motion	49.95	K Resource 2	89.95
E Type	89.95	K Rhymes	59.95

Paragon Computers ST Software in stock list (09) 221 3216

K Rikki	59.95	Quantum Paint	69.95
K Roget	119.00	R.A.I.D	69.95
K Roget Thesaurus	99.95	Rainbow Warrior	39.95
K Spread 3	199.95	Red Heat	49.95
K Switch	59.95	Return To Genesis	19.95
Kill Dozers	69.95	Risk	49.95
Kings Quest 1 Hint Book	14.50	Roadwar Europa	29.95
Kings Quest 2	59.99	Robo Cop	59.95
Kings Quest 4	52.95	Rvf Honda	49.95
Kings Quest 4 Hint Book	14.50	Saint And Greavsie	54.95
Kings Quest Triple Pack	79.95	Sales Pro Plus	299.00
Knightmare	59.95	Saved	49.00
Kult	69.95	Scenery Disk 11	69.95
Laser C	299.00	Scenery Disk 7	49.95
Laser Cdb	149.00	Scenery Disk Fs2 9	49.95
Ldw Power	245.00	Scenery Disk Japan	29.95
Leader Board Birdie	49.95	Scenery Disk West Europe	49.95
Leader Board Collection	49.95	Script	189.00
Leisure Suit L Hint Book	14.50	Shinobi	49.95
Leisure Suit Larry	52.95	Shoot Em Up Construction	69.95
Leisure Suit Larry 2	52.95	Short Cut	49.95
Leisure Suit Larry Lflove	52.95	Shufflepuck Cafe	54.95
Lombard Rac Rally	59.95	Signum 2	345.00
Luzor	69.95	Silkworm	59.95
M Cache	69.95	Solar System	69.95
Mach 3	59.95	Space Ace	89.95
Machine Language Disk	30.00	Space Harrier 2	49.95
Make It Move	79.00	Space Pilot	19.95
Man Hunter	39.95	Space Quest 2	52.95
Manchester United	49.95	Space Quest 2 Hint Book	14.50
Manhunter San Fransisco	59.95	Space Quest 3	52.95
Maniac Mansion	59.95	Space Quest 3 Hint Book	14.50
Marble Madness	29.95	Spaceport	19.95
Masters Of The Universe	69.95	Spectrum 512	114.99
Mavis Beacon Typing	69.95	Speller Bee	49.00
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Mi Term	49.00	St Music Box	79.95
Miami Mice	39.95	St Organiser	99.00
Micro C Shell	49.00	Starquake	19.95
Micro League Wrestling	59.95	Stock Market	69.95
Microsoft Write	80.00	Strip Poker 2	44.99
Midimax	64.99	Strip Poker 2 Data Disk	39.95
Millennium	49.95	Superbase	149.00
Mini Comm	99.95	Superbase Personal	199.00
Mini Office Comms	59.95	Superbase Prof V3	399.00
Mini Office Ppg	59.95	Techno Cop	49.95
Mission Elevator	19.95	Tempus 2	119.00
Mono Converter	49.95	Terramex	29.95
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Multi Desk	44.99	Text Pro	69.00
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Operation Wolf	52.95	Trilogy	39.95
P47 Thunderbolt	59.95	Turbo St	79.95
Page Stream	299.00	Tv Sports Football	54.95
Page Stream Dm Fonts	79.00	Twist	99.95
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Pascal Mcc Metacomco	99.00	Typhoon Thompson	19.95
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Pc Ditto	169.00	Ultimate Golf	59.95
Personal Accountant Plus	84.95	Vidi St	299.00
Personal Pascal	169.95	Vip Professional	229.00
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Police Quest 2 Hint Book	14.50	Western Games	59.95
Police Quest Hints	14.50	Wicked	49.95
Populous	52.95	Winners 4 In 1	79.95
Postman	39.95	Word Perfect	349.00
Power Basic	139.00	Word Quest	49.95
Pro Fortran	295.00	Word Quest 2	49.95
Pro Light	69.95	Word Quest Power Pack	69.95
Pro Midi	69.95	Wordflair	195.00
Pro Sprite Designer	69.95	World Class Leaderboard	39.95
Pro Tennis Tounament	59.95	Xenon 2	54.95
Pro Text Office	99.95	Xor	19.95
Prottext Version 4	149.95	Zak Mckracken	61.95

Paragon Computers Latest ST Titles

Hollywood Poker	19.95	Pirates	54.95
Chaos Strikes Back Editor	29.95	Red Storm Rising	54.95
Dungeon Master Editor	29.95	Silent Service	54.95
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Should you wish to purchase software from the ST software list in this issue of THE PARAGON REPORT by mail, 24-hour delivery, please give the following details:
or phone PARAGON COMPUTERS (00) 221 3216 (3 lines). Thank you

software/hardware item	quantity	unit cost	total cost

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Welcome to the ninth edition of **THE PARAGON REPORT**

The magazine of **PARAGON COMPUTERS** Pty Ltd.
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THE PARAGON REPORT contains news, reviews and information for all Australian ST users.

