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# The Paragon Report

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**PARAGON COMPUTER'S** free Publication  
with Information News and Views  
for ALL ATARI users  
**May 1991**

Compiled, Published and supplied by  
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# CREATIVE MIDI - Beginner to Advanced!

units so more advanced users can get on with the job of making music and simply look back into the manual when required.

## Your Own Creation

The more advanced features of twelve are taught as a tutorial during which you build up a song with your own original melody as the highlight. Music is entered either from your midi keyboard or with the mouse using the traditional score notation on the screen. You are given a suggested drum track, bass guitar (or similar) and strings backing which you enter on separate tracks on your electronic tape recorder. Finally there are instructions to loop or cycle a section of your "tape" to play a backing while you "doodle" away at a melody. A list of notes (drawn on a piano keyboard picture) is given so that any nasty sounding clashes of harmony are avoided; you can play these "recommended" notes

soon gets the music sounding the way you want because music can be played back even while you make changes on the score! Click the mouse on a note and move it around, listening to the effect while the music plays. Now I'll admit that you can do this in Cubase or Notator but they cost over \$1000 each, right? "Twelve" sells for \$175.00 and that would be value for money just for the tutorial which removes the mystery from the midi standard.

## More than a Tutorial

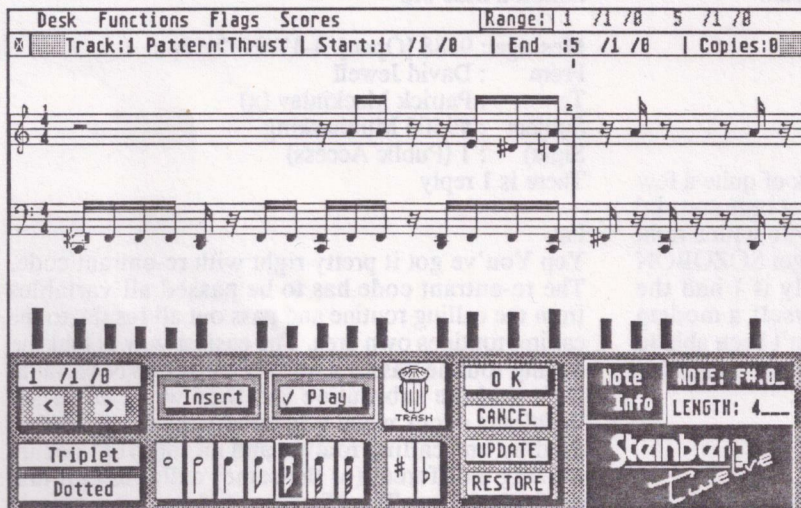
Steinberg's "Twelve" is more than a midi tutorial though; it is a powerful 12 track midi management system that shares many of the features found in Steinberg "Cubase" and "Pro Twentyfour", two packages that are found in most professional music recording studios now, especially in Europe. What you learn in "Twelve" is mostly carried straight over into

pop the disk into the studio's ST in the with "Cubase" running on it and add things like a vocal track which you can't do at home unless you invest in a sound booth and lots more very expensive gear.

## Impressive Performance

Pretty darn good for a piece of budget software, that can be run on a 520ST and an old TV if that is all you have! Oh yeah, I almost forgot! "Twelve" is not copy protected so you don't have to worry yourself to death that your disk might crash or you might lose that ^%\$\*&(%\$£ dongle and not be able to run "Twelve" just at that moment when the creative juices start to flow!

By Trev Holland  
For The Paragon Report  
May 1991



in any order and with various time lengths so. Doodling for a few minutes gives a tune that sounds nothing short of fantastic. A recording can be made and the whole lot ("orchestra" and all) can be saved to disk when you have something that you like.

## Edit the Mistakes

If you have some "bum" notes (that you don't like), some simple editing in the score edit screen

"Cubase". When you have got going on "Twelve" you already have a flying start on mastering "Cubase", and to prove the point I loaded my creation into "Cubase" where it was playing away within seconds.

## With Cubase

So you could record your latest chartbuster on "Twelve", then head of to your nearest recording studio with your song on a disk,

## That's A Mouse

Compo's That's a mouse is ready to use straight from the box with the Atari ST and Commodore Amiga computers. It's bursting with top-quality features yet operates in an amazingly small desktop area 70% smaller than Atari and Commodore equivalents need.

Features include:-

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- \* 12 month warranty.
- \* Micro switch buttons.
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- \* Switch selectable for use with Atari ST or Amiga.
- \* Extra long lead.
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- \* Operates in small desktop area.
- \* Only \$79.95





# A day in the life of The Paragon BBS



Message : 9551 [Open] 4-12-91 9:05pm  
 From : Phil Reeves  
 To : Mark Brinkworth (x)  
 Subject : #9543 Free space  
 Sig(s) : 4 (Atari ST General)  
 There are 2 replies

No I never had these problems on the 400 Atari either. Next question is, IS IT COMPATIBLE WITH SLICCTOP?? Now in stock.

Actually I've been using Slicctop tonight and its very good, quite a fancy bit of programming I would think, God knows how he does it, in my usual manner I thought that I would really test this multi tasking out, so the first task was to copy 200 files from one partition on my hard drive to a folder on another partition, when it started the task, I then set a second task before the first finished which was to take the folder that the first task was copying into and drag it to another partition, the third task was then take the second folder from the second partition and drag the whole lot to the trash can, while this was going on I loaded Page Stream and did some desktop publishing with output to the laser, I saw my hard drive lights going mad, after I printed from page Stream I quit to the desk top and the other tasks where completed, in the order of priority. Not bad I would say that this guy knows what he is doing.

Myself I think it's all done by magic.  
 Phil.

Message : 9561 [Open] 4-13-91 10:49am  
 From : John Hekkens  
 To : Chris Parker (x)  
 Subject : #9522 'C' Compilers  
 Sig(s) : 8 (Programming)  
 There is 1 reply

Thanks for the advise Chris. I can think of quite a few reasons why I haven't invested in a commercial compiler, not the least of which is a wife with a tight grip on the cheque book. I have now got SOZOBON working fine (thanks Pat). Actually if I had the dollars to spare I think I'd buy myself a modem before a commercial compiler. I haven't been able to log on for a while to thank Pat because the miserable sods at work wanted their modem back.

Regards  
 JOHN

Message : 9564 [Open] 4-13-91 4:09pm  
 From : Patrick Mackinlay  
 To : Chris Parker (x)  
 Subject : #9549 'C' Compilers  
 Sig(s) : 8 (Programming)  
 There is 1 reply

Hmmmm.... Well I personally don't agree. I think that it is very educational to learn exactly how all the various parts of your compiler work, as it can allow you to use it to generate the optimum code for the particular program you're working on.

Pat.

