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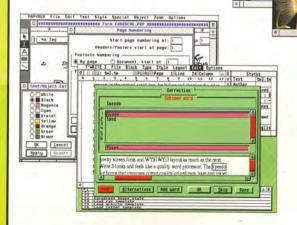
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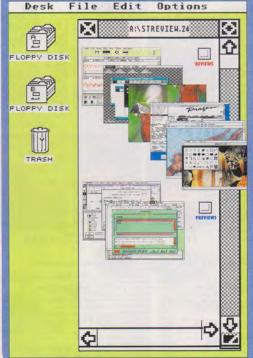
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COVER FEATURE



HYPERMEDIA

The ST finally has a number of programs that can present data and information on-screen in a friendly manner both to users and programmers.

Hypermedia is all about the interaction between you and your computer, but how good are such programs? Innovation or hype?

And do the ST's programs measure up to the daddy of them all, Hypercard on the Apple Mac? Find out by reading David Nilson's article which starts on page 36.

ST SOURCE

... the source of all information! This is where you'll find our short reviews, the best tutorials, your opinions and answers to your questions...

78 SHORT CUTS

This month, four more ST products come under the spotlight...

80 BEAT THE SYSTEM

Andrew Wright continues his guide around your ST by looking at how to alter files.

83 FINE ART

Keith Berry starts a new series filled with hints and tips for getting the best out of your art programs. This month, he looks at *Degas Elite...*

86 TOP NOTCH

Ofir Gal takes a turn for the green with a look at the ST's "environment"...

90 DTP TUTORIAL

The final part in Nial Grimes' DTP series sees the master revealing a host of hints 'n' tips.

93 REPLAY STEREO

Mike Robinson completes his guide to working with Microdeal's *Replay Stereo* by surveying the effects section of the program.

94 BASIC PROGRAMMING

Following on from our great cover disk giveaway last month, Ofir Gal makes use of *K-Resource* with *HiSoft BASIC*.

96 C PROGRAMMING

ST Review's Prospero C tutorial this month finds Jon Ellis continuing with his introduction to GEM programming...

100 COMMS COACHING

Graeme Rutt takes you for a wander through the Internet...

101 ATARI BULLETIN BOARDS

Mark Baines rounds off his series on Atarispecific BBSs.

102 ASK THE EXPERTS

You ask the questions and ST Review's panel of experts come back with the answers.

104 LETTERS

Our overflowing mail basket gets emptied as the editor shoots from the lip again...

106 BACK ISSUES

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Find out how to get expert results with Degas Elite on page 83.

FEATURES

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The latest news about Atari, a stunning sound system for the Jaguar and new releases from HiSoft and CGS.

10 UPDATE

Keep on top of the latest changes to your programs.

12 UP AND RUNNING...

Ofir Gal takes you through the installation process for our cover disk program, Calligrapher Professional...

14 CALLIGRAPHER TUTORIAL

... and Nial Grimes presents our first tutorial!

16 PIX OF THE CROP

As *PixArt* hits the UK market, David Howell and Keith Berry give it the once over.

20 THINK ABOUT IT...

Andrew Wright examines a brand new planning tool...

25 SCROLL ON!

ST Review gives you a sneak preview of HiSoft's Papyrus!

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29 RIGHT ON

Exclusive preview of Compo's long-awaited That's Write 3.

30 GEM OF A VIEW

Is GemView 3 the only file converter you'll ever need? Nial Grimes thinks so...

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Straight talking on STraight FAX! with Ofir Gal.

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Find out what we've got in store for you next issue...

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Rombo under the microscope this month...

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A host of goodies for you at the right prices!

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58 GRAHAM GOOCH CRICKET OFFER

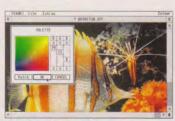
Get the follow-up to Graham Gooch World Class Cricket.

64 BOOK OFFERS

Check out lain Laskey's reviews of three Kuma books, the ST Review booklist and manuals from previous cover disks.

66 PD ZONE

Nial Grimes looks at his disks of the month and the latest in the public domain for pictures, utilities and the Falcon.



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INFORMAL

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GRAHAM GOOCH SECOND INNINGS
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Let's go F1 racing with Domark on page 54.

Three reviews of sports sims on page 56.



ON THIS MONTH'S COVERDISK CALLIGRAPHER

... a superb commercial document processor! This ST Review exclusive has some stunning features including import and export of a host of text and graphics formats,

vector fonts for ultra smooth printouts, an on-line Help system and built-in vector drawing tools!

Our program supports the majority of printers including 9 and 24-pin dot matrix, most BubbleJets, DeskJet 500 series and the HP LaserJet III.

Find out how to install the program on page 12 and then follow our first tutorial on pages 14 and 15.



A SAY IN THE FUTURE

This issue marks the end of our first year with Europress, a year in which ST Review has changed quite substantially. If you've been reading our magazine since the EMAP days, have a look back at, say, issue 11 or 12 and you'll see what I mean. We've brightened up the colours, changed the fonts we use and improved the quality of screenshots and photo-



graphy. We now dedicate three pages to major reviews - just check out PixArt in these pages - and try to incorporate a practical element. It isn't enough to just tell you how a program rates - we try to give you a good idea of what the program can do for you. Word processing, painting and DTP have each had a major series, while in-depth features on subjects as diverse as working with colour through to an insight into hard drives have hopefully helped you to understand your ST a bit better. We've also averaged over a dozen pages of tutorials per issue. In short, ST Review is the magazine that cares about you, the reader.

But we're far from perfect and sometimes it's difficult to know what you would like us to cover next, hence our survey in this issue. Your answers to our questions will shape the future editorial coverage of ST Review; what you read in subsequent issues is now in your hands. We've removed the cost of postage by making your reply a Freepost one - the cost to you is simply a little of your time. And to encourage you, we're offering ST Review free of charge for three months to the first 500 who fill in the form and send it back!

The cover disk program this issue is an absolute corker! Calligrapher Professional is a superb document processor; to fit it onto one disk, we've left out a few of the additional modules and cut down the number of fonts and printer drivers. Yet you can still output to 9 and 24-pin printers, any of the DeskJet 500 series, most bubble-jets and the LaserJet III. Just turn to page 12 to get the program installed and then turn over for the first of our tutorials.

These pages also include six full reviews on a range of different products plus a couple of previews - including an exclusive of That's Write 3. Then there's a feature on hypermedia, the ability to allow you and your ST to function interactively, and the start of a new series aimed at helping you get the best out of all those paint packages you have lying around!

In the meantime, fill in the survey and send it back to us. Oh, and keep those letters rolling in...

All the best,

Vic Lennard Editor

THE SOUND OF MAGIC

Jaguar to use super audio system?

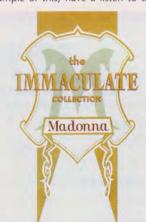
An unconfirmed report from the States is pointing to the licensing of a revolutionary sound system for various future Jaguar games. Q-Sound, from Archer Communications in Calgary, Canada, is a system that claims to artificially extend the spread available from two loudspeakers. Inventors Danny Lowe and John Lees claim that Q-Sound can produce accurately imaged sound with great clarity in Look out - any CD bearing different positions around, between, this logo has been recorded above and below a pair of loud- with Q-Sound.



speakers without a listener having to sit in one particular spot.

If this report is true, then the Jaguar is only a small step away from being a true virtual reality system with sound not being limited to the space between a pair of loudspeakers. RSS (Roland Sound Space), a similar system, was used to spread the sound for a video game called Megablast, developed for Commodore's CDTV interactive video system.

It is worth noting that the BBC tried to avoid playing material from the Q-Sound-effected version of Madonna's Immaculate Collection CD when it first appeared in 1990 due to the degree of mono incompatibility. Q-Sound works by distorting the sound's phase; too much discrepancy between the stereo channels leads to a reduction in level when played back in mono. For an example of this, have a listen to the rap-style passage in Vogue while



switching between stereo and mono. However, three years have passed and a number of very successful albums have since been recorded with Q-Sound and the overall effect of a bigger perceived sound augurs well for the Jaquar's future.

Immaculate sound - Madonna's compilation album was the first to use Q-Sound in 1990.

IMAGE 'N' PAINT

HiSoft's Truelmage is expected to be available within a few weeks. Similar in many ways to Photoshop on the Apple Macintosh, Truelmage is an image processing package that converts bitmapped graphics into RGB or greyscale images and allows you to apply a number of specialised image filters to these. Truelmage is designed to complement HiSoft's TruePaint and is expected to

Also to be released shortly is Papyrus which incorporates all the features expected of a word processor along with a number of DTP functions. Previewed on page 25 of this issue, its features include full SpeedoGDOS support, a flexible zoom mode, letter micro-spacing, GEM metafile import, index creation, automatic generation of table of contents, text flow around objects and

much more. Papyrus will cost £159 complete with SpeedoGDOS or £129 on its

For more details on either product, contact HiSoft on 0525 718181.

> Seeing is believing - HiSoft's TrueImage will be available shortly.



LATA European Head Office:- Atari House • Railway Terrace • Slough • Berks. SL2 5BZ • Telephone 0753 533344 • Fax 0753 822914 European Distribution Centre:- B.V., Hagenweg 7b, Vianen • Postbus 70, 4130 EB Vianen - Holland • Telefoon 03473-77272 • Telefax 77200

UK and Dutch offices now control Europe...

n a continuing effort to improve the financial situation of the company, Atari is to slim down its European operation. In order to cut overheads ahead of sales of the Jaquar games console, offices in Germany, France and Italy are to be trimmed down and the financial situation over the next quarter will determine their fate. The likelihood is that product support and service will remain in these three countries but possibly in the hands of third parties.

Under previous management, Atari Germany invested in some major property acquisitions and expanded the size of the company well ahead of its business plans. Over the last two years, there has been a gradual decline in the German operation in an attempt to reduce this previous commitment.

In 1993, management of the entire European operation was given to the UK division, effectively giving Bob Gleadow, General Manager of Atari UK, control over decisions concerning European sales, marketing and logistics. European business has been kept buoyant through 1993 and into the start of 1994 but upon looking at the timing of the revenues forecast for this year, it was decided that changes to the number of personnel were imperative.

Current headed notepaper no

Our intention is to streamline the operation and to put all the sales and marketing through Holland and the UK."

> Peter Walker, Press Officer, Atari UK.

longer states "Atari UK". Instead, it sports the Atari name and logo, and states that the European Head Office is at Atari House in Slough while the **European Distribution Centre is** based in Holland; registration numbers for the company exist Dead giveaway - Atari's new headed notepaper has dropped the "UK" part from the title...

in both England and Holland. Consequently, it appears that this is the face of Atari Europe, with a joint corporate office in both countries.

Atari has a network of thirdparty distributors and agents in Northern Europe that currently handle the ST and Falcon machines and will probably deal with the Jaguar in the near future. Regarding the Falcon, Atari have pledged production and full support for the machine until Autumn 1994 at which point the market will be reassessed.

ST REVIEW TO THE RESCUE

Just to prove that knights in shining armour do still exist, ST Review and the Atari Show organisers (CGS, Compo and Titan Designs) put their heads together when they heard about a cruel robbery. On Boxing Day, Karen Atkinson had her Atari ST, monitor and music equipment stolen from her home. Karen, 31, having had cancer and undergone extensive treatment, was looking forward to going back to music college but the robbery left her broken-hearted. "I'm due back at college and can't go back without the equipment." said Karen. "I will have to cancel the course for a year and start again."

However, Karen reckoned without the contacts of the major Atari commain Tyneside evening paper that ran Show organisers. the story, a 2.5Mb ST and monitor



panies. Having been contacted by the Life saver - George Nash presents Karen Atkinson with a Newcastle Evening Chronicle, the new computer system courtesy of ST Review and the Atari

were donated. After a couple of telephone calls from Atari ST Review magazine, Harman donated a full copy of Steinberg Cubase while Roland were happy to help with the contribution of a JV-30 keyboard. The entire package was worth over £2,000.

At the presentation, Karen said to ST Review: "I felt really down after what happened but this puts a bit of faith back in people."

ON THE TABLE.

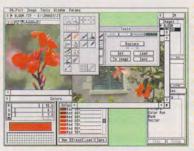
Compo has announced that the long-awaited NeoDesk 4 will be shipping in the States during March with a UK release pencilled in for the end of April. Existing NeoDesk 3 owners will be offered the chance to upgrade to version 4, and a bundling deal with Geneva is also to be offered.

NeoDesk 4 will retail at £59 but the package price with Geneva and upgrade fee to existing users have yet to be announced. Compo has asked us to point out that their multi-tasking operating system Geneva is already shipping and includes patches to upgrade NeoDesk to v3.04, the only version currently supported by Geneva. Although NeoDesk 4 is recommended for use with Geneva, the latter works perfectly well as a standalone product, launching programs from its built-in task manager.

CGS ON A ROLL

As we go to print, DA's Picture is due for imminent release. The program has been completed and the manual is currently being translated into English. DA's Picture comes from the author of Retouche Professional, who was given the job of designing a package capable of taking over from where Retouche left off, but with a much more intuitive user interface.

Broadly based on Photoshop on the PC and Macintosh, DA's Picture employs a technique known as Super graphics - DA's Picture was divided up into "tiles". Each time a feature last issue.



tiling, where the screen area is used extensively in our retouching

change is made, the appropriate tile is redrawn rather than the entire screen, making screen updates substantially faster than would otherwise be possible. DA's Picture features a host of tools including pencil, rubber, charcoal and paint amongst others. It runs on any ST, TT or Falcon and has virtual memory support built in. Cost will be £149; a bundling deal with the Falcon real-time true colour digitiser, Screen Matrix, is expected at £299.

DA's Vector Professional is another product due for imminent release. This follow-up to the highly successful DA's Vector features a number of improvements over its predecessor, including morphing of vector objects, the ability to follow a vector path with a camera, rotation of vector graphics in real time and the ability to vectorise IMG files as well as half-tones. In addition, the program's animation capabilities have been upgraded. An interesting new feature is the ability to superimpose different lenses over a picture, including coloured or

2 2 A AA

dithered lenses, resulting in a semitransparent effect. DA's Vector Professional costs £249 and is also available as part of a bundling deal with DA's Picture and the Screen Matrix for around £499.

> For further details, contact CGS Computerbild on 081-679 7307.

Step up - DA's Vector Pro continues on from where its predecessor left off.

SPECIAL WINNER

Well there's one 16 year old who will be looking forward to driving lessons! Aaron Stockley of Coulsdon, Surrey, was the lucky winner of the recent Special Reserve £10,000 competition and landed a brand new Fiat Cinquecento.

Aaron was one of over 60 winners in the free-to-enter Big £10,000 Target Prize Competition which is run in every issue of NRG, the Special Reserve Games Club bi-monthly magazine that is exclusive to members.

For more information, call Special Reserve on 0279 600770.



I've won - now all I have to do is learn how to drive...

WIN A JAGUAR!

Newcomers JV Enterprises of Las Vegas has recently released its first shareware title, Towers. It's a 3D, one or two player dungeon game which gives the original Dungeon Master a run for its money and is compatible with all Atari computers including the Falcon. It requires 1Mb of memory or 2Mb for the two player option.

The storyline? Your ship started taking in water and would have sunk, had it not been for the efforts of a wizard on board. With his help, you arrive at an uncharted destination, an island dwarfed by tall towers. The Lords who occupy these towers are the rulers of the land. The locals are friendly and you set about rebuilding your ship but in an attempt to earn some much needed cash, several of your shipmates accept a mission to check on the well-being of a Lord who has not been seen for some time. As they enter the tower, the entrance crumbles away. Your mission is to find your friends.

The shareware version is complete but requires the manual for "serious" use. This is available by sending \$15 in US funds to JV Enterprises; all registered users are entitled to enter a competition to win an Atari Jaguar by finding and decoding an Easter Egg in the game. Entries received before 31 May 1994 will be entered into the free draw. Towers is available now from PD libraries in the UK - full registration details are given on the disks.





Big game - solve the Easter Egg puzzle and win a Jaguar!

BRIEF

- A new video games feature will be included in the Steve Wright Breakfast Show at 8am every weekday, hosted by Dominik Diamond, former presenter of Channel 4's Gamesmaster show. It will cover all floppy, cartridge and CD-based formats and include the latest news on the gaming front.
- Bad Influence presenter Violet Berlin has recently started a computer games column in the teenage video mag Digitiser. The column will be broadcast on page 470 of Channel 4's Teletext service at weekends.
- The ST Review-sponsored Atari Shows are extending their coverage of the country with two northern-based shows in April. The Newcastle Atari Show will be held in the Eldon Leisure Centre in central Newcastle on 16 April with the Glasgow Atari Show at the Central Hotel in Glasgow on 17 April. Both events will run from 10am to 5pm with admission costing just £3.
- Brainstorm of Atari France has recently placed his JPEG decoder software for the Falcon into the public domain. Once installed, the software uses the DSP to process an image and takes an average of 8 to 12 seconds to load, decompress and display (colour reducing if necessary) a JPEG image with the supplied desk accessory. The decoder also speeds up the loading of JPEGs in GEMView. Brainstorm's JPEG decoder is available from PD libraries and bulletin boards throughout the country.
- Atari Lynx publisher Telegames recently showed three Jaguar titles under development. European Soccer Challenge is an enhanced version of its Lynx namesake, offering a choice of 170 teams and a number of extra features such as play offs and an extended season. The second title is a follow up to the Lynx game Ultimate Chess Challenge and has backgammon and draughts included too. Telegames' final product is an American football game called Brutal Sports Football, licensed from Millenium. Prices and release dates to be announced.



World Record

68000 CPU running at 36MHz

Two new Accelerators are now available for the MegaST and ST(FM) computers. Performance and price are sensational. The T28 with a 28MHz clock is 3.5 times faster and the T36 with a 36MHz clock is 4.5 times faster than the original ST's clock. The use of the original 68000 processor guarantees near perfect compatibility. CPU cacheing is switchable for added compatibility with the cartridge port devices. DTP, Graphics Software and Cubase show a fantastic speed increase. Compared with a standard ST with NVDI and without Blitter, Gembench gives the following results:

	ST(FM)	T28	T36
CPU	100%	299%	373%
Graphics	100%	949%	1097%
Average	100%	763%	890%

The combination of the T28/T36 and NVDI transforms the humble ST into a powerful graphics workstation - a dream come true for all those who want more speed at an affordable price.

T28 Accelerator, 28MHz, 64kb Cache £189
T36 Accelerator, 36MHz, 64kb Cache £279
NVDI bought with either £39.95

Straight Fax v2.1

Send and receive Faxes with your Atari

- * Runs as an accessory
- * Support for most major packages.
- * Compatible with all Fax Modems

Software only £89.95 inc VAT

High Res Monitors

The SM14s is a perfect replacement for the Atari SM124/5 monochrome monitors, exceeding the original specifications. The 14" high resolution paperwhite FST gives a perfectly centred, crisp and sharp image without blurring at the edges.