The magazine is produced in house using the Paragon Desktop Publishing Solution, consisting of an ATARI Mega4, Megafile 44 hard drive, SLM804 laser printer, QMS Postscript Laser printer, Hawk 432 Scanner, Augur OCR, Migraph scanner, PageStream, Calamus and Imagen Post Script Software.

The information for the magazine is compiled using the latest in human technology, Eyes and Ears.



Thank you to all the ST users for the moral support and for the kind remarks on the previous issues of PARAGON REPORT, (*please keep it up*). Due to numerous requests from readers of previous issues, we have included a list of our ST software, we would like to remind readers that our ST software list is updated every 3 days due to the arrival of new software, we also have specials on most software at the end of the month, to make room for new stock. Please call for the latest ST software and special list

We welcome any feedback on THE PARAGON REPORT and any comments, suggestions, articles reviews or news can be sent to (The Editor) c/o PARAGON COMPUTERS or leave a message on PARAGON BBS on (09) 325 5160 (its free) or phone (09) 221 3216. / 3lines. (human response). 9am - 5.30pm W.A.S.T. Monday to Friday. 9am - 12pm W.A.S.T. Saturday. or Fax on (09) 325 8251. 24 hrs.

We would like to remind those of you out there with modems that the FREE PARAGON BBS is on line 24 hours a day with 300/300. 600/600. 1200/1200. 2400/2400. 1200/75. BELL. CCITT. 7 days a week. 365 days a year on (09) 325 5160. Give it a call and have your say, you never know, you may win a FREE box of disks.

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Paragon Computers, has a fully equipped workshop and staff with a total of 33 years experience with Atari Computers, plus a large range of spare parts and accessories for the Atari ST and is authorised by Atari Computers Pty Ltd for all warranty repairs to the entire range of Atari Computers. As well as being an Atari Authorised Education Department Supplier, Paragon Computers is also an Atari Business Centre, Authorised by Atari Computers Pty Ltd to supply and service the entire range of Atari Business Systems including the Atari Mega ST range, hard disk drive range including laser printers, the Atari PC range, the Stacy Laptop, TT030, ATW, SM194 and CDROM, with the largest range of Atari ST hardware, software and accessories anywhere in Australia.

If you would like to receive the next issue of THE PARAGON REPORT, please fill in the request form inside and post to:-

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Psssst !



UK NEWS

Page Stream. The Atari ST Desktop Publishing program from Softlogik is taking a bashing in this mainly game playing country, with several companies importing various versions of the program into the country, modified versions of 1.52 are available under the name of Proxima, another version is available under the name Publishing Partner Master, prices seem to range from £150 - £260 (Aus \$350 - \$580) none of these versions seem to be as reliable as our own Australian \$299.00 version 1.82A.

The U.K. seems to be joining the U.S. in their time consuming court battles, with Network News and Signa Publishing being the latest two companies to fight it out in the European courts over who has the rights to distribute Calamus and at what price.

Two well known rivals, Gollner Publishing (ST World, ST Action) and Database Publications (Atari ST User) have merged as one and become Interactive Publications. ST User will now compete with ST Format with ST World becoming a quarterly publication as from July.

Les Player from GFA U.K. has released GFA BASIC Version 3.5E, (STE Compatible) along with a new version of GFA Draft V3.13, GFA Mission Control and GFA GEM Utility Package (GUP). All GFA products are available in Australia from your local dealer or contact Grass Valley Computer Wholesale on (09) 221 4142.

The Atari TT and Stacy continue to be shown at several shows in the U.K. but as of this print, neither seem to be available for sale to the general public, with the Stacy waiting for a better battery pack and the TT being modified to compete with the Amiga 3000.

Atari U.K. deny that there will soon be a ST/CD all in one unit available, even though Atari U.S. say that there will be one in the near future, I presume that this is another rumor let out by Atari U.S. to gauge public opinion.

Another rumor from the game playing nation is that Mirrorsoft (remember Fleet Street Publisher?) is going to release a new version 3 of this program, another rumor is that Mirrorsoft is closing down altogether and will not be releasing this new version 3, lets hope that they do not go the way of Computer Concepts (Fast Basic and Caligrapher).

The HOTZ BOX gets little or no mention in the U.K.