Message : 9567 [Open] 4-14-91 10:37am  
 From : Robert Alley  
 To : Chris Parker (x)  
 Subject : #9549 'C' Compilers  
 Sig(s) : 8 (Programming)

If you want to know how compilers/linkers etc. work believe me dont do a degree course, maybe after about 3years of postgrad youll start to get into this stuff in detail!  
 Rob.

Message : 9579 [Open] 4-16-91 8:03pm  
 From : Chris Parker  
 To : Patrick Mackinlay (x)  
 Subject : #9564 'C' Compilers  
 Sig(s) : 8 (Programming)  
 There is 1 reply

I would have thought that the object of any programming exercise is to produce optimum/efficient code. The way the Compiler works is irrelevant. In the case of C, the structure of your program should follow some sort of standard. 'C' Compilers should also conform to the 'standard of the day' and that being the case it should generate, to use your words, the optimum code.

Chris

Atari claimed the reason that the reason the ST did not have a multitasking capability was that there was insufficient hardware support in the ST for it. The ST does multitask to a limited extent (courtesy of GEM AES). SLICTOP appears to allow the ST to multitask, however, if I remember correctly it is designed around a non-preemptive system which may limit it a little bit.

Message : 9588 [Open] 4-17-91 2:18pm  
 From : David Jewell  
 To : Patrick Mackinlay (x)  
 Subject : #9503 Multitasking  
 Sig(s) : 1 (Public Access)  
 There is 1 reply

Pat,

Yep You've got it pretty right with re-entrant code. The re-entrant code has to be passed all variables from the calling routine and pass out all results to the calling routines own area. The easiest way is that the calling routine passes a pointer to its OWN variable table and the subroutine can then work on these. Problems occur when a routine is currently being used by one calling routine and an interrupt occurs causing a different (or the same) caller to call that original routine. The "Towers of Hanoi" is a classic programming exercise in writing re-entrant code.  
 Cheers David...

Message : 9592 [Open] 4-17-91 5:46pm  
 From : Patrick Mackinlay  
 To : Chris Parker (x)  
 Subject : #9579 'C' Compilers  
 Sig(s) : 8 (Programming)  
 There is 1 reply

Yeah. Ok, it is theoretically possible to write a "perfect" compiler, one that generates the "perfect" assembler from it's input source, but no one has yet written one. Therefore, I think that anyone should become familiar with their compiler/linker/assembler combo before trying to write any major programs with it. I mean, you don't try to write a book with a word processor that you've never seen before do you!





# A day in the life of The Paragon BBS



→  
No, you spend a bit of time with the program and manual and a test document experimenting, trying to find the best way to drive the software. That's how it should be with any compiler also.  
Pat.

Message : 9593 [Open] 4-17-91 5:52pm  
From : Patrick Mackinlay  
To : David Jewell (x)  
Subject : #9588 Multitasking  
Sig(s) : 1 (Public Access)  
There is 1 reply

You just confused me! What do you mean about a pointer to a "variable table"? Do you just mean passing variables by reference? I can hack that.  
By the way, about that towers of hanoi problem, why should that be re-entrant? Isn't that merely recursive? No other program would want to use the subroutines involved there would it? There is actually a second method of solving that problem you know, involves lots of binary number bit twiddling, but it's not recursive! I'll dig it out if you're interested.  
Pat.

Message : 9594 [Open] 4-17-91 6:06pm  
From : Patrick Mackinlay  
To : Phil Reeves (x)  
Subject : Minix  
Sig(s) : 1 (Public Access)  
There is 1 reply

G'day Phil. I was just wondering if you happen to have an ST with an IBM emulator somewhere in the shop. I would appreciate being able to test the IBM version of Minix on the thing sometime. The only other little problem there might be is the disk drive, it needs to be 5 1/4".  
Pat.

Message : 9596 [Open] 4-17-91 8:22pm  
From : Chris Parker  
To : Mark Brinkworth (x)  
Subject : #9585 SLICCTOP  
Sig(s) : 4 (Atari ST General)

When Atari say that the reason the ST did not have a multitasking capability was because "it had insufficient hardware support in it", I find that a bit odd and a bit hard to accept. Why is it that IBM 286/386 and 486 machine happily run XENIX? I don't think they have been specially modified to run XENIX. All you have to do is go and buy yourself a machine, put in an ANVIL (or equivalent) card to connect your users to it, fill it up with a heap of memory and a decent sized HD and away you go. The basic hardware is no different ....it's just the software that makes it work.

Now memory isn't a problem on the ST, neither is connecting a HD and getting a I/O board to plug into the Expansion bus on the Mega shouldn't be a big deal for a manufacturer who's prepared to have a go (and THAT is going to be the problem) and you should be able to get a system up and running.  
Chris

Message : 9598 [Open] 4-17-91 8:29pm  
From : Chris Parker  
To : Patrick Mackinlay  
Subject : #9592 'C' Compilers  
Sig(s) : 8 (Programming)  
There is 1 reply

Right!!!

Let's say you've been hired by some company to write a program for them and they give you Turbo C .....cross that out ..... they give you a 'C' package to do the job. Do you mean to tell me that you're gonna sit down and examine the compiler (or whatever) and then decide afterwards how you are going to write the program??? .....Gimme a break!

Chris

Message : 9607 [Open] 4-18-91 2:09am  
From : Mark Brinkworth  
To : Chris Parker (x)  
Subject : #9598 'C' Compilers  
Sig(s) : 8 (Programming)  
There is 1 reply

Could be worse, you could be given a program in Prolog and told to implement it in C.

Message : 9611 [Open] 4-19-91 6:23am  
From : David Jewell  
To : Patrick Mackinlay  
Subject : #9593 Multitasking  
Sig(s) : 1 (Public Access)

Pat,

What you said is I think what I meant. A routine can pass variables via the stack to a subroutine or it could just pass ONE, that one variable being a pointer to a table of variables on which I want the subroutine to operate. Now the Towers of Hanoi problem is one of recursiveness true and so the routines need to be re-entrant because they may be calling themselves but on each calling a different set of variables is used until a certain condition is met. For example a routine calls a subroutine to divide 2 numbers but then division by 4 is just dividing by 2 twice. Thus I can divide by 2 and then within the divide routine call the divide subroutine again to divide by 2 the second time. Recursive division by itself and therefore the divide routine needs to be re-entrant because it is used more than once at the same time. In this example that multiple use is not by two programs but by one program and the divide routine itself. Clear as mud eh?

This level of discussion is great eh? Sure beats 'Big yellow T' bashing.

Cheers DJ...

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The Paragon BBS is a FREE Bulletin Board System operated by Paragon Computers and has been in continual operational 24 hours a day, 7 days a week since 27th June 1988. The BBS runs on the Atari ST computer using a modified Michtron V3 software.

Give it a call on (09) 325 5160 and have your say.