"Essential Buy, 90%" ST Review, May 93 without audio SM14 £129.95 with audio SM14s£149.95



FLY LIKE THE WIND...

NVDI replaces the Atari display routines. Screen updates with NVDI are 3-10 times faster. Works with all TOS versions on all Atari ST, MegaST, TT, and Falcon 030 computers.

Cubase and Notator compatible.

"Scrolling through a long text file in 1st Word Plus took half the time ... Calamus, Calligrapher and Wordflair also showed a marked improvement ... Compatibility is remarkable and we have yet to find a program that is not compatible with NVDI. ... a must for all ST and Falcon owners"

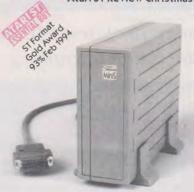
ST Review Issue 16, August 1993.

NVDI Version 2.5 - £49.95

MiniS

The small award winning SCSI Hard Disk System at an affordable price, for all computers with SCSI connections.

Awarded 92%, "Essential buy"
Atari ST Review Christmas '93



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	TT/Falcon	ST(FM/e)
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1080MB	£999	£1049
1800MB	£1499	£1549

Please add £20 to ST(FM/e) if the ICD Link is required. Heavy Duty professional cases with 60W Power Supply, add £50. All Prices include VAT

To order and for further information telephone or write to:

System Solutions

Windsor Business Centre, Vansittart Road, Windsor, SL4 1SE Fax: 0753-830344

Mail Order Telephone **0753–832212**

or come to our London Showroom at:

The Desktop Centre

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For small items under £50 please add £2.95 P&P Large items over £50, courier charge £10 Dealer enquiries are welcome

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40Mb MiniS inc. Translator £199 80Mb MiniS inc. Translator £259

All drives carry a 1 Year Warranty

Coming Soon: Mag!x - Multitasking for all ST & TTs

The Falcon Column

Are You planning to purchase a Falcon? For expert advice on complete systems and an in-depth demonstration come to our London Showroom or call us for a comprehensive quote. We generally supply from stock and any configuration is possible. All Falcon's sold come with the latest Atari recommended hardware revision, which is essential for direct to disk recording. We are also authorised to remove the bass boost and reduce the sensitivity of the audio input to just below line level without voiding the warranty.

You'll be surprised just how much more we know about the Falcon.

BlowUP 030 t	he Display Expander
BlowUP 030 - Softwar	e £15.00
BlowUP 030 - Hard 1	£49.95
Blowlip 030 - Hard 2	£69.95

falconWING SIMM memory board falconWING - 0mb £49.95 falconWING - 14mb £699
Price includes trade-in on 4mb memory board.

Falcon Tower £179.

Floor standing system with seperate keyboard. Phone for the Fact Sheet.

FDI Falcon Digital Interface - SP/DIF
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is now in stock. This will allow you to interface
Cubase Audio to DAT machines.

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Cubase Audio for the Falcon 030 is now up and running in the Showroom.

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The Desktop Centre, 17-19 Blackwater Street, East Dulwich, SE22 8RS. Tel:081-693 1919



FURDATE

ST Review brings you news on all the latest PD, shareware and commercial updates and upgrades...

PD AND SHAREWARE

It's been a hot month for PD upgrades! The Christmas break seems to have given programmers time to complete their half-finished projects...

Perhaps the most important arrival is GEMView 3.01. It doesn't add to the program's feature list but fixes several small bugs in the save routines – essential if you're a GEMView fan. News is also reaching us of an enhanced version of Compact Directory which promises improved stability and comes better equipped for the vast number of files contained on a CD-ROM.

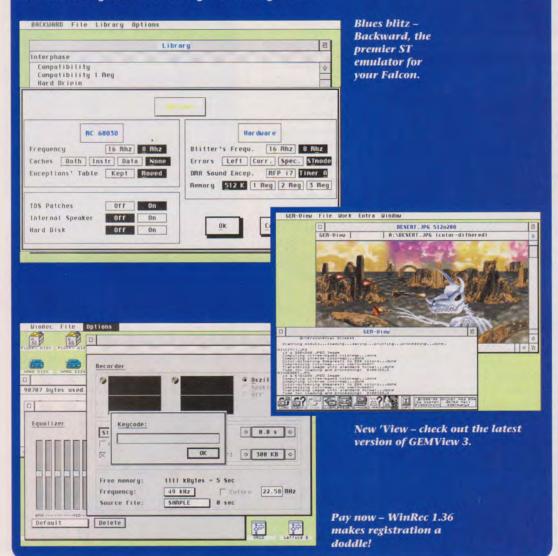
Users of the popular serial port turbo-charger HS-Modem will be pleased to learn that it's been promoted to version 2.

This promises better compatibility with the latest generation of Atari hardware and a full review will be forthcoming in PD Zone as soon as someone has figured out how to get it working

- the instructions are enough to put the fright up even fluent German speakers!

On the Falcon front, WinRec has jumped up to version 1.36. Bug fixes are the order of the day, but the author has also managed to incorporate a few new features. The DSP sub-menu can now be used during playback and registration is handled through a Kandinsky-style key system. Also of interest to Falcon owners will be the latest version of Backward (2.3) which is just beginning to surface on US bulletin boards. While it doesn't contain any monumental improvements in terms of ST compatibility, TOS 4.04 is now fully supported, which has to be good news.

And if you do find yourself on the net, be sure to check out the Crescent Galaxy screen shots that are currently doing the rounds – not really "updates", but well worth a gloat all the same!



COMMERCIAL

From the Compo camp (0487 3582) there's a bug-fixed version of *Geneva 1.01* (patch 3) and a Falcon-compatible version of *That's Write 1.09*. Both are free of charge.

HiSoft (0525 718181) has updated *TruePaint* to version 1.03 with many bug fixes, PhotoCD compatibility and an improved toolbox. *XBoot 3.10* has improved handling of user sets while *WERCS*



Hooked up – Connect now includes a Help system.

1.25 now offers 3D object support. On the music front, Replay 16 has its various elements updated to Editor 1.11, DrumBeat 2.25 and MIDIPlay 1.05, all with minor improvements. And for those of you into video digitising, VideoMaster Falcon 1.51 has improved memory handling on 4Mb machines while VideoMaster ST 1.04 is now TOS 2.06 compatible, correctly clears the sequencer keys and fixes the file size calculation. All updates cost £5 and are



New hue – TruePaint's toolbox has been improved.

free for Silver Support (except for XBoot – £4) and Gold Support.

System Solutions (081-693 3355) now has ICD Pro Utils 6.4.2, a free update with various bug fixes and improved Falcon compatibility, and Connect 2.44 with an extended help system – call for upgrade price. Also, Cubase Audio 1.01, another free update, fixes various problems on 4Mb Falcons.

various problems on 4MD Falcons.

CGS (081-679 7307) has new versions of DA's Layout Colour (4.25) and DA's Layout (3.25) with a new master page facility and printer/fax drivers. DA's Vector 1.10 now has a Desklet 550 driver, EPS output, on-line help and includes a hard copy of the tutorial, all for £45.00. Finally, a couple of freebies – Tabby 1.03 is Maccel and graphics cards compatible while In Shape has an improved convertor and TIC support.





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SJ48 Ink Cartridge	£19

Citizen Swift 240 Colour

Citizen Swift 240 Colour	1200
Citizen PRO Jet	£209
Citizen ABC 24 pin Colour	£169.99
Hewlett Packard	
HP Deskjet 510	£309
HP Deskjet 310	£239
HP Deskjet portable	£212
HP Deskjet 550 Colour	£599
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Add £3 for cable. Add £7 for delivery

Data Pulse Plus



The Data Pulse Plus range of drives features a full metal case with integral PSU ideal as a monitor stand.

All Data Pulse Plus Drives now come configured with industry standard 50 way SCSI Centronics sockets which allows connection of the ICD LINK (no clock) for use on the ST or a SCSI II cable for use on the Falcon etc.

To ensure the highest possible reliability, the drives are tested at every

Quality Mono monitor with Sound Limited Offer

The Dataview Monochrome monitor

comes complete with our custom

designed adaptor. The adaptor

incorporates a small beeper and also a

2.5mm output for better sound

adaptor combination is fully compatible

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Multisync Monitor

The Microvitec 1440 is a multisync

monitor compatible with both the Atari

ST and the Falcon. Utilising the ST

switch box it is possible to display all

three ST resolutions on the same monitor. Also compatible with screen

"Microvitec 1440...Highly

recommended"-Atari ST User

This high quality SVGA colour monitor

comes complete with Falcon adaptor.

The .28 dot pitch gives the highest

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Scart TV's

The Samsung CI5322X is a 20" TV with SCART input for high quality display of computer output. It also features remote control, on screen

displays, Auto tuning system (requires

The Samsung C13352X is a 14"

SCART input TV with remote control

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256 colours in high resolutions).

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Dataview Mono ST

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Dataview .28 SVGA

ST-SVGA adaptor

Falcon-Composite

SCART STE cable

SCART STFM cable

Samsung CI5322X

SCART lead).

SCART lead).

Samsung C13352X

Falcon-ST Mon adaptor

Falcon Scart

Falcon 030

16MHz 32 bit 68030 Central Processor. 16MHz Blitter, 32MHz 56001 Digital Signal Processor

stage of assembly by skilled technicians.

Go' when you receive them. When you

first boot up your hard drive you will find a wealth of Public Domain Utilities which

have been selected by our support staff.

months warranty and free phone advice

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Autoparking Autobooting mechanisms

means that they can operate well within

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This coupled with the design of the case

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density, replacement media drive for the

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capable of storing 21Mb of data on one

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Re-Writeable Optical drives are a

read/write 720K and 1.44Mb HD disks.

Floptical drives are a reliable, high

Drive range available for the ST.

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The low power consumption of these

All drives are ready to 'Plug in and

1.44Mb 3.5" Floppy, up to 14Mb RAM. Displays 65536 colours from 262144 palette at 768 x 480 resolution

8 Channel 16 bit, high quality. Stereo

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FALCON 1Mb RAM No HD	£499
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FALCON 4Mb 127Mb HD	2899
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Ergonomically designed Trak Ball. 320Dpi resolution, 2 microswitched buttons. The Legend Trak Ball is very easy to use. Unlike normal Trak balls the LEGEND is operated with the thumb freeing the fingers to click ONLY £29.99

3.5" External Drive

Zydec 3.5" External Floppy drive. Includes own external power supply.

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High quality 300 dpi mouse with microswitched buttons ST/AM.

£11.99

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Marpet upgrades for the ST are "plug in" and require no soldering. They are compatible with most motherboard layouts and come with full fitting instructions. These boards accept SIMM boards and are upgradeable at a later date. Please check that MMU and Shifter are "socketed before ordering.

Unpopulated Marpet Board £24.00

See SIMM prices below

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240 PPQ Midi Standard file format compatible. 100 tracks. arrangement. Very easy to use. 100 tracks. Phrase

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new addition to the Datapulse range offering staggering density with hard drive speed. Each 3.5" optical disk stores 128Mb with access time of 30ms and a data transfer rate of 600K per second.

Data Pulse +170Mb £280 Data Pulse +240Mb £360 D/P +21Mb Floptical 2330 D/P +128Mb Optical 2810 Please note all prices quoted are for main drive unit only. Add ICD LINK for use with ST or SCSI cable for

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Authorised Repair Centre in the UK

Our Atari trained technicians can repair ST's at competitive rates. We can arrange for fully insured, courier pickup and return delivery of your machine to ensure its safety. We even have a same day service which will ensure your machine is given priority and subject to fault, completed the same day

We offer a Quotation service for £15 for which we will examine your machine and report back with an exact price for repair. If you do not wish to go ahead with the repairs then just pay the £15. However if you do go ahead then the charge is included in the minimum charge.

Please note: The minimum charge covers labour, any extra parts are

Minimum repair charge	£35.25
Same day service	£15.00
STFM(E) PSU	£34.99
1Mb internal drive	£39.99
TOS 2.06 + Switch STFM	£65.00
Courier Pickup	£11.00
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PC Emulators

 Check configuration before ordering PC Speed STFM or STE (XT) £49.99

AT Speed STFM (8MHz) £139.99 So you want to use Calligrapher Professional on our cover disk? Then just follow these careful instructions...

This month's cover disk includes one of the finest document processors available for the ST – Calligrapher Professional. This is a fully working version – no disabled features, or any other limitations.

Calligrapher does not require GDOS or any other system patches but before you can use Calligrapher you need to install it using the included installation program, CAL_INST.TOS. First make a backup copy of the cover disk using STR-BAKUP.TOS and use the backup for the installation. Next, format two double-sided floppy disks and clearly label them Program and Printer. Hard disk users need not bother with the latter!

Font	Form	nat Ir	nsert T		
10pt	20	36	56		
√12pt	22	40	60		
14	24	44	Incres.		
16	28	48	Decrs.		
18pt	32	52	Set		
Itali	C	Super	rscript		
Bold		Subse	cript		
Under	line	NO SO	cript		
Outli	ne	Stril	ceout		
Zurich					
₩olla	nd				
Ornam	ents				

Calligrapher supports all font sizes from 6 to 128 points...

GET INSTALLED

Double-click on *CAL_INST.TOS*. After a few seconds, you'll be welcomed by a startup screen and will be prompted to choose your *Calligrapher* configuration.

If you have a hard disk you'll be asked whether you want to install to the hard drive and which partition to use. Make sure that you have at least 650 kilobytes of free space.

The installation program creates two folders on you hard disk: CAL holds the actual program and associated files while CALFONTS contains the font files and printer driver.

If your system has two floppy drives, you'll be asked whether you want to install to a two drive system. This is recommended – it simplifies the use of the program. Next, you will be asked which printer you want to use. There is a choice between

YOUR STARIER!

COMMON PROBLEMS

The installation program is designed to work with all systems but in the unlikely event of the installation program failing, please check that your Program and Printer disks are correctly formatted and contain no files prior to installation. Also ensure that these disks are not write-protected. Failing this, check if either of the disks are faulty.

In addition, make sure you always insert the correct disk during the installation procedure.

Epson FX80, which includes most 9-pin dot-matrix printers, DeskJet 500, which also works with the HP LaserJet 3, and NB15 which covers almost all 24-pin dot matrix printers as well as the majority of Canon BubbleJets. Click on 1 for FX80, 2 for DeskJet and 3 for NB15.

The last option is whether you want to run *Calligrapher* in high or medium resolution. You can select both – this uses a little more disk space for the extra fonts.

Once you've completed your selections, the installation displays a list of the current options and gives you a final chance to cancel by pressing the <Esc> key. Press any other key to proceed, making sure that the ST Review Cover Disk backup is still in the drive.

CLICK AND GO

Now follow the on-screen prompts

– make sure your cover disk is writeprotected and that the Program and

Printer disks are not.

Depending on your configuration, you will be asked to insert the various disks into the drive; make sure you insert the correct disks. If you don't, the installer will know and ask for the disk again.

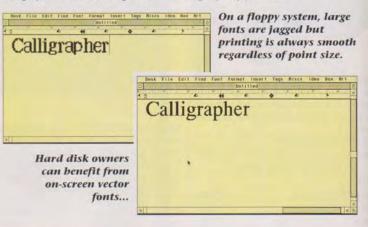
Once the installation is complete, reset your ST and then run Calligrapher from the Program disk.

Double click on *CAL.PRG* – you'll find it inside the folder called **CAL**. If you have a second floppy drive, insert the Printer disk into drive B.

INSTANT GRATIFICATION

Want to see a printout? Then turn on your printer, go to the Font menu and select "Holland".

Now select the menu again and select "60". Type in Calligrapher, select Print from the File menu and click on "OK" in the dialogue box that appears. On a single floppy system you'll be asked to insert the Printer disk into the drive before printing can commence. That's it! On a floppy system, the on-screen font display is jagged due to Calligrapher using a smaller font size and scaling it up. The printout, however, is very smooth – Calligrapher is known for its high quality printout...



USING STRBAKUP.TOS

Back up your cover disk and keep the original in a safe place. Run STRBAKUP.TOS and follow the on-screen instructions. There is no need to format your backup disk as the program does this for you. STRBAKUP.TOS is for backing up your cover disk; we don't recommend it for any other use.

GENERAL DISK PROBLEMS

In the unlikely event that your cover disk won't load or gives you any other problems, disconnect any peripherals and try again. Switch your computer off for at least 20 seconds and try again. If this doesn't solve the problem, return your disk, with a stamped addressed envelope, to: P.C. Wise Ltd, Dowlais Top Business Park, Dowlais, Merthyr Tydfil, Mid Glamorgan CF48 2YY.

PC Wise will test your disk and send a replacement as quickly as possible. You can contact the PC Wise Helpline with any urgent problems concerning faulty disks on 0685 350505 between 10.30 and 12.30, weekdays.

Should you require technical help, call the ST Review Helpline on Friday afternoons between 2pm and 5pm on 0625 859766.

THEEXTRA

If you like our cover disk program, you might like to consider some of the add-ons...

THE BIG BITS!

Manual **Upgrade Kit** All 368 pages, including a ring binder £19.99 Complete Calligrapher Professional disk set, including English dictionary, Thesaurus, all five fonts and all printer drivers (including BJ10e, NEC P6, Ricoh 1200 and PostScript) £24.99

Both £34.99

THE PAKS

Flextext	Curved text manipulation	£9.99
Formula Editor	For all you scientific types	£14.99
Labels	Perfect for wine makers!	£9.99
Barcodes	For a nation of shopkeepers	£24.99
Grammar	Check ST Review's editing!	£19.99
Indexer	Create custom indexes	£9.99

THE DICS

French	Including thesaurus	£14.99
German	Including thesaurus	£14.99
Italian	Includes Catalan but no thesaurus	£9.99
Spanish	Including thesaurus	£14.99

THE FONTS

Each typeface is listed by number and name. The number is necessary to identify the typeface disk - all typefaces must be ordered by number. Next to each name is the weight and styles available in the typeface. There is also a lead character which identifies the type of typeface:

B - Typefaces that are designed for normal body text.

D - Display typefaces for headlines and larger sizes.

C - Display typefaces that contain only capital letters.

Most typefaces can be printed in any size from 6 to 128 points but Commercial Script cannot be printed less than 24 points due to its complexity.

If you have a hard disk and at least 2Mb of memory, Calligrapher displays vector typefaces on screen.

You can only install one extra font if you have a floppy disk system in addition to those provided with the Upgrade Kit. With a hard disk system the only limitation is memory!