For all you Monty Python fans out there, they will soon be a game based on the BBC series (The Complete Works of Brian for the 92nd Time)

US NEWS

The U.S. Atari dealers continue to believe that they are the only country having problems with the STE DMA port, they are under the impression that it may be due to the FCC modifications made to the U.S. version of the STE mother board.

Antic Publishing (famous for the Cyber series of software) are rumoured to be pulling out of the Atari ST market) (could this be due to Tom Hudson, that excellent Atari ST programmer going over to another computer platform?)

Heard about the Atari ST program ROSETTA? How about CHRONOS 3D? OK. How about KINETIC or PRISM? No! Well these programs are going to blow your brains out, with 16 million colours on a standard Atari SC1224 colour monitor and a 3D universe 400 times larger than CAD 3D2, 24 bit colour, motion control and rendering in the future and the past. Stay tuned!

Atari U.S. is planning a massive marketing assault on the U.S. market before Xmas (heard that before somewhere?)

Tracker ST (person tracking software package) by Step Ahead Software is taking the U.S. Atari ST market by storm.

Atari are going to release a new latest technology laser printer in the near future. No they're not. Yes they are. No they're not. Yes they are. Stay tuned.

Script, the new word processor by Application Systems, marketed in the U.S. by Megamax will become the number one word processor in the U.S. by Xmas

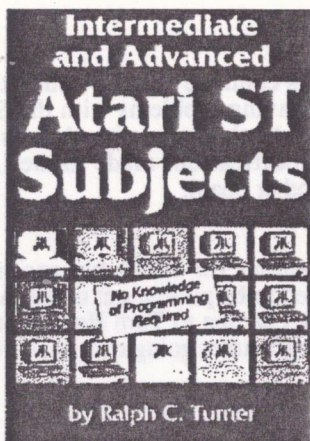
There will be a 68030 3rd party upgrade for the ST. Yes there will. No there won't.

The new "real soon now" Atari TT will have a clock speed of 32Mhz, or is that 16Mhz, No! I think that its 32Mhz. (who cares? just give us the machine)

Now that Microsoft Windows has been upgraded to version 3.0 (a big improvement), companies like Apple, Atari and Commodore are going to have to work extra hard to maintain market share. Windows offers a decent user interface, and may become the IBM Clone standard, cutting into the edge that the other companies have enjoyed with their superior graphical interfaces.

Dynacadd, the powerful ST computer aided design program, has been released for the IBM, Amiga and Mac versions are expected soon.

ASCII Files



There are many different types of file formats. Because most programs, such as Word Perfect, Word Writer, or DBMAN, have their own special way of recording data in a file, it is often impossible for one program to use a data file that was created by another program.

However, there is a universal type of file format that makes possible the transfer of data files between different types of programs, and between different types of computers. Files that are in this format are called ASCII files, ASCII text files or text files, and these files consist of text data in a very simple, streamlined format.

One characteristic of an ASCII file is its ability to be read and understood when viewed from the Atari ST's Desktop. (To do this, double click on the file's name or icon, then choose "SHOW" from the dialog box that appears.) Files that aren't in ASCII format often aren't understandable when viewed from the Desktop. For example, if you save a file in Regent Word's "native format" and then SHOW it to the Desktop, you'll see only two or three characters at the top of the screen, regardless of how long the file is. Luckily, many programs, including Regent Word, have the capability of saving a file in either ASCII or native format.

The Difference Between ASCII And Native Format.

ASCII files contain a minimum amount of information, and in this sense they're "bare files." Although they contain all of the necessary text characters (such as letters of the alphabet, numbers, punctuation marks, spaces, etc.) an ASCII file will contain only the minimum number of control characters. The control characters in an ASCII file will record information about such things as where a line will end, where a new paragraph will start, etc.

Contrasted with this, a file that is in native format will often contain a number of additional control characters, as well as all the text and control characters contained in an ASCII file. For instance, a word processing file that's saved in native format might contain special control characters that designate which words should be italicized, underlined, or be in bold face type. Other control characters might designate where the left and right margins should be. Native format files are often in a coded form that

makes sense only to the program that generated the file.

If your word processor is capable of saving in both ASCII and native format, you might want to conduct a test. Compose a file and save it in native format. Then save the same file in ASCII format. Now go to the Desktop and read the size of each file, in bytes. (To do this, mouse-click once on the file's name or icon, then choose SHOW INFO from the FILE Menu Bar.) You'll probably find that the native file is slightly larger than its ASCII counterpart, even though they both are the "same file." This is because the native format file contains more formatting information than the ASCII file.

Which Is Better: ASCII Or Native.

If a program has the ability to save files in both ASCII and native format, which option should you choose? The answer will depend on what you want to do with the file. Unless you know that you'll be using the file in a situation that will require ASCII format, you should save it in native format. Here's why.