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# Corporate Electronic Publishing Systems Trade Show



A few weeks ago (April 8-11th) Chicago's massive McCormick Place exhibition centre played host to the best and brightest that computer based publishing has to offer in the annual Corporate Electronic Publishing Systems (CEPS) trade show.

Atari chose this exhibition to introduce "Direct To Press", a complete and comprehensive array of pre-press publishing solutions. Direct to press is more than a hastily assembled bundle of an Atari computer system with a popular page layout program, it includes tools for every phase of pre-press work from document processing and design, to photo retouching and imagesetter film output.

Some of the Atari TT030 based products shown include PageStream 2, Calamus SL, Cranach Studio, Retouche/Didot, Retouche CD, Didot Line Art, Scigraph, Repro Studio / Avant Vector, Didot Professional, Sherlock Professional and the 3K Image Speeder.

## THE 3K IMAGE SPEEDER

The 3K Image Speeder is a customised re-packaging of the Atari TT030 that is specifically designed to connect to an image setter. It contains a high speed scanner interface as well as an interface that synchronizes the computer's VME bus with the video port of the image setter. It also contains some special hardware to assist the software RIP in the Didot, Retouche Professional, and Calamus line of products. The Image Speeder is packaged in a tower case to accommodate a larger power supply and other peripherals such as a large capacity hard disk, or a Syquest removable storage media drive, as well as the laser printer controller.

The special RIP support hardware includes an Intel 82786 graphics coprocessor that is capable of a throughput of 50Mb/second. The 82786 is equipped with 4Mb of RAM and has subunits for a display processor for 1 to 8 bit

pixels which display up to 256 colours from a palette of 16.7 million, and for a true graphics processor for fast drawing and blitting operations. Monochrome operations can be run as fast as 30 million pixels per second; halftones or 256 colours can run at 4 million pixels per second. The graphics processor provides hardware pan and zoom support.

An essential part of the Image Speeder is a special screening processor developed by 3K-ComputerBild. Its function is to enable the screening of halftone images with no delay at output. Several different kinds of screening methods are supported. The screening processor can apply an external graduation in real time.

## PAGESTREAM 2

Soft-Logik's Page Stream 2 is an extremely powerful and versatile desktop publishing program with intuitive user interface and full support of the PostScript page description language. It imports and exports a wide variety of graphic formats, works with industry standard type font families, and supports a large number of printing devices. The program can import and colour separate 24-bit images, and supports spot or process colour, is equipped with a full complement of page layout tools and facilities for handling complex books up to 1000 pages in length. PageStream 2 can display A G F A Compugraphic's Intellifont hinted outline fonts or the Adobe Type 1 IBM format using point sizes from .02 to 183,000 points with variable horizontal and vertical point size on the screen as well as print them out on a wide variety of PostScript and non-PostScript printers.

PageStream 2 exhibits impressive

flexibility: It can create documents of any page size up to 400 feet by 400 feet, control tracking to .0001 of an em, leading to .01 points, and kerning to .0001 of an em. It can draw and edit Bezier curves, support an unlimited number of columns per page with text routing between columns in any order, easily bleed objects off the edge of the page, flow text around irregular shaped graphics, crop pictures, view or print pages at 15 - 1500% magnification, and rotate or twist any text or graphic.

## CALAMUS SL

Widely acclaimed Calamus SL from ISD Marketing features true WYSIWYG, fast printing speeds, and an extensive colour support. Calamus SL takes a modular approach to incorporating features for image management, graphic design, text processing, illustration, font editing and autotracing. The program uses proprietary outline font technology to produce identical results on both the screen and the printer. Fonts can be scaled from 0.1 to 999.9 in tenth of a point increments. Text and graphics can be rotated 360 degrees, text can be formatted around irregular objects.

Calamus SL can have up to seven documents loaded simultaneously, and select multiple files and multiple fonts for loading. Each object -- text, line, fill pattern, picture, picture -- can take on any of up to 16.7 million colours. Users can specify colours either by simple RGB mixing method or by external module such as Pantone. Calamus will create the necessary four films per page for colour separations.

Calamus SL's Mount & Print module enables large documents to be split into smaller pieces. Text attribute combinations can be saved as styles. Drivers for import and export functions are contained in external modules so that new ones can be added as the needs arises.

The Paragon Report May 1991



# A Review of "SYNTEX" Optical Character Recognition Program

A new adjunct to the field of desk-top publishing or Making life easy for the 'peek, peck and poke' one-finger typist

Many of us who do a lot of word processing and desk-top publishing work are skilled typists by necessity. However, for those of us who have not graduated beyond one-finger [of each hand], it can be a real chore to type a large amount of text. It is especially burdensome when a copy of a long article in a document or magazine is needed. The advent of the scanner introduced us to the easy way to incorporate graphics into the pages of material produced on the computer.

While a flatbed scanner is an expensive piece of equipment for the average home or small office computer aficionado, the prospect of adding an optical character recognition gadget (to transfer the text of a printed page in a similar way) is usually out of the financial reach of many.

The people who introduced us to the Hawk range of scanners, the Swiss company of Marvin AG, have brought out a relatively inexpensive OCR called "SYNTEX". This is a disk offering a choice of a 'stand-alone' program or a desktop accessory. It is packaged with a small hardware device, the 'accelerator', which is plugged into the joystick port of the computer keyboard.

A 70 page manual gives adequate instruction for using the very user-friendly software. A minimum of 1 MByte internal memory is recommended for the program and at least 2 MByte if it

is used in the accessory mode. But those who do a lot of DTP work probably have computers, like the MEGA ST4, and hard disk drives which can accommodate to this need for a fair amount of spare memory. 'SYNTEX' can be used by itself without the plug-in accelerator to give an idea of the capabilities of the software, this is the demonstration version, but is an exceedingly slow performer. The insertion of the 'accelerator' makes a great difference to speed and is really a necessity.

'SYNTEX' works with either monochrome or colour monitors and many well-known brands of scanners can be utilised by it.

It is a very easy program to learn and use. The screen dump below gives an idea of the "double window" presented on the screen. The upper window shows the scanned image of a magazine page and the lower window shows the text window in which ASCII characters rapidly appear (first seeing this happening makes one marvel at the wonders of computer science!).

It is then a simple matter to save this as a "library" for future use with the same magazine or another using the same font. Any

number of libraries of different fonts can be created. There after the transfer of materials from news papers, books, letters and documents into the format you have chosen is even easier.