B001Washington Light B002Windsor B003Windsor Condensed B004Weiss Rundgotisch D005Vag Rundscrift D006Vivaldi D007Vladimir Script D008Arnold Boecklin D009Arsis D010Alte Schwabacher D012Alternate Gothic 3 D013Alternate Gothic 1 D014Accolade Light C015American Uncial B017Baskerville B018Belwe Light B019Brittanic Extra Light D020Brush Script D021Blippo Black C022Binner C024Broadway Engraved D025Broadway
D026Baskerville Old Face D027Bodoni Black B028Bodoni Antigua Light

Any 1 Your choice Any 10 Lots of choices

8030Bodoni Condensed

B031Berling B032Brittanio D033Bodoni Ultra C034Balloon D035Bernhard Antique D036Bernhard Fashion B037Chelmsford Light B038Chelmsford Medium D039Cooper Black B040Century Old Style B041Century Schoolbook D042Commercial Script **B043Castle Book** D044Cheltenham Bold Condensed B045Eurostile **B046Clearface Gothic** B047Copperplate D048Copperplate Condensed D050Caslon Graphique C051Davida D052Dynamo D053Dom Casual B054Congress Bold B055Eurostile Expanded D056Egyptienne Bold Condensed D057Egyptienne Black Condensed

> Any 3 The Lot!

B059Egyptian 505 Light D060Fette Engschrift DIN 1451 D061Flyer D062Franklin Gothic B063Garamond B064Garamond Condensed D065Gill Kayo B066Gill Serie Light T067Goudy D068Grotesque No 9 D069Hobo D070Nevison Casual D071Playbill C072Stencil C073Stop D074Serpentine D075Throwgood C076Thunderbird C077Thunderbird Conden D078Latin Wide D079Murray Hill D080Park Avenue T081Maxima

D082Old Towne No 536 T083News Gothic T084Raleigh T085Romana Demi Bold

Your choices £34.99 All 84 fonts £149.00

MANUAL									£19.99
	KIT								
	ND KIT								
FLEXTEXT									
FORMULA	EDITOR				 				 £14.99
LABELS					 				 £9.99
BARCODE									
GRAMMA									
INDEXER									
FRENCH									
GERMAN .									
ITALIAN									
SPANISH.					 				 £14.99
ONE FON					 				 £17.99
THREE FO	ITS2TI				 				 £34.99
TEN FONT	S				 				 £79.00
ALL FONT					 				 £149.00
FONT COD	(S)/_	_/_	_/_	_/_	 	_/_	_/_	_/_	

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£17.99

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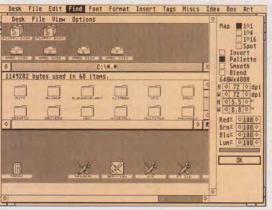
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Paying by CHEQUE or POSTAL ORDER - please make payable to GO DIRECT and write your cheque card guarantee number on the back. All prices are inclusive of postage & packing and VAT. Please allow 28 days for delivery from when we receive your order. For non-receipt of goods phone 0480 891171, Monday to Friday between 10am and 6pm

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LET'S WRITE!

Don't struggle to make sense of Calligrapher – let Nial Grimes guide you through your first sortie into the world of document processing...



he arrival of the document

processor was almost as earth-

shattering as the introduction of

the word processor itself. Here was

an idea that combined the

flexibility and ease of use of a

text cruncher with the power

of a desktop publisher.

Suddenly, effects that were

considered the exclusive haunt

of high-end layout programs

While document processors are

could be added easily to any docu-

ment - letters to Aunt Gerty would

descended from the common or

garden word processor, they're

significantly different in use. The

culture shock you feel can be difficult

to cope with at first, but persevere

and it will soon be swallowed up by

the slick power that only a document

never be the same again!

Calligrapher can import GEM and IMG graphics without any external help, but the Degas/ NeoChrome pak expands your options even further. the Font menu. Try it yourself – click "18pt" (18 point) and the selected block will leap in size, choose "italic" and instantly it will all be styled. The same applies to any other option within the Font menu, and several others as we will go on to see later in the series.

Very often, you won't need to alter a whole paragraph – perhaps a single word is enough. In that case the same method can be used, or you can simply double click on a word to select it. As an extension to this principle, a triple click can be used to highlight a whole paragraph. Selection also plays an important

part in the typing process itself. For instance, let's imagine you had typed "word processor" instead of "document processor" and needed it changed. No problem. Just double click on "word" and begin to type "document"; Calligrapher will automatically replace the selected text with the letters you type. Caution is needed in getting used to this system, but before

long it becomes second nature and the <undo> button is usually enough to rectify any minor disasters.

The font menu can also be used without selecting any text. Any effect that is chosen now becomes the style at the cursor. For instance, to add a word in a different typeface, just choose "Holland" from the Font menu, type the word and then switch back.

Oraphics Oraphics Picture we way to mouse within documents. Graphic Type (Column-Uide Graphic Trane (Column-Uide Enpty Frame O Octobras

Imported pictures can spread right the way across a column, or become part of the text itself.

using the scroll bars. As you begin to type, one page scrolls smoothly on from the next and the program will mark a new sheet with a dashed line across the window.

Fundamental to the use of Calligrapher is "selection". Get some text on screen ("Calligrapher and ST Review – the perfect combination" will do) and grab hold of the mouse. Hold the left button down at the start of the text and drag it towards the end of the sentence. You'll notice that the letters appear in white on black (reverse video) as you do so. This portion of text is now "selected" and can be altered en masse through

O In the size of t

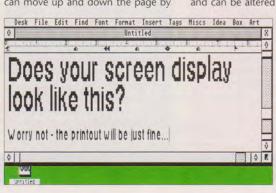
Calligrapher uses outline fonts", which in simple terms means that you can use any size of text without fear of the letters becoming jagged. These outlines are always used when it comes to printing out your work, but on most systems the screen display is built up from much quicker bit-mapped fonts. If you are fortunate enough to have two megabytes of memory

megabytes of memory and a hard disk the program will actually use the outline fonts on-screen, but you can disable this feature via the CALSETUP.PRG program if the speed penalty is more than you can bear.

SELECT AND SURVIVE

processor can provide...

Let's start with the basics. Whenever Calligrapher is stirred into action from the GEM desktop, it presents you with a blank sheet of A4 paper. Obviously your monitor isn't big enough to house the whole thing at once, so instead a portion is squeezed into a window, and you can move up and down the page by



Bit-mapped fonts are used on-screen with floppy-based systems, but don't worry – the printout will be just fine.

RULES 'N' REGULATIONS

By now you've probably noticed that *Calligrapher* automatically "indents" or adds a gap before the first line in any paragraph as it is typed. This highlights the function of the **ruler** nicely.

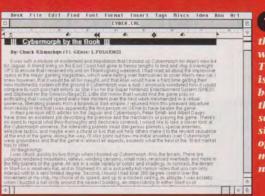
The ruler is the strip that sits at the top of each and every *Calligrapher* window; it takes care of document formatting. The little flag icon is the margin marker, while the upward arrows (or Christmas tree if that makes it easier to identify) is the indent marker. The best way to see the effect of either of these icons is to drag them to the right and to the left with some text on screen.

To find out what any of the icons symbolise or to add a new marker, double click in the ruler – the **Ins Ruler** option will add a totally new

STEP BY STEP

COLUMNS RULE, OK?

The concept of columns in a word processed document may be new to you, but don't be daunted – Calligrapher makes the whole operation laughably easy...

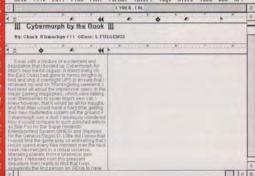


1 Start by typing in the text you want to use. The headline is not going to be affected by the columns, so increase its size, add a bit of styling and move on to the next step...



Double click on the ruler at the point where you would like the second column to start and then choose new column from the resulting dialogue box. With any luck the text will now flow smoothly into the newly created column.

Now insert
a new ruler
below the
headline, Click
on the right
hand margin
icon and drag it
leftwards until
the required
column width
is reached. Don't
be too cautious
you can easily
re-adjust both



Move to the bottom of the document and insert a new ruler after the text. To remove the second column and continue as normal, pick up its left hand margin icon and drag it towards the right. Piece of cake!



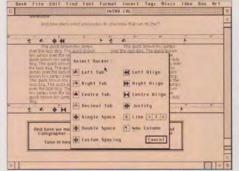
ruler to your document. With half a dozen rulers on screen it's very easy to lose a feel for your document, but a page preview will soon put you back on the right tracks. In fact, once the basic formatting rulers have been laid into place it's often a good idea to hide them from view – the Miscs

menu does the business nicely. But enough of this "oh so interesting" text, let's get a few pictures on screen...

Find yourself a suitable .IMG file in the CALLIG.TUT folder on this month's cover disk and choose **Insert Graphic** from the **File** menu. A



It can become difficult to imagine your completed document with rulers all over the place, but the "Preview" panel soon solves that problem.



Markers are used to change text formatting. Just double click on any ruler and you'll be presented with a helpful key as to what they all do!

dialogue box will appear and from this point you can choose how the picture will be used within the document. A column-wide graphic is just that – it stretches from one margin to the other and sits between lines of text. By contrast, an in-line graphic becomes part of the text – as you type it will shift along and you can even delete it with the backspace key! Both types can be resized very easily by clicking once to select and a second time to size (this time holding the button down).

As you can see, the document processor is a small wonder – so simple and yet so powerful. It's incredible to think that we have probably covered less than five per cent of Calligrapher's features in this article

Now load the INTRO.CAL file from the CALLIG.TUT folder on the cover disk and prepare to be impressed. There's always the on-line Help system if you get stuck and a whole pile of goodies with the *Calligrapher* Offers on page 13.

Over the coming months we'll be looking further into the concept of document processing and helping you to get the very best from this truly astonishing package...

PACKING A PUNCH

Aware of the need to keep *Calligrapher* up to date, Working Title wisely decided to allow expansion through external modules, or "paks" as they are called. To use one of these modules, simply choose Open Pak from the Find menu and pick a choice from the resulting selection.

Modules can be used to accomplish almost any task, but the examples supplied on the cover disk are mainly to help in dealing with different file formats. On the text side of things, the Import/Export pak will allow RTF, ASCII, First Word and Reducteur text to be loaded and saved with the minimum of fuss.

In terms of graphics, Calligrapher has no trouble dealing with IMG or GEM files directly, but other popular formats can be imported with a little help from the Degas/NeoChrome import pak. In essence this is a conversion utility that can be used from within the program. It allows adjustment in a variety of ways, but if in doubt just click on "OK", save the picture as an IMG and re-import in the usual way. Do bear in mind that Calligrapher doesn't store pictures within documents so if you delete the original IMG, you lose the picture in the document – you have been warned!

SMART ART!

Is PixArt, the brand new art package from Omikron, the world-beater it appears to be? David Howell and Keith Berry find out...

ailing from Germany, *PixArt* appears to be a very versatile painting program, capable of working with pictures in low, medium and high resolutions on an ST all the way up to True Colour on the Falcon. Essentially, *PixArt* allows you to work at the maximum resolution available.

PixArt purports to work on any Atari computer irrespective of the TOS version. At least one megabyte of memory and a double-sided disk drive are required; if you're fortunate enough to be working in True Colour on a Falcon, you'll need at least four megabytes of RAM.

The package arrives in a ring binder complete with a 56 page manual. Two disks are included, the PIXARI FI

NEW PIC 3

NEW PIC 3

PIXARI FI

second with some useful example pictures. Installation is a doddle – simply copy the files across to your hard drive or run it directly from the floppy disk.

NO NONSENSE

Conceptually, the program attempts to make all functions as easy to use as possible. In this respect, it succeeds to a high degree; *PixArt* is fast and versatile with an interface that doesn't get in the way of creativity.

The programmers have paid special attention to the working area. There is little use in having a myriad of tool icons if the working area is the size of a matchbox. *PixArt* lets you see a creation in full screen mode,

but still allows you access to all the drawing tools, made possible through the use of a floating toolbox. This is very much like the pop-up toolboxes in *Arabesque*.

Just about any graphics format can be used to import your pictures,

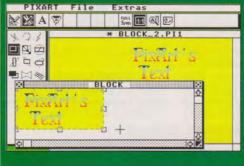
PixArt with a blank page and in drawing mode. The whole selection of tool icons can be seen on the left of the screen.

including IMG, Degas, Neochrome, TIFF and XIMG (a favourite with GEMView users). The range of printers includes 9 and 24 pin dot matrix, inkjets and lasers, including the popular HP Deskjet 500c.

STARTING OUT

Through the system parameters dialogue box, you can set up *PixArt* as you wish, with control over the work mode, where dialogue boxes appear (under the mouse pointer, for instance), the units of measurement that are used, the magnifying range and the highly important automatic undo. This is in keeping with the

SUPER BLOCKS



PixArt's drawing tools are rather limited for a new package. However, the excellent text and block functions when used together give it the potential of a bit-image colour version of Outline Art.

These are the ready-made path shapes into which cut out text (or object blocks) can be transformed. Experimentation is needed to maintain legibility but attempts can be cancelled just by clicking on the close box top left of the Block window.

PIXART	File	Extras	Project	block
XXA V		Sum E A		
103		M NEW PIC	2	
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開脚	墨墨	7	opt	
		OCK	(S)	- 1
A COLOR			0	- 11
Am	D A		ō	



The results of a few such experiments...

The file format dialogue box showing the True Colour command being switched to RGB to accept XIMG files from GEMView.



PAWS FOR THOUGHT

If any of you have ever used a graphics tablet, you'll appreciate just how well it complements a paint package. But to afford one of these usually requires a second mortgage!

The Tabby graphics tablet is compatible with *PixArt* and certainly prevent your right hand ending up looking like a crow's foot after a few hours with the mouse!

Fine adjustments can be made to your latest masterpiece by simply using a pen. You can even sit back and hold the tablet on your lap. Tabby is fully configurable and a great aid to creativity.

All you computer artists out there still using a mouse will find the Tabby a revelation. Pick it up once and all you'll want to know is where to send the cheque!



graffiti

Video Genlock

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Falcon: £179.95 STE: £189.95

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AN EYE TO THE

Thought!

Ideas Processor

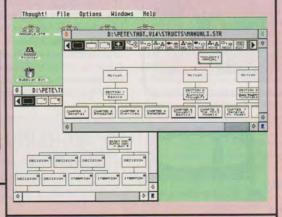
For any 1MB Atari: £69.95



Thought! Ideas Processor

A totally new concept and essential for any type of development work. Thought! allows Structures to be created, edited, linked to other programs, which can then be launched from the Thought! shell while linked to an

Full support for multitasking O/S, Speedo GDOS, NVDI, Reflex, etc. and compatible with any Atari computer (1MB or more).



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HP Deskjet 510, 300dpi	£299.00
HP Deskjet 310, 300dpi	

Oh yes, and a mouse costs £9.95! Please call about our range of Custom 19" Sub-rack mounted HDD, Syquest and/or CD ROM units.

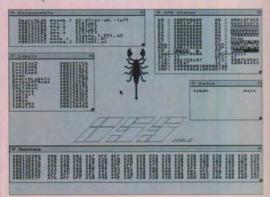


Symbollic 68030 Debugger

Falcon only: £39.95



A Quality Product from **BLACK SCORPION**



Debug

A 68030 Symbollic Debugger by Black Scorpion Software, written specifically for the Falcon030. Many superb features are included - Watch Windows, Expression Handler, Label Completion, Custom memory handler, CPU register highlighting, and much more. An absolute necessity for the Falcon programmer.

Coming soon from BLACK SCORPION ...

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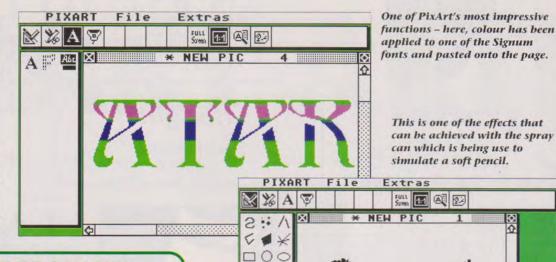
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general ethos of the program. Both the page format and working resolution can be set. Keyboard shortcuts are also available, and all settings can be saved to PixArt's own .INF file so that the program is ready to go the moment you run it.

POOR START

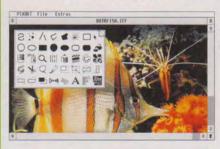
Various problems appeared at the start of the review; PixArt would only run from a RAMdisk on a 4Mb STE and crashed when accessing the palette on a 1040STFM. It appears that both of these problems will be solved with the soon-to-be-released version 2.0 which will also allow



E OQ

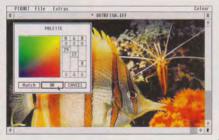
III n # O## #

FALCON PICTURE GALLERY



PixArt in full screen mode with the floating pop-up toolbox activated.

The colour palette tool in operation. From here, any colour can be selected; the match colour function can be used if the required colour isn't available straight away.



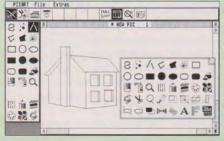
conversion of colour depths and offer support for PhotoCD images. The main part of this review was conducted on a standard 1Mb STE - without Universal Item Selector to which PixArt took an instant dislike!

Working with PixArt is very easy. The first icon across the top of the screen is the drawing toolbox from which you can configure the drawing pen as you wish. There are also the usual predefined shapes such as circle, rectangle and ellipse along with the very useful Polyline tool that allows you to draw a large number of connected lines. Similar to this is the Rays tool, the difference being that each line is drawn from the original starting point. The results from any of these can have any colour, pattern and nib type applied to them.

Filled polygons are also available, with any fill pattern you wish, and the rest of the toolbox holds the kind of tools you would expect from a decent paint package; fill area, eraser, spray can and magnifying glass.

The magnify function is certainly impressive if, like me, you have been used to the likes of Touch Up where

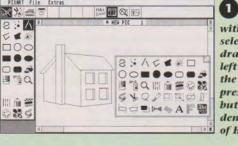
STEP BY STEP



This picture was drawn mainly with the Lines function, selected either from the drawing utilities in the left screen margin, or the pop-up toolbox after pressing the right mouse button. The picture demonstrates the effects of Block functions.

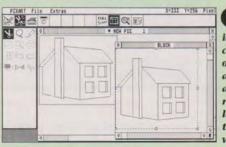


PixArt is certainly at home with working in mono...



PIXART File Extras

3 Select the "net" from the block menu and X=297 Y=76 Pixel the house is overlapped by a grid. Each intersection can be moved with the mouse pointer; pressing the <Spacebar> transforms the block into its new shape. The "toothpaste" icon pastes it to the main window.



The Block is "cut" via the Scissors icon from the toolbox, clicking at the top left of the selected object, and then dragging downwards and to the right to enclose it. A left click then copies the item to the Block window for editing.



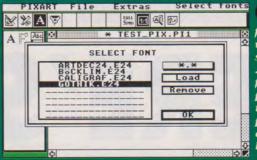
4 The original house, shown top left, has now had fill patterns applied to it. The results of transforming it via five other of the predefined paths are also shown here. Each of the shapes can be finely adjusted by means of moving the grid's intersections.

sizes of the



WORKING IN LOW RESOLUTION

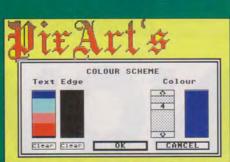
You certainly don't need a Falcon to get good results with colour, especially where using text is concerned...



PixArt uses Signum fonts and various are supplied. The .E24 screen fonts shown produce small text but the printer fonts can be used for larger sizes.