The fact that the program's creators have gone to the trouble of providing a native format indicates that this format is capable of containing information that couldn't be stored in a file saved in ASCII format. In fact, in most programs that employ a native file format, you're going to have to save the file in that format in order to make use of (and save) all of that program's features.

Reprinted for The Paragon Report from the book:-
Intermediate and Advanced Atari ST Subjects with permission from the author Ralph C Turner.

Intermediate and Advanced Atari ST Subjects, is a book written in plain English that explains many of the difficult procedures and concepts challenging the serious ST user.

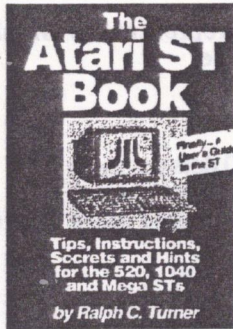
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- * Plus many other miscellaneous subjects.

Price \$35.00.

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Copying Files



Using a RAM Disk for Copying files.

If you have only one floppy disk drive, you really should have a RAM disk, in fact, a RAM disk is so useful in a number of ways that I think it should be one of the first programs that a new computer owner acquires.

Without a RAM disk, the single-drive owner will be subjected to the tedious "disk shuffle" whenever he wants to copy files from one disk to another. Using GEM's built-in routines to copy files requires a number of disk swaps, during which it's easy to make the mistake of inserting one disk when you mean to be inserting the other.

With a RAM disk, on the other hand, you'll only have to make one disk swap. Here's how to use a RAM disk to copy files from one disk to another:

- 1) Make sure your RAM disk is configured with enough RAM to hold all the files to be copied. Either use an adjustable RAM disk, or a large enough non-adjustable one.
- 2) Insert the SOURCE disk into your lone disk drive.
- 3) Open the windows for drive A and the RAM disk, then choose SHOW AS ICONS from the VIEW MENU.
- 4) Using the mouse, create a rubber-band around those files and folders in window A that you want to copy, then drag them to the RAM disk's icon.
- 5) Mouse-click on the RAM disk's window to make it active, then press the [Esc] key to update the window.
- 6) Create a rubber-band around the files and folders in the RAM disk's window and drag them to the icon for drive B. You'll be prompted to insert disk B (your destination disk) into drive A.

You've only made one disk swap, and the copying is done. And of course, one of the nicest things about RAM disks is that some of the best of them are in the public domain, and therefore are free.

Double-Sided To Single Sided, And Vice Versa.

It's impossible to perform a disk to disk copy operation from a single-sided disk to a double-sided disk, or vice versa. In other words, you won't be able to drag one disk's icon onto the other disk's icon. To

make a copy, use a destination disk that's of the same format as the source disk. Or alternately:

- 1) Open the window of the destination disk, then drag the source disk's icon onto the destination disk's window; or
- 2) Open the windows of both disks, then mouse-select and copy the items from the source disk's window and drag them to the destination disk's window.

Copying Files From Folder To Folder.

Here's how to copy a file from one folder into a second folder that's on the same disk:

- 1) Open two windows for the disk. In other words, double-click on the disk's icon, and when it's window opens, double-click on the icon again. After the second window opens, you may have to position it so as to provide access to both windows' folders.
- 2) Double-click on the source folder.
- 3) Drag the file from the source folder over the destination folder.

The same technique can be used to copy a file from a folder on one disk into a folder on a second disk, or into the root directory of a second disk. This technique will also be necessary when you want to copy a file from the root directory of one disk into a folder on the same disk, and both items (the file and the folder) don't both appear in the window at the same time. This situation often exists when there are many files and folders on the disk.

Reprinted for The Paragon Report from the book:-
The Atari ST Book. Tips, Instructions, Secrets and hints for the 520, 1040 and Mega ST's, with permission from the author Ralph C Turner.

The Atari ST Book begins where the Atari Owner's Manuals left off, providing step-by-step instructions that help both the beginning and experienced users to get the most out of their ST's

Topics covered include:-

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Price \$35.00
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A day in the life of the Paragon BBS

(09) 325 5160

Message : 5669 [Open] 7-11-90 9:14pm
From : Robert Alley
To : All
Subject : Printers
Sig(s) : 1 (Public Access)
There are 2 replies

Hi all, I'm trying to add simple loadable printer drivers to a program i wrote and I need some information to confirm some assumptions I made.

a) Can all/most printers set the line spacing to n/216 of an inch? Anyone got a printer that cant?

b) Do all/most printers do 8 bit graphics, where you send it an escape sequence, the number of bytes to recieve and then the data bytes? Do most 24pin printers support this?

Both of these things seem to be fairly standard (Epson), but I want to make it so virtually any printer can be used.