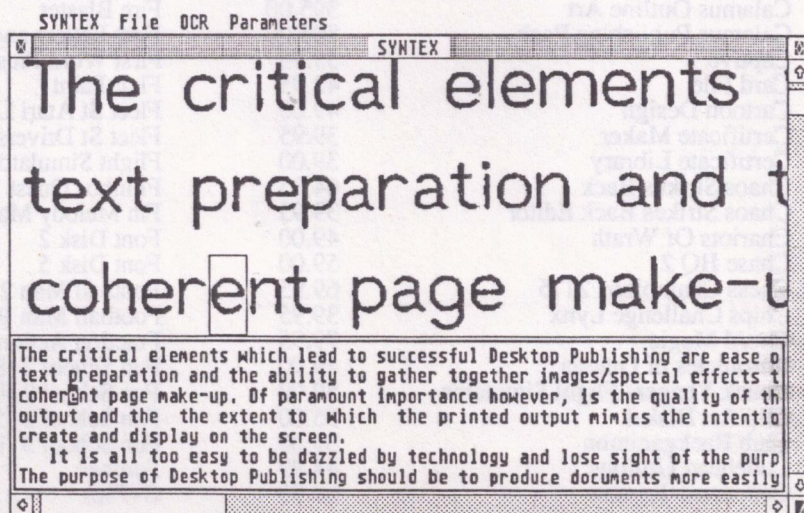
**ON SCREEN** The image window shows part of the original text with 'rubber-band' round part to be copied. A small box isolates separate letters (note third line, letter 'e') The corresponding letter is highlighted in the text window below. As new letters are needed these are typed in and automatically appear wherever that letter occurs in the original document. It is a simple matter to transfer ASCII text into the word-processing program of ones' choice.

Paragon Computers is where you can get this elegant and essential software.

Reviewed for  
The Paragon Report  
May 1991

by

Dr Harry Blackmore







# Paragon Computers Atari ST Software



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AB Zoo	49.00	Compute Your Roots Genealogy	69.95
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# Paragon Computers Atari ST Software



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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.

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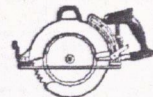




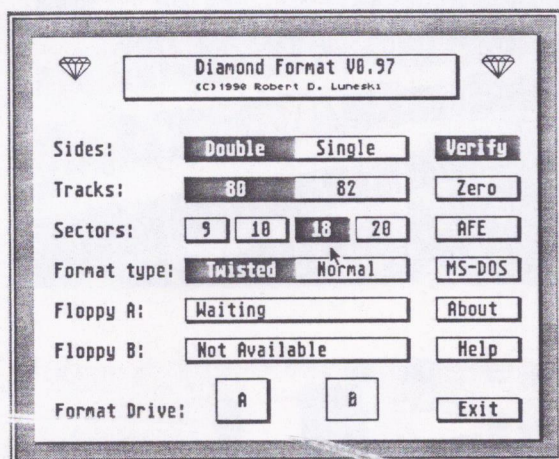




## From the Teknishuns bench



Some good news from the Technicians bench this time around. A prototype installation of a 1.44 meg drive has been fitted to a 1040ST and seems to work fine so far. We should be able to supply them to anyone who needs the extra storage in a few weeks time. At the moment there is a switch to enable the high density mode but the final units will detect when you put in a high density disk.



A discussion about 1.44Meg format will be helpful even if you do not need the extra capacity just yet because most IBM compatibles now come with 1.44 floppy drives (3.5") as standard now and there are rumours that the new TTs and even STs will soon have the higher capacity drives.

As you can see from the screenshot of "Diamond Format" the shareware high density formatter that high density drives can format up to 20 sectors per track. So going from 720K disks to 1.44meg is as simple as doubling the number of sectors per track, as long as you have a disk drive mechanism, controller and media equipped to handle that sort of thing. The arrow is pointing to "18" sectors per track and if we were to click on

"Format Drive:"A"" we would get 1.44Meg.

I had been concerned that there would be a repeat of the problems experienced a few years ago in the IBM compatible community when they changed over from 360K to 1.2Meg floppies (5.25") They had problems with some of the 360K disks not able to be read by 1.2M drives. This had to do with the fact that not only was the data

speed increased but number of tracks doubled too. The doubling of tracks was the main problem because the new drives used "thinner" tracks and could become confused when presented with wider tracks and vice versa. In our case track numbers

remain unchanged at around 80, only the data flow has increased. Only time will tell I suppose but so far our 1.44 drive has been able to read and write 720K disks with no worries.

The high density disks are recognized by the drive because they have an extra notch, just like the write protect notch but on the other corner of the disk. The extra notch is needed because the higher density disks have a different formulation in their magnetic media because the data is written at twice the speed to cram twice the amount of information into the same physical space. That is why your normal 720K disks cannot be made into 1.44Meg; their oxide coating (which holds the magnetic signals) cannot accept the higher data speeds, a bit like trying to get a 1200 Baud modem to do 2400

Baud speed, the correct equipment is needed to begin with.

So don't go drilling extra holes in your disks to double up their capacity. The plastic drilling will get caught up inside your valuable drive mechanism and wreck it when the disk surface can't take the pace anyway! <grin>

What you will need will be an installation kit made up of a new double density controller with a small printed circuit board adaptor, 1.44Meg drive, software and installation unless you feel confident enough to desolder the existing floppy disk controller IC.

See Ya when your ready to have a 1.44 drive fitted!

Trev the techie!  
for  
The Paragon Report  
May 1991

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## Multi Viewer Graphica

MVG is a Bit-Image editor and manipulator. I allows you to view a variety of graphics files (not limited to only the Atari ST filetypes). It also allows you to write an image in a number of these same file formats. But it doesn't stop there! A wide variety of tools are on line to aid you in cleaning up images, cleaning and sorting images to different directories, clipping portions of a larger larger image, enlarging an image, shrinking it, rotating, flipping, pasting clips and much much more. MVG only \$79.95.

The Paragon Report  
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# What?? No joysticks??



## CeBIT Computer Show

by  
Neal O'nions  
COMPO U.K.

CeBIT is a fair that causes great consternation with our American friends... why... they just can't cope with the fact that the biggest computer fair in the world does not happen in the Good ol' US of A.

Describing CeBIT is so difficult without using words that sound over dramatic. To get around you travel between the 27 halls by buss. Not just one IBM stand - but four or five all in different halls. About 20 restaurants on site, numerous snack bars, banks even a church.

For the 5 years that I have been going to the show you find Atari in the same place in Hall 8 - like most companies they have their regular slot. Apart from Atari there is little ST product at the show. German companies Maxon, Heim Verlag, DMC and DataBecker have stands - but its the Atari stand where ST types spend the show.

Across the show the new phenomena was notebook computers. Every mainstream manufacturer and every Taiwanese sweat-shop had one to launch. Colour printing is also moving forward, Hitachi have a clear lead here with magazine quality colour prints from a laser printer type machine... still too expensive to do anything but drool but technology is on its way.

So what about the Atari stand. Most noticeable was a complete lack of ST(E)s and Mega ST's! you really had to search. CeBIT is a business show so no Lynx on stand either.

What was there were TTs by the dozen, Mega ST(E)s, a few portfolios for good measure and two new computers. The new computers were probably the highlight of the show. In years gone by we had a CeBIT when laptops were the thing... two years later we saw a STacy... another year later it shipped. This year Atari had a notebook ST - and a well advanced prototype it seemed to be.