This is the Colour Scheme for text; the pattern is that for the colourful lettering on the last screenshot. The colour is selected via the slider on the right and applied in stripes to the Text column. The stripe at the top will only affect capital letters.



you cannot use the full set of drawing tools in zoom mode. PixArt offers that versatility; additionally, once you open a magnify box it behaves just like a standard GEM window. It has scroll bars that allow you to move the magnified area around the screen so removing the constant need to move back into the main picture to select another area for enlargment. This saves a great deal of time and effort.

PixArt really comes into its own when you work with the comprehensive block functions. Any part of a picture can be cut out and then manipulated in a wide variety of ways - scaled, rotated, slanted, distorted, inverted and even projected onto a 3D grid! And via the use of Signum fonts, the text support is also beyond what might be expected from a sub-£35 program.

VERDICT

The machine compatibility problems slightly overshadow an otherwise good product that is well worth considering as an upgrade to the likes of Degas Elite and HyperPaint if you



A selection of effects possible with various drawing nibs.

want an easy-to-use paint package with decent features. As the name suggests, this is a pixel-based program - it doesn't offer Bézier curves or vector tools. But the block functions are very good and you can easily get splendid results.

At the present time, PixArt does not support scanners directly; perhaps this will be implemented soon. Development is certainly continuing to take place.

At £34.95, PixArt represents pretty good value for money. However, the ST Club are currently bundling it with their excellent Imagecopy 2 program, used for all the screenshots in this feature. At £49.95, this is an offer well worth considering.



A loaded picture with magnify tool activated. Note that the magnify window is a true GEM window that can be scrolled and moved around the screen.

> Thanks to Bryan Cox for the loan of his Tabby and to Jeremy Hughes for the Falcon screenshots.

- Fast screen redraws
- Magnify mode supports drawing tools
- Access to toolbox in full screen mode

PROS AND CONS

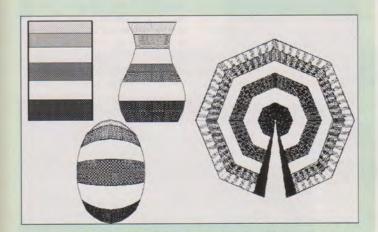
- × Machine compatibility problems
- No scanner support

"An easy to use paint package with excellent block and text facilities."

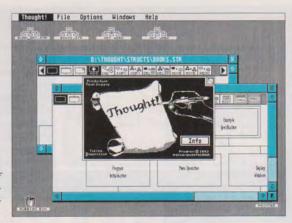
NAME: PIXART v1.02 **COMPANY: THE ST CLUB** CONTACT: 0602 455250 PRICE: £34.95 MIN MEMORY: 1MB

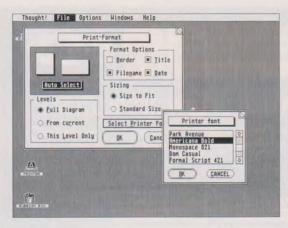
00000 EASE OF USE DOCUMENTATION OOOOO 88888 **EFFECTIVENESS** VALUE FOR MONEY CO CO CO

OVERALL



Pictures of distorted houses are clearly of limited practical use, but after each effect has been assessed and can be visualised, a more suitable original can be drawn for it. Each of the three "distortions" shown here originated from the rectangle with filled stripes shown at the top left.





Thought! is capable of pretty good printer results using either FONTGDOS or SpeedoGDOS.

face even if not exactly bursting with colour.

A neat inter-

NOW THERE'S A THOUGHT!

Andrew Wright puts a unique new planning tool through its paces.

espite its name, Thought! doesn't claim to be a form of artificial intelligence. It is essentially a planning and outlining tool aimed at those in tune with the more cerebral side of computing, be it writing, programming or a similar creative pursuit.

It has been developed to help people plan out ideas and put them on paper in a structured way so aiding communication with others.

You do the thinking, the real hard work, and start off the process while *Thought!* helps store your haphazard ideas and spur of the moment notes, collates them in the

right order and shows you the whole project in a graphical, easy to understand way. At least, that's the theory...

FIRST VIEW

The *Thought!* package consists of a single floppy disk and a comprehensive manual. We were supplied with a final draft of the manual on disk which amounted to some 50 odd, apparently well illustrated A4 pages though it will be supplied with the shipped product in an A5 binder.

Thought! will run on any Atari, even 520 ST/STEs, but it must have a monitor capable of supporting a resolution of at least 512 by 400 pixels so for ST users it means a high

resolution monochrome monitor or multisync. Screen expansion devices like ScreenBlaster and the Reflex card are supported too. However, if you're planning on using *Thought!* as a program launcher or you intend creating large programming structures, it's a case of the more memory the better.

A dedicated installation program is provided which copies *Thought!* onto the working disk or hard drive and the whole process takes only seconds. The program can be launched in the usual way, from the desktop by double clicking the name or icon, though owners of machines equipped with later TOS versions (TOS 2.0x onwards) will be able to start the program by dragging a file

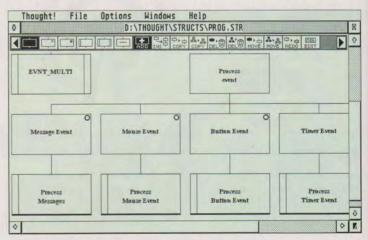
FOOD FOR THOUGHT!

So what would you use a program like *Thought!* for? Apart from the obvious use – planning articles, theses, reports and books on one hand and programs on the other – there are dozens of ideas suggested in the manual.

You can design almost anything that's modular or plan any project, breaking it down into its component parts or actions. The beauty of it is that you can go so far, save it to disk, and return to it later, adding and editing as you go.

Example uses include databases and text storage – each symbol can be linked to a text or image file – as well as personal diaries, "to do" lists and appointment schedules.

Thought! can even be used as a filing system. You can create a symbol for each word processor file on your hard drive, link it to said file and even open it, along with the relevant application, at the click of a button. You can, of course, organise files into folders using the GEM desktop but the graphical approach is much better for some, especially as you can attach notes to each one reminding you of its nature or purpose.



Programmers get even more symbols such as decisions and iterations.

onto the program icon and dropping it there.

THOUGHT PROCESSES

Loading the program brings up the Thought! desktop comprising six icons on a grey monochrome background - four structure symbols, a printer symbol and a dustbin. The standard GEM menu bar lies along the top and there are keyboard shortcuts for most commands. On-line help is available from a drop-down menu and while hardly extensive, it offers at least basic guidance for novices.

There is a distinct lack of colour and while this is perfectly understandable on a monochrome monitor, it's hard to swallow on a Falcon running in true colour mode!

Each structure has its own window but only four can be open at any one time. Structures are composed of symbols that are joined together to make a tree and there are two options available giving a different array of symbols in each case. The programmer's and designer's set includes different symbols for decisions, iterations, local subroutines, system sub-routines and null actions while the general purpose model includes chapters and paragraphs only. The global action

File Link

(K)

Edit Object

1: Review of.... 7: Thought!....

Sction Link : THRITEL PRE (C)

Hotes Information

symbol can be used by both models.

The symbols can be used for almost any purpose and each can be related to a file, be it text or graphics, or another application such as a word processor or image viewer.

Along the top of each structure window is a bank of icons. Twelve of these icons cover the various editing facilities such as add, copy, insert, move and delete while the others reflect the types of symbol available, depending on the mode. Whole trees can be deleted, copied or moved as can individual symbols and it quickly becomes very easy to use and remarkably flexible. Of course it has to be quick and easy to work properly - structures will be repeatedly revised and amended as different thoughts occur and plans change. A complicated editing system would just get in the way of the creative process.

THOUGHTS ON PAPER

Printed output relies on GDOS being

FONTGDOS is supplied with the package and it works equally well if not better with SpeedoGDOS as

specified and installed before the program is loaded. The program uses three levels of structure magnification: small, normal and large.

Unless the bitmap fonts are available to the program in these sizes, only one level will be available. More magnification levels would have been useful, particularly a full screen mode where the whole of the tree could be viewed, even if the text was barely legible.

SpeedoGDOS offers other advantages too. Printed output can be sized to fit the page which clearly looks better if scalable fonts are available but the program does a creditable job with other versions of GDOS provided sufficient point sizes are available.

GDOS fonts are used for the screen display too though if it isn't installed, a warning is displayed and the system font is used instead. With SpeedoGDOS installed, any font can be selected for the screen but the program chooses the point size at which to display the symbols at the small, normal and large magnifications. Oddly enough, choosing different Speedo fonts results in different symbol and tree sizes so choosing a narrow script typeface might let you see more on screen than if you were using a heavy display font.

VERDICT

The Thought! trees are rather inflexible structures that can't be linked upwards, only downwards, unlike a true flow chart, and the symbols themselves are pretty unimaginative and could do with a little more flavour.

For a start, a few shapes other than plain rectangles would be useful and a better way of examining them is required too. Opening the notes relating to a symbol requires selecting the edit icon and navigating through two dialogue boxes where a simple mouse click would be far easier, perhaps with a button or buttons on the symbol itself.

I can't help feeling that Thought! promises more than it actually delivers. It is essentially a graphical outliner - nothing more and nothing less. It could prove to be a very useful tool for writers and programmers but, without some major changes, it lacks the power and sophistication to become any more than that.

- Easy to use
- Excellent print quality
- Good documentation

PROS AND CONS

- x Clumsy symbol editing
- flow chart symbols

× Inflexible viewing

- × No support for standard

"An innovative program that promises more than it delivers..."

NAME: THOUGHT! **COMPANY: TITAN DESIGNS** CONTACT: 021-414 1630 PRICE: £49.95 MIN MEMORY: 0.5MB SYSTEM: ST/TT/FALCON,

00000 **EASE OF USE** DOCUMENTATION OOOOO 00000

HI-RES DISPLAY

EFFECTIVENESS VALUE FOR MONEY O O O O

OVERALL

installed but will take advantage of any version, including the one built into the NVDI screen

long as 5 and 7-point bitmaps are

1 The first step is

main symbol is added automatically

but it can easily be renamed, as here.

brought up by select-

The Edit Symbol

dialogue box is

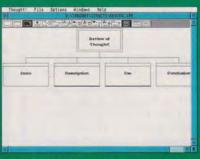
ing the edit icon

from the toolbar

to create a new structure. The first

LOGICAL PLANNING

In this brief sequence, Thought! was used to help plan its own review.



The structure is gradually built up symbol by symbol. Here the review is planned to consist of four separate sections. The middle two have a heavy black baseline indicating sub-structures underneath.

Right clicking with the mouse on any of the section symbols, in this case Description, causes underlying structure to be displayed. Here we can see that Description is further divided into three parts, one of which also has its own sub-structure which can be accessed in turn by right clicking the mouse on it.

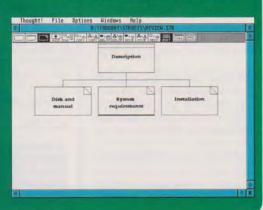
easy to switch back and forth between the programs.

and then left clicking the mouse on the symbol to be edited.

Other options include adding separate text headed either

Notes or Information and linking it to a file or executable

program. In this case the first symbol is linked to the That's Write file (REVIEW.TW) containing the review, making it



AMERICAN PIE



All the latest from the States...

The Jaguar continues to dominate the Atari scene in North America. As one of the hits of the recent Winter Consumer Electronics Show in Las Vegas, the Jaguar received awards from several top gaming magazines, including "Best New Game System" from Video Games Magazine, "Best New Hardware System" from Game Informer and "1993 Technical Achievement of the Year" from Die Hard Game Fan. Electronic Games magazine also named Tempest 2000 for the Jaguar (set for release in March) as the "Best Game of the Show".

The list of upcoming Jaguar titles continues to grow. New titles include Alien vs. Predator, Battlewheels, Brutal Sports Football, Car Wars, Checkered Flag II, Club Drive, Commando, Doom, Dungeon Depths, European Soccer Challenge, Evidence by Microids, Hosenose and Booger, Return to Zork, Tiny Toon Adventures, Ultimate Brain Games and Ultra Vortex. Atari also announced that the Jaguar CD add-on is expected for mid '94 release at a suggested retail price of around \$200. The Jaguar has also made its debut in the rental marketplace, as video tape rental chains such as BlockBuster Video have started daily rental of Jaguar consoles and games.

Atari has licensed an innovative new technology for the Jaguar called Q-Sound (see news story), a digital process that gives the effect of

multi-channel sound from a two channel (stereo) source. With this technology, future Jaguar games will not only allow a player to visualize being in the middle of a 3D scene, but also allow the player to hear sounds coming from any direction, as if the game was happening around them. Can virtual reality on the Jaguar be far behind?

The demand for Jaguar support and game play tips has been more than expected by Atari. Getting through to the Customer Service line is nearly impossible. To keep up with the growing thirst for Jaguar information, Atari is considering producing audio tapes with Jaguar game tips, help and other useful info. The user base has also chipped in, as the first lists of Jaguar game cheats have already started to appear on the various on-line systems.

On the technical side, Jaguar developers have started to organize with the formation of the Independent Association of Jaguar Developers (IAJD). The IAJD has been formed to help to promote game development, to develop standards, and as a general information sharing resource for registered Jaguar developers. The IAJD can be reached on GEnie, via the Internet, at iajd@genie.geis.com.

One of the hottest areas on the Atari computer scene is CD-ROM. On the heels of *Photo Show*, It's All Relative has announced *Photo Show Pro* (see review on page 26). The Pro version supports Kodak PhotoCD on the Falcon and allows the creation of multimedia slide shows and presentations. Anodyne Software's *ExtenDOS* driver allows CD-ROM access without using Atari's *MetaDOS* or *MultiTOS*. *ExtenDOS* supports the TT SCSI port and ASCI-based SCSI ports provided via an ICD Host Adapter. A Falcon SCSI-2 version is also currently under development.

Finally, the Independent Association of Atari Developers (IAAD) is interested in hearing from their European counterparts. Interested developers can contact IAAD President, D. A. Brumleve, via the Internet at dabrumleve@genie.geis.com.

Until next month...

Charles Smeton has been an ST owner since 1985 and a long time Atari owner since the 8-bit days of the early 80s. He is also a past president of the Washington Area Atari Computer Enthusiasts (W.A.A.C.E.) and the owner of NewSTar Technology Management, which develops the STraight FAXI software for Atari computers.

New products and life in Germany with a modem...

Work in my Atari shop has been very busy over the last couple of weeks with almost as many sales as around Christmas. About half of the sales go to people who have had their Atari for some years while the rest are frustrated by MS-DOS or Windows on the PC, or totally new to computing but with a friend who has an Atari computer. Fortunately there are many people who either use an Atari in a professional way or are enthusiasts so developers continue to be well motivated.

A new board recently appeared from Overscan. Called "Afterburner", this board replaces the in-built Falcon 68030 processor with a 68040, giving it about twice the speed of a TT. The Eagle, a TT-compatible computer, should be available from March and as Atari has stopped production of the TT, the Eagle should make high-end users stay with Atari.

Since Atari will not be at the CeBit show this year, a couple of local fairs have been set up. The next one will be on the 7/8 May in Berlin at the FEZ Wulheide – Berlin/Köpenick. All *ST Review* readers are invited to visit the show: most of the Atari developers will be there with their products on show while most of the others will be represented by local dealers.

A new CD-ROM drive with an Atari interface will be shipped soon. Available as either a single or double-speed drive, it will include drivers for ISO, High-Sierra, PhotoCD and audio CD, compatible with all TOS versions. You even can remote control the drive with the help of a little accessory to play audio CDs. The price will be less than DM700 (around £290).

Just before Christmas, a huge wave of cheap modems, capable of sending and receiving faxes, swamped the market. Most of them came with fax, terminal and BTX software (a German, graphic-oriented BBS). Since people now have a modem, most of them are starting to use the

TOP MARK



terminal program and try out the BBSs, many of which are linked to networks like MausNet, FidoNet, ZNet and so on. As different people have different interests, there are varied groups like ATARI.INFO (news about software and hardware), Star Trek, Food, Music, Kites, Alcohol, and so on – my favourite is Star Trek!

Off-line-readers like Cat or The Dot are very popular. These programs make automatic data exchanges with the BBS: one key stroke from the off-line reader starts the terminal program with a batch file. This dials the BBS, logs on, gets your personal mail and new mail from the groups you want to read, packs it (to reduce transfer time), transfers it to your computer, unpacks it and places it in a kind of database from where you can read the "news" without the pressure of being "online". The transfer time for a message is usually around one day, so discussions are quite topical – your answers are transferred back to the BBS next time you log on.

Best regards!

Manfred Bäcker is 26 years old and works in a computer shop in Cologne. He's been programming Atari computers since 1985 for his private needs and is active on the various bulletin boards in Germany.

FaST Club

For users of Atari ST & Falcon computers

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Omikron

We are the UK distributor for this famous German software publisher. Our release schedule for the English versions of their ST and Falcon software:

☐ PixArt

£34.95



Feature packed true colour pixel painting program. PixArt is very quick, supports digitizers and graphic tablets, supports all ST-TT and Falcon

screen resolutions (monochrome to 16.7 Million colours) and runs on all fully GEM-compatible graphics cards.

Other highlights: you can zoom in or out of the picture and still use all the drawing tools. PicArt has very creative block manipulation facilities that will be of great use to DTP users. PixArt is fully Falcon compatible. Wonderful, wonderful/ is how the German Atari magazine TOS summed up its feelings about PixArt! Available: Now.

☐ Freeway

£tba



A new generation database that combines free-form text database structures with traditional field structures. Accessible internal SQL-structure and fully Falcon compatible. Available: February

□ Mortimer

£14.95

Memory resident multi-function utility that can be called up from within any GEM or TOS application.

Features include: text editor, printer spooler, keyboard macros, the control of the



Features include: text editor, printer spooler, keyboard macros, virus guard, flexible RAM disk, screen grabber, disk utilities such as file copying and disk formatting, and a pop-up pocket calculator, Available: Now

☐ Mortimer DeLuxe £34.95
Even more features: ten text editors, file search, disk copier, better file selector, time scheduler with alarm, and more... Fully compatible with ST, TT and Falcon computers. Available: February

ST Applications

For the last three years we have been publishing a monthly magazine for ST users. Full of informative and authorative articles ST Applications is an essential read for all Atari users who are serious about getting the best out of their machine.

Don't take our word for it, here are some unsolicited comments from happy readers: unfailingly interesting, superbly written NWF really excellent value GFS invaluable service for ST users PS consistently impressed AS no hesitation in renewing my subscription PPK you can read it again and again RF Originals of these letters available for inspection at our offices.

Falcon Applications

Includes our mag-in-a-mag supplement on all things Falcon

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TECH TALK

Fame and fortune never go hand in hand...

tari software is moving in the right direction in my opinion. During 1993 we witnessed an explosion of new style software from Germany featuring much improved user



interfaces and multi-tasking compatibility. Programs like Connect, Selectric and Everest clearly demonstrate that GEM has a lot to offer. The most striking factor is the sheer number of new shareware products, with Germany again being the source of some of the best.