Any feedback along the lines of "no my brand-x printer does it like this" or "yes my barand-x does that" would be appreciated.

Rob.

Message : 5670 [Open] 7-11-90 9:55pm
From : Chris Parker
To : Robert Alley (x)
Subject : #5669 Printers
Sig(s) : 1 (Public Access)
There is 1 reply

Hi Rob,

In answer to:

a) I have a STAR NB24-10. It will accept n/216 and n/180. I suspect that some printers may not accept n/216. I guess it depends on their vintage!

b) The STAR NB24-10 will do 8 bit (9 pin??) graphics but it fires every 3rd pin, so the result looks shizenhouzen.... like it's being viewed through a venitian blind.

I should add that the <esc> sequence for a) is 1B 33 n where n is between 1 and 255. In 'standard' mode it is interpreted as n/180. In 'IBM' mode it is interpreted as n/216 (just to confuse the issue!!)

In the case of b) the <esc> sequences are:

1B 4B n1 n2 m1 m2	8 dot normal-density
1B 4C n1 n2 m1 m2	8-dot double-density
1B 59 n1 n2 m1 m2	8 dot double-density at double speed
1B 5A n1 n2 m1 m2	8 dot quadruple density

The values of n1 and n2 represent the number of graphics characters to be printed, where the total number of characters = n2 times 256 + n1. The correct number of graphics data bytes (m1, m2, etc) must follow n2. (Straight from the manual)

1B 2A n0 n1 n2 m1 m2 Selects graphics mode
The values of n1, n2, m1, m2 are the same as

above. The values for n0 represent the Graphics mode as per the following table:

n Graphics mode

0	8-dot normal-density (60 dots per inch)
1	8-dot double-density (120 dots per inch)
2	8-dot double-density at double speed (120 dots per inch)
3	8-dot quad-density (240 dpi)
4	8-dot semi-double density (80 dpi)
6	8-dot CRT graphics (90 dpi)
32	24-dot normal density (60 dpi)
33	24-dot double density (120 dpi)
38	24-dot CRT graphics (90 dpi)
39	24-dot triple density (180 dpi)
40	24-dot hexa-density (360 dpi)

Hope that lot helps!!! <whew>

Chris

Message : 5671 [Open] 7-11-90 10:12pm
From : Chris Parker
To : All
Subject : Foreign Computer (BBC)
Sig(s) : 1 (Public Access)
There is 1 reply

Hi ALL,

My GP has a BBC computer (now before you suggest that I suggest to him he should buy an ST, just listen OK). It has a disk drive hooked up to it and he can get programs to run etc etc. The problem is that he can't save output from a word processor because he doesn't know how to format a disk. "READ THE MANUAL" I hear you say. "What manual!!!" Is there anyone out there who is familiar with the BBC Acorn and how to get a disk formatted or know where to get the appropriate utilities to enable same to be achieved??

He loaned me the USER GUIDE that came with it but there is no mention of disk formatting procedures within it. In fact, the manual tends to concentrate on BASIC and only lists some rudimentary DOS (??) commands like *CAT (as in Catalog..... DIR for the IBMers) *RUN filename (as in run a binary file from within BASIC) and a handfull of other commands.

Any help will be appreciated.

Regards

Chris Parker

Message : 5675 [Open] 7-12-90 2:13am
From : Mark Brinkworth
To : Robert Alley (x)
Subject : #5669 Printers
Sig(s) : 1 (Public Access)

Not sure that the Atari printer can do some of these things. I think line spacing could be set to n/144 (1B 4A n). Apple printers were also once restricted to n/144, but I don't know that this is still the case.

Printers are one of those horrible things to write drivers for.

Mark

A day in the life of the Paragon BBS (09) 325 5160

Message : 5692 [Open] 7-14-90 5:59pm
From : Chris Parker
To : Steve Quartly
Subject : Kununurra
Sig(s) : 4 (Atari ST General)
There is 1 reply

Hi Steve,

My brother was in kununurra a couple of weeks ago and he told me about a little incident he got mixed up in.

He was at a service station filling up his hire car with fuel and he was watching a bloke at the bowser ahead. You know how you tend to gaze around while you are waiting for the thing to fill up. The bloke let go of the handpiece and bent down to have a look at the rear tire of his car. The handpiece came out and sprayed fuel over his shirt sleeve. The bloke just finished filling his vehicle up, paid for the fuel and drove off.

My brother and his colleague finished filling their vehicle and set off down the road. They didn't drive too far when they saw this bloke had pulled up on side of the road and his arm was ablaze and he was trying to put it out. My brother stopped his car, got out and threw dirt over this bloke to put the flames out. Any way a police car pulled up and the cop chatted to the guy for a while and then booked him. I asked my brother what the hell the cop booked him for, and he said "For having an Unlicenced Firearm!".