What's more, my tip for next year's CeBIT is the year of the Pen based computer. This year the only one I saw on demonstration was from Atari - and based on the ST. What's this you say, Atari actually ahead of the game - sure makes a change.

With these new machines, the TT now shipping in volume and the Mega ST(E) about to ship in serious volume I have never known such a buoyant Atari community. Even the people who work for Atari were smiling!

As you would expect from a German show the software being previewed was generally a couple of releases ahead of most English language products. Of real note were the advances being made with 3K Retouche. Still not available to my knowledge in English, Retouche brings superb greyscale and colour image handling to match anything on the Mac.

I would be remiss not to mention COMPO's new launches. The new AT SPEED board was on show for the first time - 16Mhz, 80287 co-processor socket and DR DOS 5 keep it just ahead of Vortex with AT Once who forgot

the 80287 and DOS. Also new were two new paint programs - That's pixel and Vernisage. Hopefully, both should be in Oz for Christmas!

Still on the emulator front, Gadgets were there and I think new advances are being made with GCR - although MAC ROMS are getting harder to find so if you are thinking of buying one - now is a good time to buy.

DMC were of course previewing Calamus SL - talking to people who know it is a good colour DTP product but still with bugs - let's hope it ships soon.

All in all, it was the most exciting CeBIT for Atari I have been to there was a widely held belief that Atari have a future and a real shot in the arm for this ST enthusiast.

for  
The Paragon Report  
May 1991



Editors Note.

Our spies in Europe tell us that one of the major events of the CeBIT show as far as Atari is concerned was that Atari Corporate with at least eight top people (not nurds) spent four solid days at CeBIT talking to German authors and publishers, does this mean that soon we will see Atari U.S. carrying and promoting the Atari ST/TT range of computers into the business area along with good business software, lets hope that they picked up a few tips from the Germans on how to promote the Atari without using joysticks.



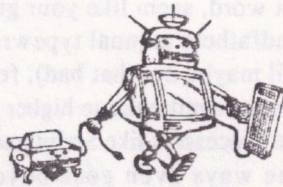
# What?? No joysticks??



## Scene at the CeBIT

### The Atari Note Book

The Atari Notebook computer shown at the recent CeBIT has the following specifications. The Atari Notebook computer is based on the 68000 micro-processor with a footprint of 297mm by 210mm by 25mm thick, an advanced version of TOS is installed in 512K ROM, two different RAM configurations are available, 1Mb or 4Mb RAM, the Notebook has a built-in 20Mb hard drive, this will be expandable to 65Mbytes, the unit is Atari ST compatible and uses a mouse pointer controlled by means of a built-in three button pad, fitted with a very clear grey colour LCD screen with 640 x 400 resolution that does not draw too much current from the rechargeable batteries, two kinds of batteries are used, Alkaline batteries for day to day running and rechargeable Ni-cad batteries for back-up, most standard current I/O ports are available including MIDI IN/OUT, parallel and serial, a mouse port is also available. Two RAM card sockets enable up to 4Mbytes of information to be stored, there is also a standard floppy disk drive port for external connection to a floppy drive, there is also a socket to connect the Notebook directly to an external Atari ST. The weight of the Notebook is around 1Kg. Their will be an optional fax/modem and external plug-in keyboard available for the Notebook The Atari Notebook is expected to be available in early 1992



## Scene at the CeBIT

### The STPad

Atari upstaged the international development community with the showing of the STPad at the recent CeBIT show. Compatible with the ST/TT series of computers, the STPad is able to recognise most forms of handwriting, even Japanese or Cyrillic characters as it does conventional Latin characters. The Atari STPad allows you to instantly swap between writing text and drawing sketches. Furthermore, it makes it especially easy for beginners to learn to use modern computer equipment. The STPad has the same footprint as an A4 page, is 350mm high and weighs less than 1.5kg. Storage is via two silicon drives each store about 4Mb of data, with MIDI, RS-232, parallel and ASCI DMA ports as standard.



### UNIX. XWindows. OSF/Motif

Atari is now offering a powerful Unix development environment for its flagship, the Atari TT workstation. Based on Unix V.4, the Atari system includes X/Windows 11.4 and OSF/Motif as the graphical interface together with the software tools GNU C, C++ and XFacemaker 2. Minimum configuration for the Atari Unix Workstation will be 8Mb of RAM, Atari TTM194 19" monitor and a 200Mb hard disk drive.



Atari U.K. are now projecting a non-game image for the Atari ST line

of computers, the latest Atari U.K. advertising in recent U.K. Atari magazines carries sentences like "If you thought that computers were all about playing games you've been missing out on the real potential that you and your computer have", and "One of the real advantages that the Atari ST has to offer is the sheer range and depth of software support, From word processors, spreadsheets and databases through to professional DTP and CAD systems the ST user is spoilt for choice", and "In MIDI applications the Atari ST has been the choice of professional recording studios and the software support for MIDI is awesome". The advertising carries references to software packages like, Hyperchart, Superbase Professional, 1ST Word Plus, LDW Power spreadsheet, Cyber Studio, Cubase, Replay VIII, Quartet, Page Stream and Personal Finance Manager. Not a mention of a joystick or a game in the whole advert, it looks to me like they have just realised that the Atari ST computers that they sell are capable of doing something else besides playing games, of course, we already know that, but its good to see that Atari are realising that too, now all they have to do is convince the Atari buying public in the U.K. to lay down their joysticks for a few minutes.



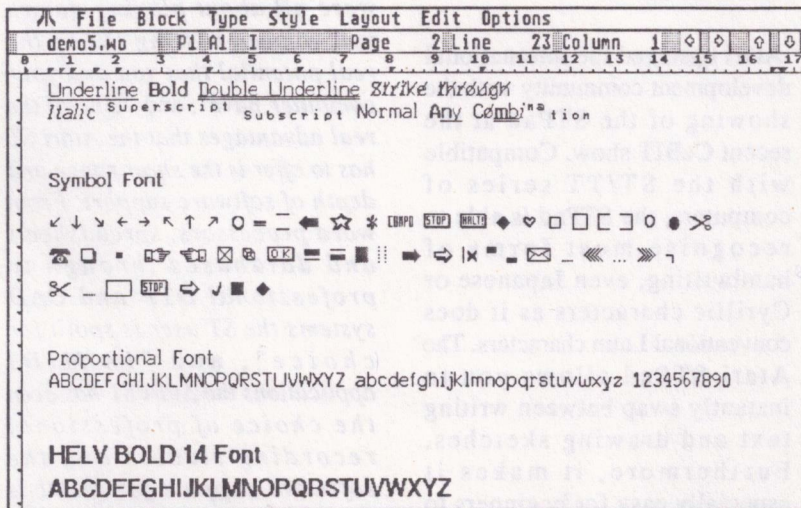


# Write On

It has been said that, due to its heritage, the ST is little more than a games machine, but as die hard ST users will know, the Atari computer is capable of competing very successfully with the more (enigmatic) likes of the Amiga and Mac. Now before you all tear up this piece of paper, no I am not a closet Mac - (wanna be) I just believe that the Atari has had some major image problems in the

entry level word processors, like First word, seem like your great grandfathers manual typewriter (well maybe not that bad), for it has more similarities to higher end word processors like Script and in some ways even goes beyond those programs and enters the realms of D.T.P programs like Signum.