Shareware is an interesting concept, especially as we are all bargain-hunters by nature. Interestingly, shareware can be very successful. Selectric, for example, has over 1000 registered users which is astonishing considering that the only advantage of registering the program is the suppression of the "beep" it produces at start-up time.

As some of you may know, I am also the author of GEMBench, a shareware program that measures the performance of a system and allows you to compare your setup with other system configurations. Initially, GEMBench was released with all features available, whether paid for or not. The choice to pay the humble £5 fee was left to the conscience of the user. I don't claim for a moment that GEMBench is as useful as Selectric, but the total number of registrations was under 20 until recently. Most registrations have been from the UK - and even two from Germany. This is in contrast to the endless complements I have received on the quality of the program which has been used by magazines to evaluate the benefits of products like NVDI and other accelerators. I was especially flattered when I was told that GEMBench has been the second most popular item on GENIE, the biggest Atari bulletin board in the US, with no less than 125 downloads in September 1993 alone.

With no US registrations at all I have decided to release GEMBench v3.30 with some of the new features available only to registered users. In addition, non-registered users are now welcomed by a five-second delay and a flashing "Please register" message. To my surprise, registrations have started to arrive almost daily. The number of registered users has doubled in less than two weeks and, at last, I have two US users. This has been enough encouragement to start work on v4.00 which employs some new and useful features suggested by our very own Vic Lennard (OK, OK - the cheque's in the post... Ed).

I am sure that many of you reading this have some unregistered shareware programs sitting in your disk box or on your hard disk. Paying for such programs will directly encourage the authors to continue development of their projects and create new shareware products for us all to enjoy.

ST Review has twice featured Ofir Gal's GEMBench program on its cover disks and has recently used it to test the likes of NVDI, Warp9 and the T Board ST accelerator. Funny though - didn't Ofir say that version 3.28 was the final incarnation of the program? Oh well...

The "clumsy" image of document processors will be shattered for good as Papyrus hits the streets. Nial Grimes previews the Atari word processor for the nineties....

5 5 D) <u>/</u>

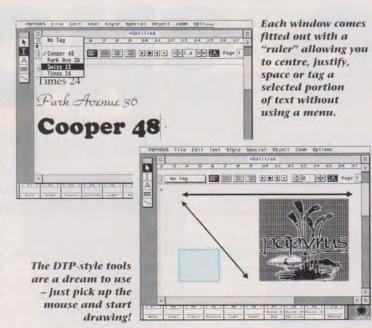
he battle for première ST word processor is entering a new dimension and waiting in the wings is a newcomer - Papyrus from HiSoft. Boasting a striking interface and full support for SpeedoGDOS, could this be the product of the future?

SHADES OF APPLE

The first thing that strikes is the Macintosh-style interface. Remove the giveaway Atari system font and you could easily be fooled into thinking that Microsoft Word had made its debut on the ST. Each window features its own "ruler" which provides easy access to justification, paragraph centring, style tags and spacing; no fiddling around with menus! The editing facilities show the same degree of thought - double click on a word to select it; highlight a block of text and drag it around the document simply by holding down the left mouse button.

> What sort of system do you need to use Papyrus? You won't get very far without 1Mb of memory 2Mb if you intend to use Speedo – and a high resolution monitor. Beyond these basic requirements, it comes down to what you want to use the package for. An unaccelerated ST is fine for all but the most punishing use.

The biggest drag factor is not text handling itself, but the non-modal interface. Don't get me wrong, the whole thing works swimmingly well, but it stands to reason that opening a window and drawing a dialogue box takes longer than simply drawing a dialogue box and this is quite noticeable without NVDI. As long as you don't expect Protext speeds, Papyrus will not disappoint.



A discreet tools panel sits to the left of the screen and it's here that Papyrus' document processor personality puts in an appearance. To add a line to the page, simply choose the corresponding icon and drag away - the same applies to shaded boxes and extra text frames. There's

Entry:

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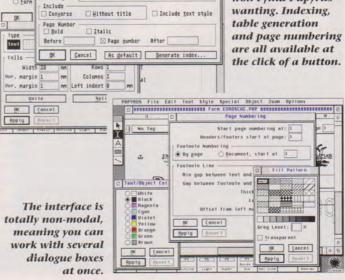
Document Type FANTS. PAR BERRERERE STREET STREET

Create Index Entry

no fiddling around with "graphics modes" and anything that is laid on to the page can be resized simply by clicking on its box. The page automatically scrolls as you create an object - in no way are you limited by the screen size.

Papyrus is perfectly happy to be

When it comes to heavyweight word processing, you won't find Papyrus wanting. Indexing, table generation are all available at the click of a button.



used as a no-nonsense word processor. Each page scrolls smoothly to the next and easy-to-use paragraph style make handling fonts as straightforward as possible. Cutting and pasting follows the standard ST conventions - using the Atari clipboard if requested - and RTF (Rich Text Format) export is included to make your documents readable to at least ninety per cent of the computing world.

Type handling is courtesy of SpeedoGDOS, legendary for its speed and print quality. The fonts are all fully scalable; if the preset sizes don't suit your needs, enter a custom value manually. You can even edit the ratio between the width and height of letters - we're talking DTP level control here! The package is perfectly happy to work with Signum fonts, but it's worth splashing out the extra

Papyrus delights in running under MultiTOS and the sheer configurability of the program is frightening. All dialogue boxes are squeezed into GEM windows and as a result the program has a truly non-modal interface. Documents can be viewed at any size from 2% to 5000% and the screen display is wonderful.

A HOME RUN?

And let's not forget the features that will send power users into fits of ecstasy - the indexing, the sophisticated page numbering, the micro-spacing... It even handles colour and has the printer drivers to back it up! The degree of thought that has gone into producing this program is staggering - and all into the very first version.

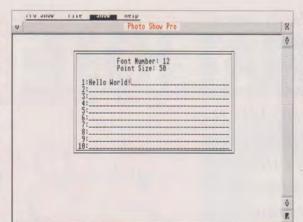
In short, Papyrus could be the program to put the ST back on the word processing map. The preproduction version lacks a spell checker and one or two other niceties, but these will likely be cured in time for the official release. Despite all of the GEM finery, it never forgets its word processing roots. Papyrus doesn't just blur the line between document and word processor - it rubs it out!

Maurice Collins looks at the Pro version of Photo Show, the Falcon PhotoCD viewer.



clide shows aren't top of everyone's shopping list but given the development of PhotoCD - photorealistic images transferred directly from film to compact disc - the possibilities are just starting to be appreciated. Whether you want to display family snapshots in an amusing, polished way, prepare a clever sales-oriented presentation or simply show off a Falcon at a computer show to attract attention to your stand, Photo Show Pro might just get your taste buds going.

Now being sold and supported by System Solutions in the UK, Photo



A simple dialogue box offers text entry and font selection by number.



Text overlays are simple in theory but need careful experimentation.



An accompanying utility program, that runs on any Atari, lets you convert from .PCD to .TIF, .EPS or .RAW at any resolution.

PhotoCD is Kodak's proprietary technology for converting photographs directly into digitised images. You can take pictures on any camera, including standard 35mm, and send them off to a laboratory in the usual way. Instead of getting back a few dozen shiny prints, you get a handy little compact disc containing all the images in a special .PCD file format.

Images can be extracted from the .PCD file in five resolutions (system memory permitting) - 128 by 192, 256 by 384, 512 by 768, 1024 by 1,536 and 2,048 by 3,072 pixels, all in 24-bit colour. The quality goes far beyond that provided by the best flatbed scanner and it isn't too expensive either - a single disk with forty images cost me around £25. And I can add up to 60 more for just

Show Pro lets you script your own slide shows, choosing which images to display and in which order, adding text overlays and playing sampled sounds or music at the same time. Using the Falcon's TV interface, you can even record your own PhotoCDbased slide shows directly to video cassette tape and play them back in your living room at any convenient time. Or you can save them to hard disk for quicker play-back.

Photo Show Pro runs only on a Falcon, with 4Mb memory or more, and requires MultiTOS to be installed. An XA/PhotoCD compatible CD-ROM drive is required too and the recommended models are the Toshiba 3401 or the NEC 38, 55, 74 and 84 models. While most SCSI drives should work with the supplied CD-ROM driver, there is unfortunately no guarantee. Any display can be used, including a TV or RGB/VGA

The program is supplied on a single high density disk with a 16 page manual and needs little installation. The CD-ROM driver program is copied into the root directory, renamed to reflect the SCSI ID of the drive itself and the system rebooted. For the sound to work you'll need

FPATCH2 in your AUTO folder, which is also supplied on the disk.

MultiTOS is only required in order to access the CD-ROM drive; multitasking isn't recommended. In fact the fewer accessories and add-ons the better because memory requirements are pretty high. If you're contemplating loading SpeedoGDOS for some attractive text displays, things might even get tight on a 4Mb machine.

The program has a pretty basic GEM interface but relies on textbased scripts to define the slide show sequence and effects (see accompanying boxout). Essentially you point to the file you wish to use, be it a .PCD image, an .AVR or Windows .WAV format sound sample or an overlay text file, specify how you want it to be used and save the script. Sounds can be looped or played once making it possible to add background music or narration. Gauging the length of the samples and matching them to the image display can be a trial and error process though. Once created, scripts can't be edited except by using an external text editing program, which seems an unnecessary demand even though the ASCII format is pretty clean. Adding text is basic too. A dialogue box expects you to enter the number of the font you want to use and the point size. You specify the colour as a number between 0 and 255 (one of the system colours) in the script itself. A separate utility examines your system and prints out the font numbering information for you but the system font is always number 1 and the others will depend on your SpeedoGDOS set-up. There are ten lines of text supported in all but again it's a trial and error process as text can easily run off the edge of the screen if too large.

It's worth pointing out that PhotoCD images can be converted into a raw screen format (.FTC) and stored and played from a hard disk which speeds things up considerably, particularly as MultiTOS isn't then required. It is also possible to incorporate non-PhotoCD images but only in Windows 24-bit .BMP format. Apparently this is for PC owners but it would have made more sense to handle Targas as the only ST program I know of that will create .BMPs is the shareware program, GEMView. Armed with a copy of this, you can intersperse slide shows with computer generated images.

There's no doubt the interface could be better. It's too much of a trial and error process at present with too little feedback until the scripts are actually played. On the other hand, the special effects are excellent and the image handling can't really be faulted, so I can forgive it a few foibles. On screen, the PhotoCD images are displayed as 368 by 256 pixel images in full 16-bit colour and very nice they look too. Given that Photo Show Pro is a unique, remarkably clever program that offers excellent value for money, it deserves to be highly placed on a few more shopping lists...

SPECIAL EFFECTS

Slide shows are about special effects and there are no fewer than 20 basic effects that can be combined with five others to give you plenty to play with:

Pop: standard now-you-see-it-now-you-don't way of displaying an image.

Pop Up/Drop Down: slides the image up onto the screen from the bottom or drops it from above. Fade/Three Way Fade: one image fades into another with a vertical shutter effect or a combination of vertical and horizontal shutter effects (figure 1).

Strips: the image appears in four vertical strips. Curtain: the old image draws away from the centre to reveal the new one.

Grow Box: the new image grows from the centre of the old image until it fills the screen (figure 2).

Roll Out: a new image is rolled out as if on a tube.

Wipe Left/Right/Up/Down: a slow wipe effect in any chosen direction.

Blocks/Jumble: the image is placed on screen in four blocks (figure 3).

Invert/Mirror: upside down and left to right mirror images. Strange idea but if used in the right sequence it can look very amusing.

Small Insert/Large Insert: a new image block is superimposed on the old image.

Extras: As the effects are chosen by numbers, they can be combined with others. For example, adding 20 to the effect number will use the effect to display a clear black screen (40 for a white screen) instead of a fresh image. Adding 60 will produce a negative, 80 will XOR the image and 100 to 900 in steps of 100 will add delays to some of the effects. For example you can enter 923 to make an image fade very slowly into a black background in four



image is growing in a box superimposed on the first.

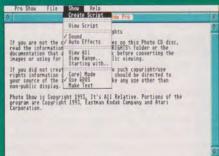
> Figure 3: this image appears in random blocks at first and is then gradually





STEP BY STEP SLIDES

Scripting a slide show is pretty straightforward and while the interface isn't the best I've seen, a good presentation can be created in under a minute!



- 1 First, choose Create Script from the тепи...
 - ... and then choose a name for your script file.





- 3 Add an image in this case a PhotoCD image...
- ... and choose one of the effects by entering the appropriate number.





- 5 Enter the delay and repeat until all your images, sounds and text files have been included...
- ... and PCD 6 pic number 3 rolls onto the screen as if from a tube.



- ✓ Good range of slide show effects
- Useful export facilities
- ✓ Sound support
- **Text overlay**

PROS AND CONS

- × Clumsy scripting method
- × Incompatible with NVDI

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OVERALL

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Computer Mart

"Certainly more than you'll ever need, unless you manage to trace your relatives back to Fred and Wilma Flintstone." — Atari ST User

"All in all, the best genealogy program available for the ST and well worth the money if you are considering tracing your family." — ST Format

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COMING SOON...

ChromaStudio 24 – The Ultimate Graphic Tool for your Atari Falcon, is in the final stages of development. It will set the standards that others will follow, in art, animation, morphing and image processing, making it the most all encompassing program of its kind on any computer. Chroma is expected within the next couple of months, watch this

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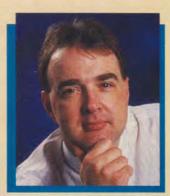
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WRIGHT ISSUES

The lure of the temptress...



nless you happen to have been walking round with

blinkers on for the last few years, you could hardly have failed to have noticed the change in the Atari market. Three or four years ago Atari owners were hungering for high powered software and, what's more, they were willing to pay for it as long as the price was right.

Nobody really needed that much extra hardware. Why should they? In its prime, the ST was a wonderful thing to see in action with a fast video system and simple, easy to use disk drive. Who on earth needed accelerators, full colour graphics cards or big hard drives? Memory expansions, maybe, but that

Over the years the wheel has turned full circle. The main market thrust is quite obviously geared towards hardware add-ons. Software sales have declined into semi-oblivion as older programs are given away in an orgy of self-destruction and the remaining titles on the shelves are devalued tenfold as a result.

And then, of course, there's the dreaded disease. It is truly horrible to behold and unfortunately there is only one, very expensive cure. The as-yet unnamed affliction starts innocuously enough, usually at the local computer club or round at a mate's house. The first symptoms are a nagging feeling in your gut that perhaps 16 colours on screen aren't enough which brings about intense sweating and nervousness, especially when PC owners are near.

The next stage is a peculiar interest in hard disk capacity and a fascination with things called "megahertzes" which seem to take on an absurdly important meaning. All of a sudden an 8 MHz ST becomes embarrassingly painful and you can only relieve yourself by stating your intention to get a 25 MHz accelerator. It doesn't seem to matter that an 8 MHz ST runs Timeworks just as fast in 1994 as it did in 1988...

The decline from that point is pretty rapid. Before long you're looking in computer shops squinting at grey boxes with an Intel logo on the front and trying to spot the difference between the 243 magazines in W. H. Smith whose titles start with the word "PC".

As I've said, there's only one cure. Forget all the good times you had with your ST when it ran everything you needed to run perfectly well without ever letting you down. Forget the easy to use GEM environment and the familiar interface that loads as soon as you switch on. Just rush out and buy an IBM clone, spending three, four or even five times what a new ST/STE would cost and then spend several months trying to puzzle out how to make it work properly. With luck, in a few month's time, there'll be an antidote to the cure...

Andrew Wright is a freelance contributor to ST Review and has been writing for the magazine since its inception. He is currently believed to be convalescing from this insidious disease at a secret location somewhere in Lincolnshire...

ord processors come and word processors go but That's Write has remained at the top of the charts since it was first launched. It might take the middle ground as far as speed and power are concerned but the quality of its output and the flexible font handling undoubtedly make it one of the best ways of printing good-looking letters and documents on an ordinary printer.

Compo hasn't exactly got a reputation for resting on its laurels though, and to illustrate the point, we were sent a preview version of That's Write 3.

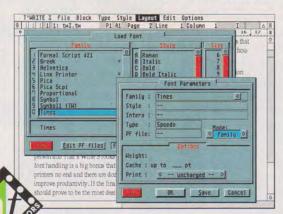
The first thing you notice is the improved look and feel of the program. The dialogue boxes now have 3D buttons, whichever version of TOS you have installed, and on a Falcon these are in full colour. It is now possible to open up status and macro windows alongside open documents, which is useful for those with large screens. You can open the windows on standard screens too, of course, but there's little point if there isn't any room. Another button appears in the vertical scroll bar to hide or redisplay the ruler.

Perhaps the most significant improvement is the ability of the program to use Speedo fonts in addition to those used in earlier versions. This is important for compatibility with existing documents but the quality offered by the Speedo fonts means that printing to a standard inkjet or a cheap laser is far better. SpeedoGDOS isn't required as That's Write 3 has its own built-in rasteriser. Screen redraws remain fast because whenever a particular font size is chosen, a bitmap is created and stored in a cache for use on the screen. When printing, the program creates another bitmap in memory to match the resolution of the output device.

I particularly liked the glossary style macros that let you store phrases and keywords and recall them by typing in shortened versions or abbreviations and hitting a hot key to expand the text. One particularly useful feature has been added to the paragraph layout dialoque box and that is the ability to

Primary School.

Maurice Collins gets a glimpse of That's Write 3, the latest version of the best selling word processor.



Write 3 now handles Bitstream Speedo fonts.

force an automatic paragraph style change. For example the chances are high that after a subheading paragraph style, the next style required is likely to be the default body text style. Marking this as the next style means you can enter a sub-heading, press <return> and

That's Write automatically applies the style specified under "next"

The awkward block marking system used in earlier versions, a cross between rubber banding and highlighting, has been done away with and now blocks of any shape can be marked properly with the mouse. Blocks of text can also be copied directly to the Search and Replace dialogue boxes, which is a very powerful facility, particularly when searching for phrases or strange words.

While the That's Write spelling checker has never particularly impressed me with its completeness, plenty of new features have been added. When a word is being queried it now comes up in context so you can make a better decision about whether it is correct or not and it is now possible to count the number of occurrences of the word or phrase in a document.

That's Write 3 also introduces the concept of document specific user dictionaries that apply to a particular document or template, enabling you to build up a library of house styles.

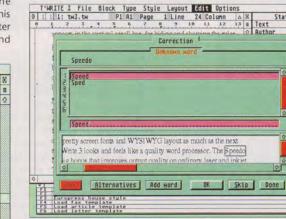
ASCII text import and export has been dramatically improved to make information exchange with other computers and programs easier. This has always been one of That's Write's weak points in that it can't import other word processor files without a great deal of fuss. Now it has built in routines for spotting the type of ASCII to be imported, including versions from the Amiga, PC (DOS, OS/2 and Windows), Macintosh, Next, and of course Atari.