Chris

Message : 5693 [Open] 7-14-90 6:11pm
From : Patrick Mackinlay
To : Chris Parker
Subject : #5656 Resetting the ST
Sig(s) : 4 (Atari ST General)
There are 2 replies

What is the idea of clearing the address \$420, according to Internals, that address is "memvalid", and should contain \$75219F3 to indicate that the memory controller is valid. Why clear it? Also, why not get the address held at \$004 and jump to that, instead of using the one at \$4F2?

Also, how do you write "reset-proof" programs?

Pat.

Message : 5694 [Open] 7-14-90 6:13pm
From : Patrick Mackinlay
To : Jeff Meager
Subject : #5660 Resetting the ST
Sig(s) : 4 (Atari ST General)

Yes, any help is great, so please upload the program (assembler I hope!) so I can have a look at it. Thanks!

Pat.

Message : 5695 [Open] 7-14-90 6:13pm
From : Patrick Mackinlay
To : Jeff Meager
Subject : #5662 Resetting the ST

Sig(s) : 4 (Atari ST General)

Thank you, please ignore the previous message from me.

Pat.

Message : 5696 [Open] 7-14-90 6:14pm
From : Patrick Mackinlay
To : Chris Parker
Subject : #5667 Resetting the ST
Sig(s) : 4 (Atari ST General)

Oh well, thanks for telling me Chris. Bad luck Jeff!

Pat.

Message : 5697 [Open] 7-14-90 6:18pm
From : Patrick Mackinlay
To : Chris Parker
Subject : #5671 Foreign Computer (BBC)
Sig(s) : 1 (Public Access)

I don't know about the BBC itself, but I believe the Archimedes is a little bit like it <grin>, and on that you type *FORMAT (simple innit!) from BASIC, or just FORMAT from ADFS.

Hope that helps!

Pat.

Message : 5699 [Open] 7-14-90 7:36pm
From : Mark Brinkworth
To : Patrick Mackinlay
Subject : #5693 Resetting the ST
Sig(s) : 4 (Atari ST General)

I guess it would get clobbered as we are simulating a cold start According to Atari BIOS source listing:-

memvalid: ds.l 1; (420) indicates system state on RESET

So I guess it is a way of clobbering everything, including reset proof proggies!!

Mark

Message : 5700 [Open] 7-14-90 7:38pm
From : Mark Brinkworth
To : Patrick Mackinlay
Subject : #5693 Resetting the ST
Sig(s) : 4 (Atari ST General)

>that address is "memvalid", and should contain \$75219F3 to indicate that

should that be \$752019F3?

Mark

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It's FREE



From the Teknishuns Bench

Does your mouse or joystick sometimes not respond as it should? One of the most common repairs to come to my bench is broken joystick mouse ports. The remedy is not complicated but it is time consuming and fraught with a few dangers for beginners.

The source of the fault is the connection between the 9 pin D-connectors and the PC board underneath the keys. The D-connectors (where your joystick and mouse plug in) are mounted at right angles (90 degrees) to the circuit board and are connected with solder. Now this right angle mounting means that you have quite a bit of leverage on those solder joints and everytime you wiggle the mouse or joystick plugs to take them out those poor old solder joints get strained. Eventually they crack and what I see then (in the worst cases) are the pins of the D-connector poking through the holes in the circuit board like islands with no contact with the copper "lands" around them! Naturally your computer has no idea whether the mouse is moving or not!

The repair is made by taking the top cover off to get at the keyboard Printed Circuit Board. This PC Board is fastened to the plastic keytop carrier with LOTS of little screws and two bigger ones at either end of the mouse ports. Three of the little screws are underneath a sticky strip of transparent insulation tape that protects some of the wired through tracks against shorting on the tin RF shield over the main PCB (motherboard). In other words, when you take this tape off to get at those screws, be careful where you put it down (Sticky!!) and PUT IT BACK when you have finished.



Once all the screws have been taken out the PC board and Key Carrier can be separated VERY CAREFULLY. There are dozens of little rubber bumpers under the keys and they are liable to pop out and bounce all over the place. They are rather special because they have an electrically conductive end which actually completes the circuit underneath when the key is pressed and they also provide the spring action to push the keytop back up again. They are not available individually as a spare part from Atari, only the complete assembly is available with a price to match! Every one that you cannot find afterwards is a key that won't work anymore, so ask yourself which keys you would like to do without! I dunno about you but I find that I use them all sooner or later!

Once the PC board is out, the soldered connections can be easily seen and all that is needed is a small soldering iron to remelt the cracked solder. Some extra solder can be added to make the joints even stronger than they were originally.