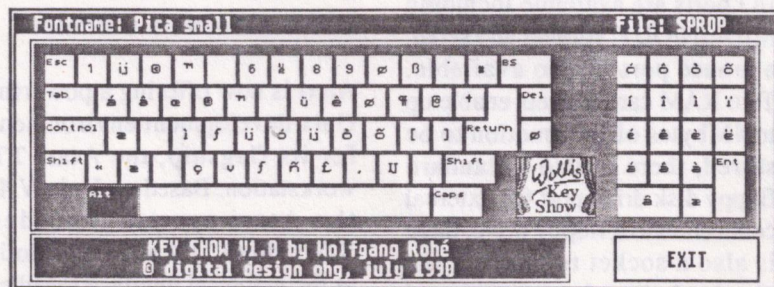
this a bit (ho - hum), but my first involvement with word processors was through a I.B.M. AT clone running Multimate V.2, being printed on a Daisywheel printer. So the whole notion of WYSIWYG (what you see is what you get) word processing is pretty amazing, let alone the ability to use different fonts and graphics.



Like most ST word processors that use fonts, the selection of fonts and the relative styles and attributes that go with them are accessed via the standard Gem pull down menu's. the program comes with a rather large set of fonts ranging from Elite, Pica (which is the default font), Times and York to character sets of symbols (envelopes, arrows, Stop signs etc.). If these supplied fonts are deemed not enough, it is possible to enhance your supply of fonts in a variety of ways. Firstly you can get specialised sets of fonts from the manufacturer that will work with Write on plus its larger (brother) program That's Write. Secondly you can import Signum fonts and convert them and lastly you can create your own. To further vary these fonts (remember there can be twenty in use in any document) there are the standard ST stylistic changes that can be made, Italic,

past, problems that stem out of its heritage rather than itself. Still, as we know (don,t we ?), it is the software that can make - or - break a machine. Luckily for Atari, and Atari users, the Professional applications for our little grey machine seem to be increasing, and with products like the TT and the Stacy, this should continue. But what has all of this to do with a new Word processor? One of the (bread and butter) tasks for any (proper) P.C. is the production, storage and printing of letters, documents, essays, personal writings and so - on. As a text processor the Atari has across the board appeal from the basic word processor, 1st Word, to the complex desk top publisher and document processors like Calamus and PageStream. Write On by Compo is a word processor designed to become the standard entry level word processor for the Atari. That said it makes other

While it is unlikely that you will ever be able to produce a magazine style document with Write On, the program is certainly geared towards the presentation of your text. As such I can think of no other budget word processing program that will allow the use of up to 20 different font and character sets. Again I know of no other word processing package



(for this price) that includes a free font editor, that can be used to edit existing fonts, or more importantly create totally new character sets. Now those of you who have been brought up on ST word processors might find all of

Bold, Super / sub-script, Large/small and underline. There are however two other styles that I have never come across, Double underline (I can see a use for this) and Strikethrough, which places crosses over what you type, for



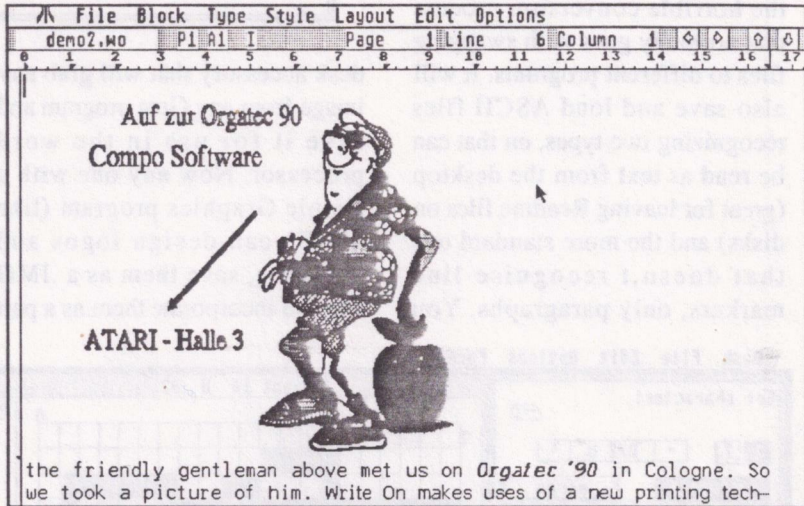
# Write On

what purpose this is intended I do not know, but I'm sure someone will find a use for it. An interesting feature mentioned above, in passing, is that the default font is Pica 10cpi, not the standard ST systems font, which gives the program a distinct Macintosh look, if not feel.

But before I get to in - depth on the program, assuming that you have just wandered into your favorite computer store (that happens to be in Piccadilly Square in East Perth and run by three incredibly helpful people,.....do I get paid now?) and brought a copy of Write On, you get home switch on your machine load disk one and look for the program Icon. You can't find it so you look at disk two. likewise it isn't there either. Before you ring said computer store and send Viruses down the line you decide to open the manual and sure enough you find out that you have to backup the disks and create a new master disk before the program appears on the desk top. This is a mixed

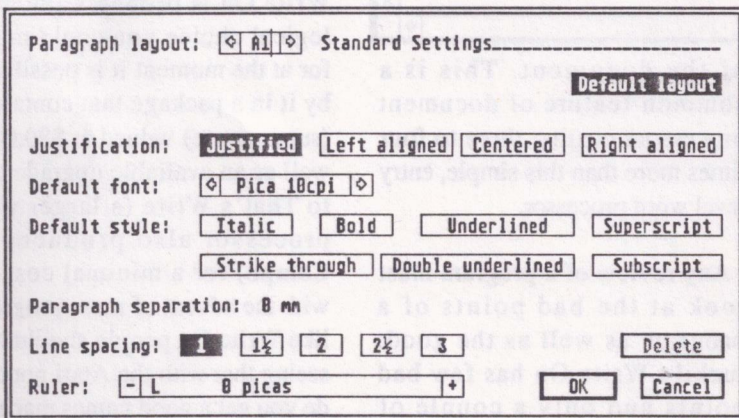
learning curve for anyone who has dealt with Atari word processors before. Strangely however, the menu for editing the text (cut, paste, copy, delete etc.) is called BLOCK while the menu that contains the search functions, picture loading / saving routines

and edit the font, style, or position of the text. One nice feature is the ability to assign a certain layout to each paragraph (i.e. font & style, justification etc.) making it very quick to jump between styles for headers and titles to text, for each layout can



learning curve for anyone who has dealt with Atari word processors before. Strangely however, the menu for editing the text (cut, paste, copy, delete etc.) is called BLOCK while the menu that contains the search functions, picture loading / saving routines

be imposed on other pieces of text. Another neat function of this program (there are so many) is the Macro definitions section that allows the user (i.e. you) to define certain keystrokes and keycommands to recall some user defined text, be it ,Yours sincerely,, ,Pay our bills, or any other commonly used phrase, sentence or paragraph that you may use in your life as a word processor.