I must confess to never having got on with That's Write in previous incarnations. It's not simply because I'm a journalist and need blindingly fast text editing and scrolling; I don't. I like pretty screen fonts and WYSI-WYG layout as much as the next person and That's Write 3 looks and feels like a quality word processor. The Speedo font handling is a big bonus that improves output quality on ordinary laser and inkjet printers no end and there are dozens of minor improvements that can dramatically improve productivity. If the final product is as good as the preview, That's Write 3 should prove to be the most desirable version yet.

Status th3.th

glis

Text



The spelling checker has been vastly improved.

TW3's emphasis is on speed and ease of use - clicking the right mouse button brings up a two level scrolling menu.

projects to be funded, and to organise help for school activities as required. The PTA supports the maintenance and running costs of the swimming pool, and has provided computers, musical instruments and general equipment needed by the school. A significant proportion of the new library was financed by the PTA. PARENTAL INVOLVEMENT change text name... N We hope that there will be full ∞-ope arents, and arrangements are made for regular di-opportunities for parents to come into ress. There are also ays. HISTORY OF THE SCHOOL to uppercase Three of the oldest schools in Stamfo nd St John's, were to lowercase amalgamated to form St Gilbert of Se and Controlled

time

The world's best supported shareware program has finally come of age! Nial Grimes peels back the wrapping and takes a peek at GEMView 3 ...

A VIEW TO A KILL

EMView is probably the most successful piece of shareware ever released. From humble beginnings it has grown into a package that no ST owner can afford to live without. From simple picture viewing to bulk conversion, it does it all and version three promises to enhance its spotless reputation even further.

Not only is it powerful, it's also compatible. Underneath that formidable exterior there's still a heart of gold willing to make the most of any machine in the Atari range from the humble ST to the mighty TT and Falcon. But what can it do for you?

CHEAP THRILLS

In common with earlier versions, *GEMView 3* is shareware. The whole shebang comes packed onto one disk and the installation program doubles as a means of registration. It's really quite simple – if you are a registered user and have a key-code, the full program is installed; if not, a restricted version is supplied instead. The latter is fully functional, but loses most of its potency after the 30 day trial period...

One of GEMView's strongest points is its interface – there is very little that can touch the simplicity of its design. You can pick it up and begin working without even a glance at the manual. The reputation for compatibility

BRDPREVB.GIF 64

BRDPREVB.GIF 64

GER-Dieu R:\BRDPRE

EARSTER TO GER-Dieu R:\BRDPREVB.GIF 64

GER-DIEU

extends firmly into this version and almost all of the new features of *MultiTOS* are explored. Icons can be lifted from the desktop and dropped into a *GEMView* window, the whole application can be temporarily reduced to a single icon and, of course, it still supports almost every graphics board on the market.

GEMView 3 is now modular. Far from being limited to simple loading and saving, this extends to printing and even image processing effects too. By only loading the modules it needs, the memory requirements are impressively low.

A huge range of graphics formats are supported through the 33 modules included with the package – you'll have to try damn hard to find a standard that refuses to load!

Batch conversions are a piece of cake thanks to this dialogue box – no more fiddling around with command lines!



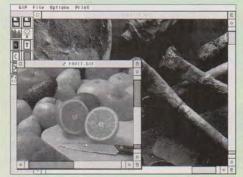


Saving is a bit more particular, but there's still a good range to choose from and if JPEG is added it will be almost perfect. The loading speeds have been improved too – GIF import is much more nippy and the Falcon DSP JPEG decoder is used if you have it installed.

Perhaps the most exciting addition is an English manual – you can now ditch that German dictionary because you are left in no doubt about what each button is for! The translation is no half-hearted effort either – it was carried out by a Brit and is to a very high standard.

PICTURE THE SCENE

When it comes to viewing images, the results largely depend on your system. Pictures displayed in 16 colours are never wonderful, but *GEMView* does its very best to make them acceptable. The sheer variety of different dithering options means it's



GIP only works with greyscale images, but the screen display is good even on a standard ST.

GREY IS THE COLOUR

Until some suitable effects modules are released for GEMView 3 it's rather weak in terms of image processing. Enter the Greyscale Image Processor, or GIP for short.

As the name suggests, GIP only works with greyscale images internally, but it is happy to load colour pictures and convert them automatically for you. It runs perfectly well on a bog-standard ST and thanks to the greyscale approach, the screen display in low resolution is very good indeed.

The program is GEM-based and has a standard menu bar running along the top of the screen with most of the major functions being accessible from a control panel on the left-hand side. It even runs under MultiTOS, disabling the progress bar during image filters so that tasks can be switched easily – very chic.

The filters are equally powerful. Images



A huge range of filters can be applied to an image and all are accessible through a beautiful GEM shell.

COLOUR ME BAD

One of the most exciting aspects of GEMView 3 is the amount of control it provides over the loading process. By working carefully with the "colour dithering" settings it's possible to squeeze some astounding results from relatively few colours.

For a start, the colour palette can be fixed or optimised to suit the picture being loaded. The optimisation process can be based on a small sample from the picture, or every single pixel for the very best display possible. There are six distinct dithering schemes to choose from, each producing a slightly different image and there's even a built-in "noise reduction" filter to improve the continuity of the finished picture.

The colour dithering dialogue box has benefits in all screen modes, but is undoubtedly most effective in 256 colours. In fact, "nearest" colour dithering in 256 colours actually improves some true-colour JPEGs by getting rid of the nasty mottling effect! GEMView provides the best screen ST display this side of PhotoChrome or Speed of Light.



GEMView makes a good job of displaying striking GIFs, even in sixteen colours.



"Nearest" dithering with an octree-based colourmap (phew!) produces stunning results on a Falcon.



A fixed palette can be used to preserve the system colours and the loss of quality is minute in 256 colours.



GEMView 3 provides total control over the loading procedure - the method of dithering, the number of colours used and how those colours are chosen.

GEMView. You can even let it to do the business in the background if you're running MultiTOS!

Pictures that are loaded in the usual way are always dithered to suit the current screen resolution, but that doesn't affect translation. For example, a JPEG can be converted to a TIFF without any loss of colour.

CHEQUEBOOKS AT THE READY...

GEMView 3 is a wonderful piece of software. The low price, powerful batch conversion facilities and unbeatable screen display all combine to make it one superb program. Despite the standard ST's display limitations, it's a classic piece of software in our time. Get your hands on a copy and see for yourself!

- Superb screen display
- ✓ Flexible batch
- conversion facilities
- ✓ Fully modular

PROS AND CONS

X Won't save JPEG

"Probably the only graphics viewing and conversion package you will ever need. Quite simply the best."

NAME: GEMVIEW 3 AUTHOR: DIETER FIEBELKORN

CONTACT: GRAEME RUTT
(SEE BOXOUT)

PRICE: £18

SYSTEM: ST/TT/FALCON
MIN MEMORY: 1MB

EASE OF USE COCOCO
DOCUMENTATION COCOCOCO
EFFECTIVENESS COCOCOCO
VALUE FOR MONEY COCOCOCO

OVERALL Q2%

usually possible to come up with a reasonable imitation of the original. If you're working with a Falcon or a display enhancer, it's a totally different story – good quality pictures simply leap from the screen and the dithering is doubly effective.

GEMView is a sure fire hit with picture conversion, too. It always has possessed a flexible command line interface, but version three sees most of that power integrated into a GEM shell. A new "Convert" menu option has been slotted in and through this it's possible to translate multiple files between any two formats.

Imagine you want to convert a whole disk full of PC clip art to .IMG format. Just open up the convert dialogue box, enter "*.PCX" into the source field, pick the destination format and leave the rest to

SHARE AND SHARE ALIKE

GEMView 3 is shareware and available for download from most good bulletin boards. Due to the highly commercial nature of shareware libraries in Germany, it's not available from your local public domain emporium, but negotiations with the author are underway.

Graeme Rutt is the official organiser of the GEMView 3 registration scheme in this country and the key-code required to unlock the software costs just £18. What's more, the necessary information is held in the UK so the turnaround is very quick. One point to bear in mind is that the key-code is directly based on your name, so be sure to write clearly.

To register your copy and unlock the full potential of the package, just send an £18 cheque (made payable to Graeme Rutt) to 4 River Terrace, Washbank Road, Eynesbury, St Neots, Cambridgeshire, PE19 2TE. Sorted!

are easily brightened, darkened or contrasted and there's a huge range of more complex effects to choose from.

Most can be applied to a whole image or just a small section and all are swift in operation. There's even an on-line manual to guide you through those first few tricky moments and processed images can be directed to a new window if need be, thus preserving the original.

GIP is an extremely effective piece of software. It's much easier to use than AIM and the lack of colour is largely irrelevant if you are not working in a professional DTP environment. Thoroughly recommended. GIP is shareware and available from most PD libraries. The registration fee is £15 and that automatically entitles you to a free upgrade. Contact Floppyshop on 0224-586208.



A neat hypertext help system means you don't have to go diving for the on-disk manual too often.

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Studio Photo NEW!		
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WYSIWYG word processor for the ST. Wide
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Protext is the one!

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A powerful DTP package. Includes 10 compugraphic fonts, spell checker, comprehensive text manipulation and effects and

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The successor to the popular Timeworks ST this new version boasts over 40 new significant

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TIMEWORKS/IST WORD PLUS SPECIAL OFFER!!

This excellent bundle comes with Timeworks 2 and First Word Plus 3.2 only £84.99

or First Word Plus 3.2..only £45.99 and TimeWorks 2..only £39.99

DISKS

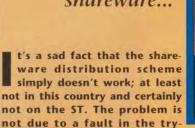
All disks are 100% error free guaranteed New High density 3.5 inch bulk and branded Please phone for best prices!

QTY	Bulk DS/DD	Branded DS/DE
10	£4.49	£5.49
30	£12.99	£14.99
50	£20.99	£22.99
100	£37.99	£42.99
200	£69.99	£79.99
500	£168.99	£190.99
1000	£324.99	£365.99

Branded disks come complete with labels Disk Labels....500......£6.99 Disk Labels.. 1000......£9.99

IN PUBLIC

Emergency on planet shareware...





before-you-buy ideal - after all, given the choice of testing a program out for a month or coming up with the money in advance, I'm sure most people would go for the shareware option. But that simply doesn't seem to filter through into positive registrations, so what is the problem?

Well, contrary to popular belief - and speaking as an ex-offender myself - it's not a case of calculated dishonesty on the part of most ST users. The simple fact is, the hassle involved in registering shareware is frightening beyond belief. To buy a commercial package, you simply pick up the phone, say the magic "VISA" word and relax safe in the knowledge that your software will arrive two days later. What about popular German shareware? Perhaps exchange some currency, put the cash in an envelope and hope that you get something back within six months? Hmmm...

Of course, shareware authors are all too aware of the lack of registrations and extra measures are being taken to do something about it. Some programmers are limiting their work to a certain number of days' use, others leave a large proportion of features out hoping that users will register to get a full version (read Tech Talk on page 24 for more about this... Ed).

As clever as these schemes are though, it has to be questioned whether they are actually going to improve the situation. After all, foreign currency still has to be obtained, there's still the problem of sending cash through the post and now you've got the added worry of ensuring that the author is going to send back your key-code, upgrade, manual or whatever. This is silly - the hassle factor is still there, and magnified in many cases!

Clearly there is a misunderstanding. Authors are tackling the lack of registrations from a dishonesty point of view, whereas the real problem lies more in finding a way to make registration easier. The point has been proved by schemes up and running on the CIX bulletin board - quite a sizable number of registrations have been received from the relatively small number of ST owners who use the service, simply because it's so straightforward. If the idea was widened, perhaps taking in certain PD libraries as official distributors, the same packages could become even more popular.

By combining incentive schemes with a well publicised UK registration point, shareware could become a very real success. It's up to the authors to decide whether they want their software to be commercially viable - they make it easy for us, we make it easy for them...

Nial Grimes is a freelance journalist and has not been contributing to ST Review since its inception (and quite frankly, he's pretty put out about it). As unbelievable as it may sound, he's even more geeky in real life than he looks in his photograph...

Question: What do A.W.F., MERLIN & WARPZONE, all have in common?

Answer: They are all official stockists of:

The ST HANDBOOK

Finally a magazine specially for the Public Domain & Shareware!

A **NEW**, compact magazine featuring: News, Reviews, Competitions, Company Profiles, PD Charts, The ST Ranger. All this Plus a

Cover Disk

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Not available in the shops!



All software packages require at least 1 Megabyte of RAM, Double Sided Disk Drive & Mono Monitor. A Hard Drive & 2 Megabytes of RAM are recommended for using Calamus S, SL & Outline Art.

** NEW PRICES **

PRODUCT	OLD PRICE	NEW PRICE
Calamus 1.09n	£99	£89
Calamus S v2	£335	€299
Calamus SL	£575	£499
Outline Art v3	£245	£199

** SPECIAL OFFER **

Send us ANY other DTP original master disk for the Atari series and we will reduce the new price of Calamus 1.09n by £10 and Calamus S or SL by £50 Offer ends: 30th April 1994

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Arguably the best FAX program for the ST has just got better according to Ofir Gal...

ne of the best fax programs for the ST range has just been upgraded and has also found a new home in the UK following the demise of the previous distributor. With a new manual, many new features and multi-tasking compatibility, STraight FAX aims higher than before.

THE BUSINESS

To use STraight FAX!, you need a fax modem capable of either class 1 or class 2 fax handling. There are many available ranging from Supra to TKR and the USR Sportster.

The program works by converting a text or image file to a fax file format and then transmitting via the modem. STraight FAX! can also receive faxes automatically - one of the latest additions to the program is support for the silent answer feature of the Supra modems which enables you to share the same phone line for both fax and normal telephone use. The most important change in STraight FAX! v2.10 is that it can now run as a desk accessory by a simple name change to STFAX.ACC. The program requires about 350Kb in either modes so a 2Mb machine is



Several faxes can be viewed and edited at the same time. STraight FAX! also supports extended Falcon and overscan resolutions.

By using the Phone List and scheduler, the same fax can be sent to several people at different times.

Conpany Name	Fan Number	
Hands On	~R8785-382865 ♀	
Hands On - Jason	~R-8733-223355	Cir All Load
Harman Audio	287 4572	
HiSoft		Insert Merg
Hollis Research	~N 8481-728 286	
Jenar t	R8769 574487	Belete Sove
Jin Corbett (Yanaha)	~R8988-368872	
John Robinson - GB user	8977 513644	AB Sort Impor
Logitex	~1-49-228-655548	
Martin (Neutronic)	691-1887	Save on Exit
Nodcon	~1-972-4-411-348	
Modcon 2	~1-972-4-414-572	
Rusic Sales	8284-768 381	
Nat West Beckenhan		
Patrick Jerchel - Overscan	~1-49 38-721 5692 5	

recommended if you intend to use the accessory version.

NEW FEATURES

While much improved, STraight FAX! is essentially the same program so upgrading is rather painless. The program now supports Class 1 fax modems and establishes a more reliable connection with the modem. The previous version had trouble with certain modems.

Almost every dialogue box and window sports enhancements. The fax viewing window now supports real-time scrolling - just "grab" the image with the mouse and move it around the screen. Various cut and paste features have also been added as well as the automatic inclusion of a signature file if required. The Receive Log dialogue box now lets you enter some text to describe the contents of the fax and has much improved view and print facilities.

Faxes can also be prepared with programs like Calamus, That's Write, Timeworks, Calligrapher and many other DTP and word processing packages via special printer drivers that are supplied on disk. STraight FAX! now comes with a CPX module that automatically detects when such faxes are created and passes them on to the desk accessory, ready to send.

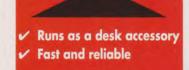
Among the enhancements is the Quick Dial dialogue box, allowing you to enter a fax number instead of going directly to the Phone List. The program can also run a text editor or word processor without having to go back to the desktop and is now Falcon, MultiTOS and Geneva compatible; the accessory version can even be run from MultiDesk if needed.

DOWN TO WORK

The program is now more userfriendly and reliable with the desk accessory version letting you receive faxes at any time.

There are a few minor problems which are mainly related to variations between different makes of modem but the author has an on-line modem and fax support line and is normally

capable of solving any problems. STraight FAX! does not support background faxing at present, so when sending or receiving a fax, a status dialogue box prevents you from using the system for the duration of the transmission. Nevertheless, STraight FAX! is an excellent product, now keenly supported and distributed by one of the best software houses in the UK. If you need a fax machine, take a close look at STraight FAX! - coupled with the current low prices for fax modems, it could prove to be the perfect solution.



PROS AND CONS

- X No background fax support
- × Accessory version requires a 2MB system

"Using your ST as a fax machine has never been simpler."

NAME: STRAIGHT FAX! V2.1 COMPANY: SYSTEM

SOLUTIONS

CONTACT: 081-693 3355

PRICE: £89.95 (£26

UPGRADE FROM V1)

MIN MEMORY: 1MB (HARD

DISK RECOMMENDED)

EASE OF USE DOCUMENTATION

00000 00000

00000

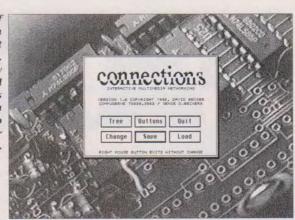
EFFECTIVENESS VALUE FOR MONEY O O O

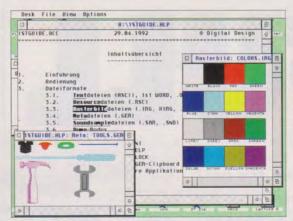
OVERALL

Date	Time	FAR Number	File	Pgs	Tine	R	B	Stat	us	
29/01/94	10:22	~R8682-455385	FAXPAGE.JØ6	4	03:01	F	9	Transfer	0K	1
29/81/94	10:17	881-693-6936	FAMPAGE. JØ6	3	02:52	F	9	Transfer	0K	
28/81/94	16:42	081-693-6936	FAHPAGE. JOS	- 1	00:38	F	9	Transfer	OK	-
28/81/94	14:29	0279 815300	FAHPAGE. JO2	3	82:45	F	9	Transfer	0K	и
27/81/94	17:41	0109724728072	FAMPAGE. JØ2	1	00:53	F	4	Transfer	0K	и
27/01/94	17:82	0109724728072	FAMPAGE. JØ1	2	01:00	F	4	Transfer	0K	и
27/81/94	16:35	8189724728872	FAHPAGE.J03	1	88:42	F	4	Transfer	0K	п
27/81/94	85:43	~1-972-4-414-5	FAHPAGE. JØ2	1	00:38	F	9	Transfer	0K	а
26/81/94	14:48	071 6082610	FAMPAGE.JOI	1	00:39	F	9	Transfer	0K	я
26/81/94	06:54	~N0625-850 652	FAXPAGE. J02	2	01:13	F	9	Transfer	0K	ш
26/81/94	86:26	081-368-7918	FAXPAGE. JOI	-1	00:38	F	9	Transfer	OK	и
25/81/94	16:30	8325 483 843	FAMPAGE. JOI	1	00:34	F	9	Transfer	OK	я
24/81/94	17:34	071 5834068	FAHPAGE. JOI	3	01:44	F	9	Transfer	OK	и
24/81/94	12:35	0325 483843	FAHPAGE. JO2	2	01:13	F	9	Transfer	OK	и
24/01/94	10:55	207 4572	FAHPAGE. JOI	1	00:34	F	9	Transfer	OK	. 18

The Send and Receive Log dialogue boxes provide instant information about incoming and outgoing faxes. Double click on a fax entry to view or print it.