Re-assembly is simply the reverse procedure

but assuming none of the rubber bumpers is missing, care is still needed to make sure that the key rubbers are seated in the right place and not skewed out of position. Symptoms of some rubber bumpers being out of position include keytops either permanently down or not able to be pressed down, or not working when pressed. Care is needed to make sure that the small Light Emitting Diodes (LEDs) are in the right place and don't have their connecting legs bent or shorted.



Of course all of this can be prevented by using a set of Joystick / Mouse Extenders. These are little extension leads costing about \$24.00. You can leave them plugged in all the time and when you need to remove either the mouse or joystick, the connection is out where it is easy to get at (no more jacking up the computer) and there is no wiggling of the keyboard D-connector sockets. With the mouse plug now easy to get at, the temptation to yank it out by its tail is gone so you should not end up with a broken mouse cord, another item that is not available as a spare part (you have to buy a mouse complete, about \$69.00)

STE RAM UPGRADE

There has been some confusion of RAM upgrades for the STE. Until quite recently I would have said that the only choices were either 500K, 1MEG, 2MEG or 4MEG STE models. I have recently seen a file on GENIE, the HUGE bulletin board system in the U.S. that claims that you can use other RAM combinations but as no one has downloaded the file yet lets just assume that there are only 4 different RAM sizes that work properly, and anyway, would you really want to run an auto program EVERY time just to make sure your RAM did not cause the dreaded bomb! What about those self booting games?

Why are there only 4 combinations?



Well the ST has a 16 bit wide bus and 4 sockets for SIMM (Single Inline Memory Module) boards in the STE SIMMs for the STE are 8 bits wide so they have to be put in in multiples of 2. Simms come in 2 sizes, 256K and 1Megabyte so you get the following table:-

Slot	1	2	3	4	Total RAM
			256K		500K
	256K	256K	256K	256K	1MEG
	1Mb		1Mb		2Mb
	1Mb	1Mb	1Mb	1Mb	4Mb

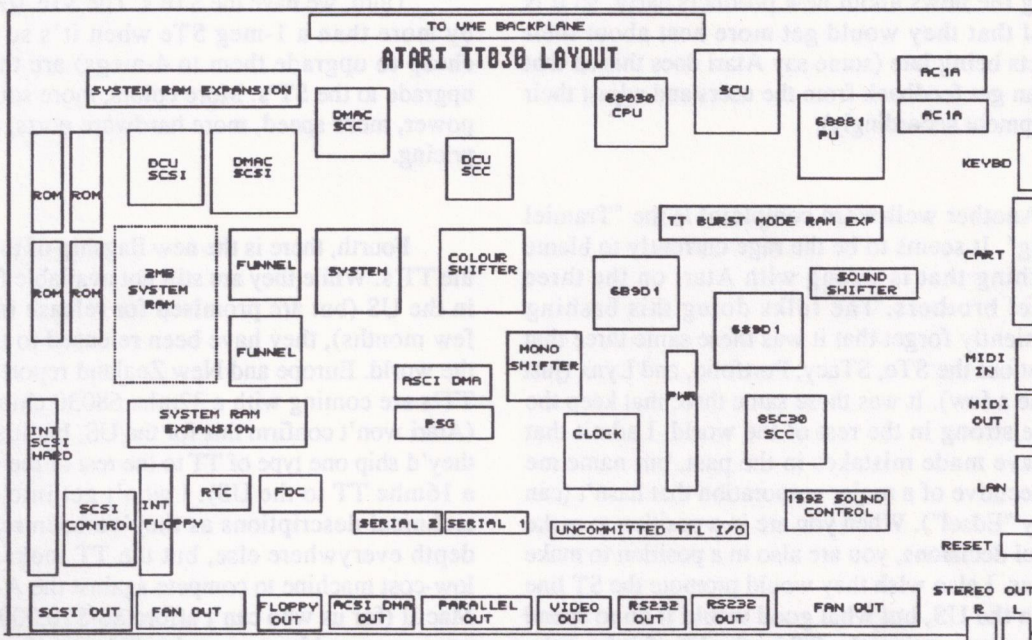
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The Atari TT030 specification

* Graphics

- 320 x 200 with 16 colours from a palette of 4096 (STE compatible)
- 640 x 200 with 4 colours from a palette of 4096 (STE compatible)
- 640 x 400 with 2 colours from a palette of 4096 (STE compatible)
- 320 x 480 with 256 colours from a palette of 4096 (TT Mode)
- 640 x 480 with 16 colours from a palette of 4096 (TT Mode)
- 1280 x 960 high resolution monochrome (TT mode)