blessing, for while it means your original copies never need to be touched it is quite a lengthy process and is annoying for those of us who do backup all our program disks,.....eventually. Still for the first time user it might just save the master disks from being eaten by a particularly hungry

and pagination function is called EDIT. Anyway at the top of the screen there is the ruler on which you can place up to 100 tabs of various kinds (left justified, right justified, centered or decimal). After typing in some text if you feel the need to edit it you can drag the mouse over the required

One of the major differences I noticed with this program is that it doesn't use the standard Atari page sizing and scrolling system (the grey bars at the bottom and right hand side of the screen) rather it uses a position indicator that sits above the ruler that describes the position of the cursor as page/line/column and to alter this you can click on the respective arrows to the side of the counter. Because it doesn't have the standard Atari sizing bars if you want to work on multiple texts ( a maximum of two ), you have to shuffle between the texts



# Write On

because they are layered on top of each other. The designers of this program obviously intended for Write On to be the replacement for 1st Word and 1st Word Plus, hence it has been given the ability to load in files written on these programs, without having to do the horrible conversion process that normally goes with swapping files to different programs. It will also save and load ASCII files recognizing two types, on that can be read as text from the desktop (great for leaving Readme files on disks) and the more standard one that doesn't recognise line markers, only paragraphs. You

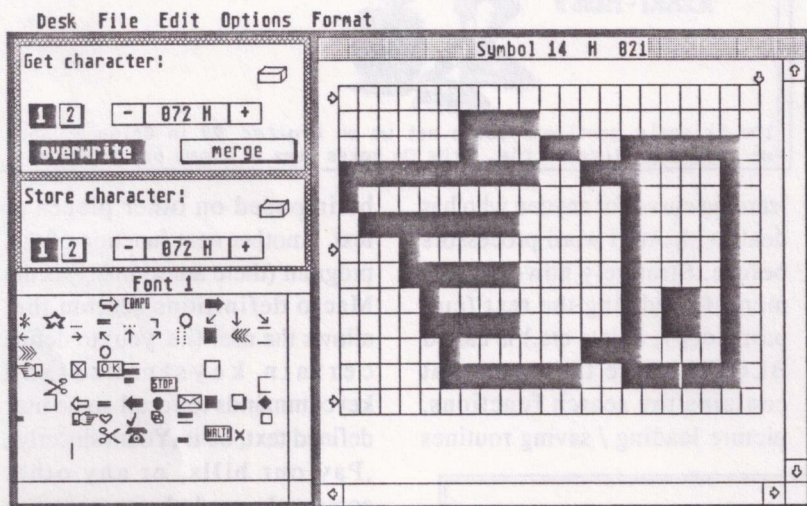
desk accessory that will grab any image from any Gem program and save it for use in the word processor. Now any one with a simple Graphics program (like MVG) can design logos and diagrams, save them as a .IMG file and incorporate them as a part

amount of memory used etc.) which is crucial for reducing or sizing documents. The only other annoying feature was that a highlighted block of text would remain highlighted until you highlighted another piece of text, not a problem as such, but annoying none the less. But at the end of the day Write On is a pretty good wordprocessor and any complaints that are levelled against it are merely due to constant use of other word processing programs. It would take under two hours to feel comfortable with this program, it is not complicated, but you can produce complex texts and documents quickly and with ease. And if you are in need of a good cheap word processor bying Write On is probably the most logical choice you could make, for at the moment it is possible to by it in a package that contains a (supermouse) valued at \$80.00 as well as an available upgrade path to That's Write (a larger word processor also produced by Compo) for a minimal cost. So with the advent of more programs like Write On people should start seeing that with the Atari not only do you get a good games machine, but you also get a professional machine with professional capabilities.

Reviewed for  
The Paragon Report  
May 1991  
by  
Anthony Bonney

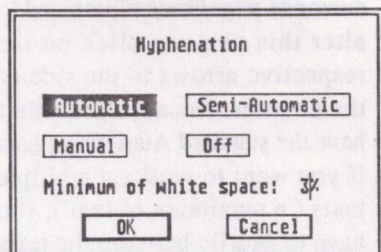
of the document. This is a common feature of document processors costing three to four times more than this simple, entry level word processor.

Any review of a program must look at the bad points of a program as well as the good. luckily Write On has few bad points and only a couple of complaints centered at it. Most obviously missing is a spelling checker, still it is a budget program and if this program contained a spelling checker there would be no need to eventually move on up to a larger word processor.. Also missing were any form of document examination (i.e. number of words, paragraphs,



can also save text as a formalised, or standardised letter, allowing you to automatically insert names and addresses at a later date.

The use of .IMG files is not necessarily a new feature (1st Word Plus can use them), but Write On not only allows these picture files to be sized directly by the mouse and saved as an integral part of the text, but the program comes supplied with a





## CREATIVE MIDI - Beginner to Advanced!

Have you always wanted to use MIDI to create some new music of your own but not been able to find a way to do it?

### MIDI Promise

Since the ST was launched back in '85 as the first computer (and STILL the only mass market computer) with MIDI as standard, lots of people have been hoping that they could use this as a tool to give them a way to express locked

around as an old mechanical piano would be. As a bonus they can use their ST computer with it to find that music can be played back with several different instruments playing at the same time. Their piano can be accompanied by a base guitar, drums and a string quartet at the same time.

### Enter the Music

Soon after they plug their synthesiser in most people get tired of boring piano lesson

instrument. Even those who cannot play two notes one after another can key in an entire symphony with their ST by spending a few hours trundling around their desktop with the mouse!