For ease of use, you can't beat Connections. Just a few well aimed mouse clicks are all you require to put together a stack.





Not all Hypertext systems are limited to the written word. Often graphics and sound samples can be hooked up to phrases.

ALL HYPED

Hypermedia could revolutionise the teaching process as we know it – does this spell the end for the printed page?
David Nilson takes a leap into the future of information technology to find out...

or centuries, books and magazines have ruled as the predominant form of information presentation, but have you ever considered just how inefficient the printed page really is? Think about it – when it comes to the crunch you don't learn in the way you want to, but in the way that the author thinks you should...

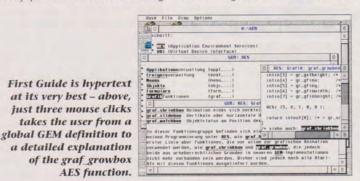
Hypermedia is all about removing that restriction. It uses the power of modern computers to link related information and takes the form of a vastly powerful cross referencing system. Learning becomes a much more interactive process and you are free to explore a subject of your choice in a way that is simply impossible through traditional means. In short, it's a transformation from linear learning to information on demand...

BRANCHING OUT

The definition of hypermedia is extremely blurred. Different packages adopt different approaches to the problem, but one principle remains true throughout all of the confusion - the "link". In hypermedia terms, a link is just a cross reference; perhaps it's best to illustrate...

Hypertext is the easiest form of hypermedia to grasp and simply links words to topics. Take an instruction manual for instance - the first page displays a basic contents list and once a selection has been made, individual words within the chosen topic are highlighted. If a programming problem is being explained for example, the word "binary" might be "linked" and could be chosen to move to another topic. The detailed information on binary might contain a link to an explanation of the word "hexadecimal" and so on. Hypertext packages also contain limited support for other media - a word or phrase might be linked to a sound sample or picture to explain the topic further.

Often this set-up is reversed. Instead of graphics being called from text, the text is called from a graphics screen. In this case, you draw the buttons and simply define what happens when they are clicked ideal for presenting clip art together with a description for instance. Full



IN THE BEGINNING...

HyperCard started the ball rolling and is used to distribute all sorts of information on the Apple Macintosh.



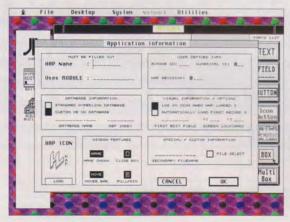
No article on hypermedia would be complete without a look at *HyperCard*. As Apple's crown jewel it represents everything the technology should be and is rightly considered the touchstone for all other hypermedia packages.

The beauty of HyperCard – and its ST cousin, Hyperlink – is flexibility. Both programs are basically mouse controlled and yet capable of suiting almost any application. Graphics, text, sound and animation all blend seamlessly and the actual design process is deceptively simple. Probably the most well known "stack" is Cosmic Osmo, a huge graphical adventure game written with nothing more than HyperCard.

As a result of this flexibility, almost all information distributed among the Apple Mac community is in *HyperCard* format. The program is particularly popular within universities and everything from the geography of the brain to car mechanics can be examined from a hypermedia perspective. With more vigorous promotion from its authors, *Hyperlink* could ring in the changes on the ST.



Hyperlink is the most flexible hypermedia package available for the ST. More than a passing resemblance to Hyper-Card? I should say so!



Hyperlink's application builder does take a bit of getting used to, but when compared with the traditional source code approach it's a picnic!



hypermedia packages are a totally different kettle of fish altogether. The basic principles remain the same, but no longer are you limited to just text and graphics. Now the links are between mini-programs, all designed to perform a specific task. It's the very easiest form of programming you can find - simply pick up the mouse, draw an application and define how each button should react. Calculations can be performed, databases managed, sounds played, graphics viewed - in fact almost any application that involves information presentation. An exciting prospect indeed, but how does your ST fit into the picture?

FOR YOUR INFORMATION

The ST is not a big player in the hypermedia arena as yet, but several very exciting programs have recently arrived which could be a sign of change. Foremost among these is Hyperlink, a full hypermedia package which is remarkably similar to HyperCard on the Apple Mac in style. It's capable of dealing with world standard dBASE database files and is ideal for putting together teaching aids, catalogues, interactive help programmes and much more besides. In fact, suffice to say that if you're going to get involved in the hypermedia "thang" in a big way, this is the tool

you need. It can be just a little daunting at first, but the power it provides kills most other attempts stone dead.

There are plenty of choices for an easier ride too. The public domain comes up trumps with a whole host of innovative programs jut crying out to be fully exploited. On the Hypertext front there are two main choices: Hype and First Guide. Both serve well as reference books, although the latter lacks the comforts of an English manual so you're on your own. If the graphical approach seems a bit more in keeping with your requirements, try HyperBase or Connections. Both are remarkably easy to use and accomplish roughly the same task - just choose the package that suits your screen resolution.

The effects of hypermedia are already being felt in the ST market. Many German programs - GEMView 3, Outline Art 3 and DA's Vector to name but a few - already feature hypertext help and no doubt plenty more will follow suit. And what of the future? The advent of CD-ROM with its vast capacity holds very special potential for hypermedia. Perhaps when all Falcons are fitted with a CD-ROM as standard, the mono pictures of today will be replaced with true-colour animations, the sampled effects with fully digital soundtracks and you will be buying Atari Falcon040 Review in CD form.

WE HAVE CONTACT!

Hyperlink (demo version):

The ST Club (0602 455250)

Connections:

Goodman International (0782 335650)

First Guide:

The Shareware Company (0272 424743)

Hype: Goodman International (0782 335650)

COVER ME – I'M GOING IN...

Connections is a wonderfully simple introduction to the world of hypermedia. Let's see just how simple, by putting together an ST Review cover disk "stack"...



The first step is to 1 produce a "parent" screen in Degas PI3 format. It's from here that all other information in the stack will be accessed, so try to make sure that the buttons are clearly defined - a user must know exactly where to click.



Boot up Connections, 3 choose the "Create" button and load your predrawn parent screen. Draw a box around each button and link it to a file. Each disk description is given "text child" status, while the editor's comment is obviously a "sound child".

Prepare the information you want to present. Here, we need a text description of each disk, an information file for the ST Review logo and a sampled welcome message from the editor. Save all of the files in the same directory as the start-up picture and retire for a well-deserved cup of coffee.



Now rename your parent screen as START.PI3, copy the folder to a new floppy and you have a ready-to-go stack that will be well-received apart from the Big Cheese's voice, that is! (Ahem... Ed)



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The TUS mono monitor can be used on the ST, Falcon or PC without modification. Displays from 640 x 400 (ST - overscan compatible) to 1024 x 768 (Falcon or PC). Supplied with ST adaptor cable£129.00

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Postal delivery for small items £3.00. NEXT DAY courier delivery £7.00 (fully insured) Courier pick up and return delivery service for upgrades and repairs £13.00

Newcastle & Glasgow ATARI SHOW Sponsored by ATARI ATARIST

Last month we promised to give you some more information on two forthcoming shows. We can now confirm that they will be in Newcastle and Glasgow on April 16 and 17 respectively. You'll find all the details in the boxes.

The leading ST publishers and dealers attending include:

16/32 PDL
Atari ST User
Atari ST Review
Best Electronics
Compo Software
CGS
Furst Ltd
System Solutions/Atari Workshop
Titan Designs
Warpzone PDL

We'll be there, with our technical experts ready to answer your computing queries. You'll also find a whole host of back issues at bargain prices, so you can catch up on any features or CoverDisks you may have missed. There'll be a special show subscription offer available as well.

More information on the Atari shows coming your way

Newcastle show venue details

Eldon Leisure Exhibition Centre, Eldon Square Shopping Complex, Newcastle Upon Tyne.

Saturday April 16
10am to 5pm
Tickets £5, £3 for entry after 2pm
Nearest train station: Newcastle Central Station
By Metro: Monument stop, Eldon Square Centre
Nearest car park: Newgate Street, NCP Car Park

Glasgow show venue details

Central Hotel, Logie Baird Suite, Gordon Street, Glasgow.

Sunday April 17
10am to 5pm
Tickets £5, £3 for entry after 2pm
Nearest train station: Glasgow Central Station
By road: M8 exit 19, left into Argyle Street and left into Hope Street
Nearest car park: Oswald Street, NCP Car Park

Organised by David Encill, Neal O'nions and Ray Cross

TOR MORE INFORMATION PHONE 0487 3582

NEXT MONTH DOING THE BUSINESS

Have you ever wondered how you could get the most out of your ST for the latest project you're involved with? Well next month, ST Review reveals a whole host of options that you've probably never considered, like:

- Creating graphics for presentation purposes
- Designing logos for headed notepaper and compliment slips
- Getting to grips with software for a fax-modem
- Employing a CD-ROM drive to get an almost unlimited supply of picture and sound files
- Manipulating data from PC databases, spreadsheets and word processors via programs on your ST
- Transferring text and graphics between different computer systems
- Using the Falcon as an unbelievably powerful telephone answering service

We'll also have a couple of exclusive previews and a review of the first dedicated ST CD-ROM with over 600Mb of shareware!

MANAGE YOUR LIFE...

... with ST Review's great cover disk giveaway – a personal organisation package! This full commercial program gives you a telephone book, message pad, financial diary, database and personal accounts all in an easy-to-use, modular format. And there's enough disk space to bring you a host of useful utilities as well!

SIMPLY THE BEST...

- Reviews covered in a thorough, practical way.
- Tutorials for all levels from beginner to expert.
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- Features on a diverse range of topics.

ST REVIEW BRINGS YOU THE BEST EDITORIAL COVERAGE OF ANY ATARI MAGAZINE – ESSENTIAL READING FOR ALL ST, FALCON AND TT OWNERS!

ON SALE MARCH 24 - PLACE YOUR ORDER NOW!

Ithough much of the Falcon's sound capability has centred around the development of professional programs such as *Cubase Audio*, there are musicians who find it difficult to justify a piece of software that costs as much as the computer itself! So how do those of you who want to exploit the audio facilities of the Falcon do so without having to flog the family silver? At under £100, *Clarity Falcon* should be able to help...

WHAT YOU GET

The one main difference between Clarity Falcon and the Replay series of samplers is that there is no cartridge to plug into the port; the Falcon doesn't need one! What the Falcon does need, though, is a Clock card which plugs into the DSP

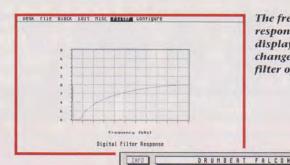
expansion socket on the rear of the machine; the software will not run without this as it supplements the Falcon's own hardware.

The software consists of the Editor and DrumBeat, both of which will be familiar to users of Replay samplers, along with numerous examples for each program. Full marks to Microdeal for including a stereo adaptor containing the necessary resistors for converting the line level signals into the microphone level

ignals into the microphone level ones suitable for the Falcon's audio inputs and outputs.

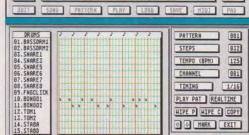
Clarity will run in all screen resolutions although 256 colour or True Colour modes make the software run slower.

For hard disk recording, you should use as few colours as possible otherwise the recorded sound may not be exactly as you intended as the



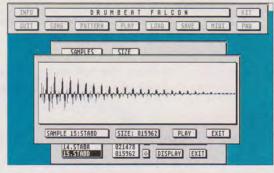
The frequency response graph displays any changes made by filter operations.

The Drum Beat Pattern editor: up to 50 patterns can be held in memory.



LOUD AND

Can Clarity
Falcon follow in
the successful
footsteps of the
Replay series?
Kevin Pawsey
investigates...



Sample
waveforms
can be
displayed
within
DrumBeat
so there's
no need to
return to the
Editor for
minor edits.

Special Effects

HALL ROOM
REVERB ECHD
HULTI FLANGE

Depth 99 Speed 99
D1:99 V1:99
D2:99 V2:99

PLAY
Exit

Clarity's special effects are good for a computer program.

video hardware steals precious processor time.

EDITING

Clarity Falcon has retained all of the editing and block functions that made the Replay samplers so easy to use, yet powerful; many of the functions can be found on dedicated hardware samplers. The sample waveform display makes life very easy due to its graphical nature – you can almost "read" a sample after spending time working with it. The Zoom marker functions mean that it is easy to place markers when

cutting, pasting and looping samples.

The edit menu contains many facilities to alter recorded sounds; reversing the sample can produce some interesting results while loop fade and cross fade are essential tools for helping with any dodgy loops! The editing facilities are very comprehensive; being able to obtain the required sample should pose no problem.

SAMPLE SEQUENCER

Clarity Falcon has a simple, one track sample sequencer. To use it you have to create sections of samples; you can use whole samples or defined blocks. You may find that you want to edit the start, end or loop positions within a sample – these can be changed via the Alter menu. You can then use these sections in the sample sequencer and play them back in a selected order. Memory can be saved by removing repetitive pieces of audio and keeping just one copy in memory.

While no match for a fully-fledged sequencer, it does provide a way of producing a result that can be chained into a song or a series of events – useful for jingles. This might interest small Audio-Visual studios as you can specify exact time points.

HARD DISK RECORDING

This is the interesting bit – Clarity Falcon can record and edit sounds directly onto hard disk. Another program is included for this, but it is identical in operation. Hard disk recording comes into its own when you need to record samples measured in minutes rather than seconds – like sampling whole songs and then editing them in the digital domain for the best quality result.

The down side of hard disk recording? You will need to budget for a large, fast SCSI drive as a four minute song sampled in stereo will use up around 40Mb of disk space. Although you can use the internal IDE drive, you really need a fast external hard disk if you intend to do more than just potter around with this aspect.

Samples are created in the usual

MIDI SAMPLE TRANSFER

Clarity Falcon can use and edit MIDI Sample Dump Standard (SDS) format samples. This makes it possible to edit samples from dedicated hardware samplers or create samples ready to load back into your sampler or a synth with a dedicated sample memory.

Using Clarity in this way is a great improvement

over trying to work with a small LCD screen. This aspect will appeal most to those of you who own synths such as the Yamaha SY-85, GEM S2, Peavey DMP-3 or the Korg T-series where original samples can be created and loaded into the keyboard's sample memory. And as for editing out the odd glitch or two – I'd buy the package for this feature alone!

manner although Clarity Falcon must first make a blank sample on hard disk; this takes a considerable time if your sample is large. You should also create a paste buffer - editing a hard disk sample is totally destructive and if you do not want to lose your work, you need to save an exact copy into the paste buffer. The hard disk recording on Clarity Falcon is no match for Cubase Audio or DigiTape although it is a great introduction to this medium - and much, much cheaper! Good results can be achieved so let's look upon it as a welcome addition.

DRUMBEAT

The inclusion of *DrumBeat* is not unexpected – a version of it has been included with every Replay package since year dot! While it's a useful

SAMPLES SIZE 0559708 KIT SIZE 01.BASSDRM1 886688 82.BASSDRM2 017116 011542 FREE RAM 2557242 03.SNARE1 04.SNARE3 031306 85.SNARES MAX RAM 3116958 020864 B6. SNARE6 824138 WIPE 87. SHARE7 021124 TEST 08.SNARE8 012570 DOMH 89. FNGCLICK 025410 UP 10.BONG01 009232 LOAD SAMPLE 11.BONGO2 010792 12.TOM1 010492 13.TOM2 **B12686** 슌 LOAD KIT 14.STABA 821478 P DISPLAY EXIT 15.STABD 015962

position. *DrumBeat* uses patterns and songs to create sequences – 50 patterns and 10 songs can be held in memory. If you have used a drum machine you will find *DrumBeat* a

be played simultaneously and pitch shift is automatic, although you may want to tune or transpose your samples to avoid any undesirable effects...

The Drum Kit page can hold thirty samples in the ST's memory and these can be other than drum sounds.

solve this. Clarity Falcon is easy to use and it's flexible; not many more features could be crammed in at this price. The application of effects to samples in memory and hard disk, excellent block and editing functions, powerful filters, the sample sequencer and MIDIplay combine to give you a sampling system that is worth every penny.

Clarity Falcon achieves what it set out to do; provide a complete, low-cost 16-bit stereo sound sampling solution for the Falcon platform.

It is also a great introduction for those of you wishing to jump on the hard disk recording bandwagon at a realistic price.

A good buy for anyone who wants to exploit the audio capabilities of their Falcon at a price that's right!

CLEAR!

program, it looks rather dated and limited next to the rhythm creation facilities found on most sequencers or drum machines. Up to 30 samples can be loaded into memory and up to four of these can be played simultaneously. Don't spend hours creating perfect stereo drum sounds; DrumBeat only imports mono samples (although they can be converted into mono samples in the editor software) and produces stereo output simply by placing each of the four sample channels to a left or right

breeze, if a little limited in terms of facilities. On the MIDI side, you can connect MIDI drum pads or a velocity sensitive keyboard to the Falcon, assign six separate pads or keys and use velocity to switch between three different samples allocated to each pad or key. The MIDIplay program lets you assign different samples to keys on your MIDI instrument but don't expect the samples to respond to velocity commands even if your keyboard is touch sensitive. Several samples can

VERDICT

What's the sound quality like then? It's good. The definition is clear and the reproduction accurate – with care, this could be used on professional recordings.

It would be better still if all the signals were not sent down a pair of stereo in and stereo out jacks, but this is Atari's problem, not Microdeal's.

Let's just hope that a third party develops a multiple out interface to Thanks to Mike C at ABC Music, Kingston, Surrey for his time and the use of a Falcon.

- ✓ Good editing facilities
- ✓ Budget hard disk recording

PROS AND CONS

- X Fast SCSI drive needed for serious work
- X DrumBeat needs a facelift

STEP BY STEP



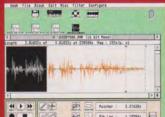
LOOPING

The art of looping requires a stable section of sound as shown in this step by step guide...



A typical sample has three phases; the first section is the Attack, the second, Sustain and the third, the Release.
Marker 1 is

the start of the loop and 2 is the end. The sample is played from the start to the second marker, goes back to the first marker and then loops between the markers until the key is released. It then plays through to the end.



To delete the attack portion of the sample and create a loop between the second and third marker, hold down the shift key

and click over the section. This can then be deleted via the block menu.

3 The highlighted section is now deleted. Select the Loop Markers by clicking on the relevant number marker. As



marker one has been deleted, the remaining markers change their numbers to 1 and 2.

"A powerful sample creation and editing package that takes the Replay standard a stage further."