- * Stereo 8 bit PCM sound
- * MC68030 running at 16 Mhz (or even 32 Mhz)
- * MC68881 Floating Point Co-Processor
- * 2 Megabytes RAM, expandable to 26 Megabytes
- * SCSI and ACSI with DMA, both built in
- * Internal hard disk
- * SCC LAN Port with DMA
- * Four serial ports
- * Parallel port
- * MIDI ports
- * Detachable keyboard
- * Internal A24/D16 VME card slot
- * Real Time Clock with NVRAM



	AMIGA 3000	Mac Iicx	ATARI TT030
CPU	68030	68030	68030
FPU	Yes	Yes	Yes
RAM	2 to 17 Mb	1 to 32 Mb	1 to 26 Mb
Burst Mode	Yes	No	Yes
ROM	512K	256K	512K
Graphics	1280 x 480 Interlaced 32 Colours	Optional	1280 x 960 Non-Interlaced 256 Colours
Sound	Stereo	Stereo	Stereo
Expansion	Proprietary	NuBus	VME
Hard Disk	DMA	Non-DMA	DMA
Floppy Disk	Proprietary	Proprietary	PC Compatible
Network	No	Yes	Yes, DMA
Serial	1 x RS232	2 x RS232	4 x RS232
Parallel	Yes	No	Yes
MIDI	No	No	Yes
Cartridge	No	No	Yes

A look on the bright side U.S.A.

By Michael Lee



Every week, I continue to hear people complain about no new products from Atari, or about Atari being late with the products that it does release.

I think this is a case of "not seeing the trees because of the forest".

Let's take a closer look at some of the complaints. If people think that Atari is the only company that is always late with announced products, they are only fooling themselves. One big difference is that many of these other companies don't announce, or hint at, new products until it's close to the time for them to be released. Atari has a habit of leaking the news about new products early, so it is natural that they would get more heat about their products being late (some say Atari does this so that they can get feedback from the users and adjust their development accordingly).

Another well-worn complaint is the "Tramiel bashing". It seems to be the rage currently to blame everything that is wrong with Atari on the three Tramiel brothers. The folks doing this bashing conveniently forget that it was these same three that brought out the STe, STacy, Portfolio, and Lynx (just to name a few). It was these same three that keep the ST line strong in the rest of the world. I admit that they have made mistakes in the past, but name me one executive of a major corporation that hasn't (can you say "Edsel"). When you are in a position to make the final decisions, you are also in a position to make mistakes. I also wish they would promote the ST line more in the US, but what good would it do to spend millions promoting the ST in the US if it hurt the European market and Atari Corp? It would be a case of the operation being successful but the patient dying.



Let's take a brief look at what Atari has accomplished in the last year.

First there's the Portfolio and the Lynx. While it is true that neither of them is a ST related product, both have been, and continue to be, resounding success stories. Both keep the Atari name in front of the American businessman and public. Plus both keep money coming into the Atari coffers, money that can be spent to develop and promote the ST line of products.

Second, we have the STacy's. This portable ST is so hot that Atari can't keep up with the demand (however, several dealers have reported that they are now receiving, or getting ready to receive, Stacy 1's and Stacy 4's for normal stock). The STacy is driving the midi users and musicians wild with its power, ease of handling and inexpensive price. Also, the STacy, along with the Spectre128, makes a great, inexpensive portable MAC clone. Price the STacy 4/40 (4-megs, 40-meg hard drive) and a Spectre128 - now go price a 4-meg Mac portable - you now see one big reason why the STacy 4/40 with Spectre128 is so popular. (By the way, MultiByte makes a battery pack/carrying case for the STacy 4/40 that makes it even easier to own, carry and operate your STacy.)

Third, we have the STe's. The STe 1/2/4's (why by more than a 1-meg STe when it's so easy and cheap to upgrade them to 4-megs) are the natural upgrade to the ST's. More colors, more sound, more power, more speed, more hardware ports, same low pricing.

Fourth, there is the new flagship of the ST line, the TT's. While they are still not available for release in the US (but are promised for release in the next few months), they have been released to the rest of the world. Europe and New Zealand report that their TT's are coming with a 32mhz 68030 chip installed (Atari won't confirm this for the US, but it's doubtful they'd ship one type of TT to the rest of the world and a 16mhz TT to the US). I won't get into the exact technical descriptions as they've been reported in depth everywhere else, but the TT looks to be the low-cost machine to compete against the A-3000 and Mac II (for us who can't afford \$8-\$10,000). It has a more open architecture, so it will be more expandable than the current ST line. There is also the new SLM-804 Laser printer that has been RUMORED to be shipping in the near future. Lower priced than the current machine but with today's technology. I don't know about you, but that doesn't sound too bad for a company that supposedly is on it's last legs and many people already consider dead Till next week ...hopefully.

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