### Practise

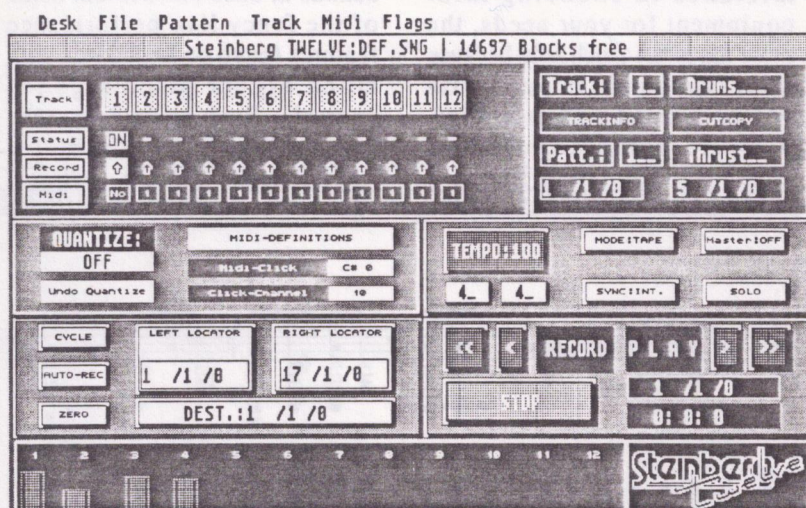
Practical skills on any musical instrument can be improved by using the ST and a tone generator (sound module, keyboard synthesiser (or the Casio CT655!)) to give musical accompaniment. This backing music remains under total control of the musician; any speed (tempo), any tone (key) instantly selectable and it is never too proud to play any style demanded of it and does not get bored when playing the same piece over and over while the musician hones his or her skills.

### Creative Expression

However, for many of us the reason for all of this work has not been satisfied. Most people who take up music on either the theory or practise side do so because they long to express some of the musical ideas that have been with them, possibly over many years. Have you ever hummed out a small tune and then realised that you have just made up a new piece of music? What would that piece sound like when played by an orchestra? Wouldn't you love to try out different instruments, different backing?

### Software Does It

"Twelve" is a new software release from Steinberg that meets this need to create your own original music. This software assumes no knowledge of music or MIDI equipment. The instruction manual is really a tutorial that is designed to get you going straight away, even if you don't know anything about the sound module or synthesiser that you have bought and plugged into the midi sockets. Other music



up musical creativity. After all, MIDI promised to be to music what the word processor has been to writers by letting a huge new group of people enjoy an area of life that had previously been available only to professionals.

### MIDI for Enjoyment

There is no doubt that many ST owners now enjoy music through their MIDI port. They are the ones who have bought an inexpensive midi synthesiser with multi timbral capabilities (read on for explanation of this) like the Casio CT655, sold at stores like Paragon for less than \$500.00. They add a couple of midi cables (less than \$20.00) then they have equipment that can be used like a piano with full sized keys to teach the kids music. Of course a Casio CT655 does not take up as much room nor is it as hard to move

practise so they run out and buy some Elton John sheet music enter that. Their ST becomes a tool to fix up mistakes much like a using a word processor to remove errors that otherwise would have needed tedious retyping. This is a terrific use of the technology!

### Learning Tool

We all learn faster by doing and the ST with its MIDI capabilities can offer encouragement to those who try to learn music theory as well as those who want to improve their playing of a musical instrument.

### Theory

Music theory can be learned by using the ST to input different styles of music without needing the skills that have been won from years of practice on a musical



# CREATIVE MIDI - Beginner to Advanced!

programs have manuals that describe connecting up your midi equipment but "Twelve" is the only one that I've seen that takes you gently through a session where you find out about midi channels, sequencer tracks and multi timbral playback while you find out the capabilities of your own midi gear. The method used is so very elegant and simple that it is worth a brief description here. The instruction manual makes use of some demo files on the program disk (SINGLE sided!) to send a range of midi instructions to your equipment. After double clicking on TWELVE.PRG the manual describes how to load a song called TESTSONG.SNG, play the first part of the file, then it asks what sort of sound was heard. (You choose from a couple of alternatives). Some suggestions are made as to what sort buttons or switches to press on your sound generator while listening to the sound to discover whether it can "listen" to only one midi channel at a time or several. There are a few more parts to go through in the same step by step way so that you know how your midi gear reacts because you have heard how it sounds under all midi modes.

## Multi Timbral

Lets take the part of the manual and TESTSONG.SNG file that tests whether your midi keyboard (synth, module, etc.) is multi timbral as an example. The manual explains that when a keyboard has multi timbral capabilities it can play several parts of an orchestra at the same time. The melody can come from a piano sound while violins, drums and a base guitar play along as well. The program tests for this capability only after it has led you through a test of whether your midi unit can respond to more than one midi channel at a time. If yours had only played a single channel at a time in the previous test, the instruction manual would have skipped past

the section on multi timbral music because this needs a response on several midi channels together, one for piano, one for violins and so on.

## The Right Advice

Skipping over sections that do not apply to your midi equipment not only speed up the learning process, but avoids that desire to kick yourself for having bought the "wrong" midi keyboard. Good advice is needed to avoid costly mistakes in choosing midi equipment for your needs, the price tag is not much help because midi equipment is built with widely different markets in mind. There are expensive synthesisors

item of midi equipment but essential for professional musicians with other needs like poyphonic aftertouch, onboard re-assignable continuous controllers and other things related to the live performance rather than midi controlled playback.

## The Budget Keyboards

On the other hand the Casio CT655 and even the classic little Casio CZ101 play four different sounds at once but without some of the fancy live performance features found on keyboards with much higher price tags (of course!). Such keyboards make an excellent compromise for

The screenshot shows the Steinberg Twelve software interface. At the top, there's a header bar with 'Desk Functions Flags Scores' and 'Range: 1 /1 /8 5 /1 /8'. Below that, a track header shows 'Track:1 Pattern:Thrust | Start:1 /1 /8 | End :5 /1 /8 | Copies:8'. The main area displays a MIDI sequencer track with musical notation on a staff, including notes and rests. Below the staff is a piano roll visualization. At the bottom, there's a control panel with various buttons and indicators: '1 /1 /8', 'Insert', 'Play', 'OK', 'CANCEL', 'UPDATE', 'RESTORE', 'Note Info', 'NOTE: F#8', 'LENGTH: 4', and the Steinberg Twelve logo.

on offer and many of them can only play one sound at a time, in spite of a high price! Yes they can play thousands of different sounds and maybe sixteen or more notes at once but only one type of sound at any one time! They either sound like a piano, a string quartet or a brass band etc, etc, but not like a string quartet playing smooth notes while a piano rocks along a snappy beat at the same time.

## No Accompaniment

The Korg DW8000 and the Yamaha DX7 are examples of this type of synthesiser; not much good if you want to hear a complete song with all its accompaniments from just one

typical family use and when teamed with software like "Twelve" can take them from beginners to advanced without buying any additional equipment.

## Skip the Easy Stuff

When the opening chapter of the manual has been completed you have a good understanding of just what your midi system can do complete with details like where the drum sounds (if any) are located. The steinberg people have added the thoughtful option to skip that section of the manual if you already have detailed knowledge of your midi setup. There are references back to the beginning pages whenever they use a particular feature of midi