NAME: CLARITY 16 FALCON COMPANY: MICRODEAL CONTACT: 0525 713716 PRICE: £99.95

MIN MEMORY: 1MB

EASE OF USE 00000

EFFECTIVENESS COCCCC
VALUE FOR MONEY COCCCC

OVERALL

83%

Piano is probably the most used sound in music. Kevin Pawsey finds that the Roland P-55 piano module happily takes on the role...

PIANO POWER!

any keyboard players will tell you that the sound they use most often is the piano. They will also probably have their own favourite piano source – this may be about to change with the launch of the Roland P-55 piano module.

SAMPLING THE PIANO

The P-55 has 32 sampled keyboard instruments, most of which are excellent and extremely usable in a variety of musical situations. To demonstrate the sound quality and the versatility of this module, Roland have included four demo songs ranging from a Jazz ensemble to a piece that could be straight from a Hollywood Blockbuster! Creating

The P-55 is the latest in the Roland Sound Canvas series of GM/GS modules. The original SC-55 Sound Canvas spawned the current range of SC-55 MkII, SC-155 and SC-7.

The SC-55 has 16 parts, and a different instrument can be assigned to each. It has 315 high quality sampled sounds stored permanently in ROM and virtually every sound possible is

included; guitars, strings, brass, synths and a whole bank of special effects. The P-55 also contains 10 drum kits that give a huge range of drum and percussion sounds including samples from the classic TR-808 drum machine. realistic piano sounds is not more percussive. Having said that

realistic piano sounds is not an easy affair; looping samples is a necessary evil and it is possible to hear the join on some piano modules. Not so with the P-55; the samples are almost perfect. The sounds actually behave like a real piano. The harder you hit the notes on a piano, the louder and brighter the sound becomes. The P-55 captures this acoustic phenomenon by assigning different samples to the same note and using the velocity of your keyboard to switch between them. The parameters can be adjusted to suit your playing style and the weight of your master keyboard. Neat. Technically-minded musicians can also experiment with tuning curves, Baroque pitch for realistic harpsichords, and various classical tunings known as temperaments.

ADDITIONAL SOUNDS

Not all of the instruments in the P-55 are pianos but it would appear that Roland have not put the same amount of thought and effort into the harpsichord, celeste and clavichord. These instruments are "plucked" rather than hit by a "hammer" and should really sound

more percussive. Having said that, the P-55 is still as good as many other modules in this respect.

TAKE A NOTE...

The number of notes that an acoustic piano can play simultaneously is limited only by the number of available fingers and use of the sustain pedal. The P-55 can play 28 notes and up to three different parts or pianos simultaneously. For each part, you can set the instrument, volume, stereo position (pan), reverb, chorus, transposition (useful if you want to obtain notes beyond the range of a 61 note keyboard) and the MIDI channel.

The chorus effect doesn't really sit well on the acoustic pianos and makes them sound like an urgent case for the piano tuner, although the electric pianos really need it to obtain the authentic Rhodes piano sound.

Brilliance adjusts a sound's brightness and you can also layer pianos to create sounds meaty enough to get your revenge on the guitarists! All of these settings can be stored as patches for recall at a later date.

The P-55 is also General MIDI (GM) compatible; MIDI files prepared for this format can be played instantly – as long as they only use the sounds included with the module.

VERDICT

If you manage to spot a P-55 in a music shop, don't pass it by. Ask to listen to the demo songs. The clarity

Impressive pedigree – the P-55 enhances the Roland range.

and definition of the sounds contained within this deceptively small module will surprise and satisfy even the most cautious pianists. So if you're looking for that special piano sound...

- High quality, realistic piano sounds
- Easy to use with a sequencer or live

PROS AND CONS

- × Three digit LED display
- × Unnatural non-piano sounds

"Small box with big, clear piano sounds – more versatile than a real piano!"

NAME: PIANO MODULE P-55 COMPANY: ROLAND UK CONTACT: 0252 816181 PRICE: £469 MIN MEMORY: N/A

EASE OF USE
DOCUMENTATION
EFFECTIVENESS

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VALUE FOR MONEY © © © ©

OVERALL

86%



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VIDEO NICETIES



hen you think of companies that specialise in digitising video images, three names probably spring to mind: Microdeal (VideoMaster), Titan Designs (Grafitti) and Rombo, a company that has been offering such a system for some years and which has recently released Vidi-ST (12).

POTTED HISTORY

Rombo started out in 1984 with two partners working from a garage, creating hobbyist gadgets. At that time, the Amstrad CPC series of



In line
- Rombo
attempt to
manufacture
all hardware
in-house.



Top honcho - Stephen Bathgate, Managing Director of Rombo Productions.

computers was very much in fashion which accounts for the company's first product: the Rombox. This was followed up by low-cost capture devices for the Amstrad PCW and ZX Spectrum but, in 1990, Rombo decided to radically alter course.

"We decided to attack the market quite aggressively," explains Stephen Bathgate, Managing Director, "and moved into other platforms which included Atari, PC and Amiga, the volume marketplaces. Today we produce multimedia video, sound and animation products for those computers."

With the attainment of steady growth, Rombo have so far outgrown four premises and are on the verge We have a very simple solution that we can implement which would revolve around the Falcon and would actually exceed the Falcon's capabilities.

Stephen Bathgate Managing Director Rombo Productions.

of moving again. This is perhaps surprising given the economic picture of the past few years but exports, to Germany and Italy in particular, have played a big part in Rombo's success.

Although business in the UK stabilised about 18 months ago, sales in Europe continued to increase so buffering Rombo against the lack of growth in the home market.

ST PRODUCTS

Although always known simply as *Vidi-ST*, there have been three incarnations of the product. The first, from 1990, was a real-time digitiser that worked purely in mono; quite basic in design but easy to use. Then at the beginning of 1992, Rombo released the second version under the package name of *The Complete*



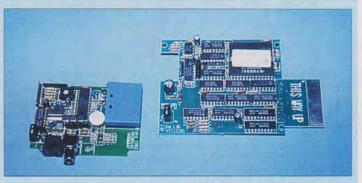
High praise
– the Scottish Office
recently awarded Rombo
Stage 2 in the Small firms
Merit Award for Research
and Technology,
or SMART for short.

TECHIE SIDE

Vidi-ST (12) is a progression from the older model. "In the old days, we had the external RGB splitter and controlled it through the joystick port." explains Colin Faulkner, Technical Director. "The first thing we did was to integrate the functionality of the splitter into a small, separate module.

"This plugs onto the main mono capture board which has the flash converter, frame store memory and the control logic. The video signal is processed on the RGB splitter which separates out the sync signals and feeds





Two in one – the RGB splitter (left) fits onto the underneath of the main capture board...

them up into the main board along with the red, green and blue signals.

"We had considerable problems with the Falcon's cartridge port because of the difference in the memory addressing modes on the 68030 processor. Also, the pre-production versions of the Falcon bore no resemblance to the production model. We had to backtrack fifty per cent of the way. The old *Vidi-ST* won't work with the Falcon.

"What we'd really like to do is to put the 24-bit Vidi-Amiga onto the Falcon through the parallel port, which has been enhanced, but at the moment it doesn't make economic sense to us."

... and both reside inside the Vidi-ST casing which simply plugs into any Atari computer's cartridge port.

THE FUTURE

When questioned about Rombo's future, Stephen is refreshingly honest: "Our main target at the moment is the States where the success story has been the PC and Amiga. Atari has still to happen in the USA and a lot of this is to do with Atari themselves. We want to be reassured by Atari where they are going before we put a lot more into developing new products." It is also worth noting that current sales of Vidi-ST (12) are marginally exceeding the projections that Rombo hold.

And of the Falcon? While Vidi-ST (12) will run, it is making very little use of the Falcon's additional power and Rombo are in a quandary, as Stephen details: "At this stage, we have to decide where to take our product from here and we are trying to make that decision through market research. We have a very simple solution that we can implement which would revolve around the Falcon and would actually exceed the Falcon's capabilities but that would require a reasonable amount of development. If we can get positive feedback from the market research then we will produce another product, quite probably using the Falcon's DSP.

"For use to manufacture a product, we need volume. We won't put a product on the market unless there is a certain level otherwise it is not cost-effective."

Man of words – millions of them if the number of books around Colin Faulkner, Technical Director, are anything to go by...

Colour Solution. This included a separate RGB splitter for working in colour and supported 512 colours on any ST and 4,096 colours on an STE, although this required a still video image – the package could only cope with mono grabbing in real-time.

The current version of Vidi-ST, launched in December 1993 as Vidi-ST (12), is almost identical to the Amiga version and offers full mono and colour image capturing and mix, animation and processing features. It also support of the major image formats including TIFF, IFF and BMP which makes for easy transfer of pictures between the different computer version of the program. A full review will be forthcoming shortly.

SELF SUFFICIENT

One of the most difficult parts of running a company is deciding what to achieve in-house and how much of the work to contract out, especially where the programming of software is concerned. "Almost all programming is carried out in-house – apart from the ST!" laughs Stephen. "Because it is not what we would class as a mainstream product, we contract it out. All of the program control is carried out in-house but the actual code is written by an outside programmer."

The technical director, Colin

Faulkner, designs the hardware side of Vidi-ST and as the photograph of the production line shows, almost all devices are built within the Rombo factory. Stephen explains: "By choice we attempt to manufacture everything in-house but for the last year we have been unable to keep up with demand so we tend to sub-contract batches but then carry out all quality control

Rombo's care when sub-contracting is impressive. All third party companies are carefully vetted before being allowed to carry out work, and standards are rigorously checked. "Our failure rate is extremely low and we want to continue to maintain that." comments Stephen.

ourselves."







UPGRADING

As the hardware design of Vidi-ST (12) differs significantly from the previous product, The Complete Colour Solution, it is impossible to simply plug in another module and upgrade to the current version. However, Rombo offers a discount of £50 to anyone upgrading and simply requires proof of purchase such as a receipt or the master disk.

"Users are welcome to keep it, or perhaps give it away to a local school or club." says the managing director...

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XENOMORPH ST-STE-TT-Falcon Requires 1Mb RAM

3D Object Rendering package which produces photorealistic pictures on any Atari. Xenomorph includes the following features Render objects with smooth shading, Render with highlights, Objects can cast shadows on themselves of other objects, Textures may be wood, grain, marble or you can wrap any image around the object. Each object can have it's own colour palette, 4 different Light Sources, 3 different Camera Types, View and save as SPECTRUM 512, GIF or TARGA files.

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PRISM PAINT II ST-STE-TT-Falcon Requires 1Mb RAM

The utimate art and animation package for all the Atari family. Comes in modular form so can be constantly updated and improved with new picture format modules. Comes with GIF, DEGAS, IMG, XIMG, PNT and TGA imports, will export GIF, TGA, XIMG, PNT files. Built in virtual screen, supports GDOS (inc Speedo) fonts as well as Signum fonts. More features than can be mentioned here.

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ANM LINK ST-STE-TT-FALCON

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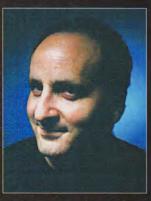
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Here at ST Review, we're proud of our magazine. A great deal of effort from myself and over a dozen writers goes into giving you a good read each month; our art editor works overtime at making the mag look good as well! You invest your money in buying 13 issues a year and



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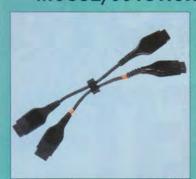
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Either a single or twin joystick adaptor will save you from the ST's most common hardware fault – a broken mouse port. Changing from mouse to joystick is that much easier if you have extension cables.

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The ST may be a great computer but the mouse that comes with it simply is not up to scratch. The ST Review mouse is a major enhancement because it uses microswitches for the buttons, making it much lighter and easier to click. Our mouse also has a much higher resolution – 280 dots per inch which means you need far less desk space and get much finer control.

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Who sets the time each time they switch on their ST? If like many thousands of ST owners you don't, then you are missing out. Every time you save a file it gets stamped with the time and date – invaluable when you are hunting for a file. Get a clock cartridge and the time will be set automatically each time you switch on your ST.



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Everyone knows about viruses, but far too many ST owners think it can't happen to them – it can! Despite the fact that you never get disks from "friends" and only buy commercial software, a virus could still infect you. And when the gremlins get at your disks, life becomes an absolute misery.

Don't let this happen to you. UVK detects and kills more viruses than any other virus killer. We use it at ST Review – so should you!

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TRACKBALL



Do you use your ST for art, graphics, DTP or music? Then you really should consider our state-of-the-art, 162 dpi trackball, as used by the editor of this magazine. Movement from one side of the screen to the other is effortless and cursor motion is rapid and smooth, far more so than with a mouse. The feel is superb thanks to the high quality micro switches under the buttons. There's also a third button that acts as a locking left button – ideal for continuous scrolling, painting or line drawing!

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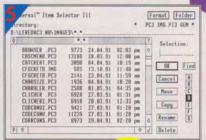
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GAME PLAY



The selection screen has all the options you need to get straight down to racing straight.

ormula One. The name conjures up images of far-off locations around the world like Imola and Monaco along with names like Alain Prost, Gerhard Berger and Ayrton Senna. Salaries that look more like telephone numbers are commonplace and the best drivers can earn a place in history.

Successful drivers can become superstars around the world – history is scattered with golden names like Nigel Mansell, Graham Hill, Stirling Moss and James Hunt (or Hunt the Shunt to his friends!).

The latest British name to attempt immortality is none other than Damon Hill, Graham's son, who has the world at his feet driving for Williams, the team that

made Nigel a household name. The governing body of the Formula One Championship is known as the FIA and their logo is familiar to anyone who has watched a race on the television – it's always plastered over the back wall of the winners' rostrum.

There have been many racing games on all computer platforms including *Vroom!* and *Formula One Grand Prix*, but up until now, none of them have had the FIA seal of approval. Because of this, some of the other games have had to use names like Nijel Mainsail and similar to avoid copyright infringement. *F1*, however, is an official product of the FIA

Now you can really line up on the computer grid alongside Senna,

Prost, Schumacher and the others in a McLaren, Williams, Benetton or Footwork at any of 12 actual circuits in the real World Championship season. Take on the might of Senna at Silverstone, the inconsistency of Andretti at Adelaide or the sheer determination of Berger at Barcelona!

TRAINING

If you want to become a champion there is more to racing than turning up on the day and completing the race in first place. To be in with a chance, a good knowledge of car and circuit must be gained. It's no good knowing the car thoroughly without also being aware of the best line into the bends and where to slow down



Ever fancied yourself in Ayrton Senna's position at the wheel of a Formula One racing car? Tony Kaye finds out what life is like in the fast lane...



you when you first load up.

SETTING UP YOUR CAR

There is more to competing in a race than just being a good driver. The set-up of the car for each race is very important. A skilful driver works with his crew to find the best settings for each race and this varies depending on the type of circuit being faced. For example, it is pointless setting the car up for high speeds on the straights on a twisting street circuit like Monaco, where it is advantageous to handle the tight corners at the best possible speed and sacrifice a little of the top speed. In contrast, the unforgiving wooded course of Hockenheim requires a low downforce as top speed is needed to gain the best

possible advantage on the straights. There are three adjustments you can make to the car – Wing settings, Gearbox and Tyres.

Tyres can be hard, medium or soft; your selection depends on the type of circuit you are racing on. Hard tyres wear slowly but will not corner as well as a softer compound, but will also not need to be changed as often. A set of soft tyres are a positive advantage on tracks with lots of corners, but more pit stops will be needed.

The wings on a Formula One racing car work in the same way as an aircraft, although the job they do is reversed. They are designed to create a "downforce" and keep the car in contact with the road. Again, there are three positions: high, medium and low. The greater the downforce, the better the cornering, so, for example, a low downforce would be ideal for a track like Castelet with its long straights.

Finally the gearbox. There are two settings available to you: Automatic and Manual. The first changes gear for you allowing you to concentrate on driving, making it the best option for beginners. Later on, you may want to change gear yourself using the manual setting as this results in better performances – if you get it right!



An obstacle on the side of the track means the loss of a wheel...

and accelerate. This involves studying the circuit thoroughly and, most importantly, testing the car and track. Only when these are both working well together will you be in with a chance of winning a race and eventually the championship itself.

There are four game options available to you from the start – Demo, Arcade, Training and Championship. Demo mode is for more than just looking at a pretty screen. You choose a circuit and watch a computer driver race around the course. This allows you to examine the best line and study the route, gaining an advantage by knowing the track.

Practice is as important as the race itself, so after studying the track it's time to enter training mode and drive round in a non-competitive environment. As with the Demo mode, you choose one of the 12 circuits and can take advantage of the pits to try out different wing settings or adjust the gearbox or tyres. Remember – settings differ if

DRIVERS	GP #1	GP 82	GP #3	GP 84	GP #5	GP #6	TOTAL
PROST							
HILL							
SERGER	100						
MITTER	-						
DETRYME						-	
CE CESAR							
SCHUFFICH							
HEXTINEN							-
ERDICLE ANGRETTI			-		-		-
ZAMAROI							
HERBERT					-		
ALEST							
BUUNTELL							
MARKISCK							
GRMDALF.							
BEST LAP	2730900	5/00/400	3700/60	2763#30	3/58/988	SPRIME FEFFFFF	BEST T

The championship screen shows all of the positions...

you are on a winding street circuit like Monaco or the old second world war two aerodrome course of Silverstone.

THE RACE

Once you are aware of the pitfalls of each track, it is time to race for real. The Championship setting lets you race single circuits or all 12 in a full

MONACO
MONTE CARLO
TOT TIME 1/11/50 LAP 0
BEST LAP 0/00/00 G.P. 4

This race is close and there are few opportunities to overtake at Monte Carlo...



A poor qualifying lap has placed this car on the back of the grid at Imola.

championship season. The points system is the same as for the real

thing: 10 for a win, six for second, four for the third place man, right through to sixth place which gets just one point. The same points are awarded to the team to count towards the Constructor's Championship, so you are racing not just for yourself, but also for your manufacturer. Compete in the full World Championships and see if you have what it takes to wear the crown.

You have to qualify for each race which involves one lap of the circuit. Your time on this lap determines your starting position on the grid, so it is vital to do well as the majority of race winners start the race at the front of the grid.

The last mode is Arcade. This is an overtaking game bearing little resemblance to the Formula One Championship. The aim is to overtake as many cars as possible and meet the quota that has been set for you within seven laps of the track. If you meet the quota, you can move on to the next level where a new, higher target is set.

VERDICT

Motor racing games are nothing new and F1 is no exception – in fact, an earlier version was released. Called *Vroom Multiplay*, it never reached the ST in any great numbers and a copy never actually arrived in the *ST Review* office, so it is unlikely that many people have seen it before.

On the down side, there are 12 different circuits, but doesn't a full racing season consist of 16 races in different locations? Also there is a Turbo mode provided for fast action. Although this gives a new element to the game, there is no explanation of the fact that turbos are not allowed in the real Formula One...

There is little difference in the racing action between this game and its older cousin, the original *Vroom*, but the improvements make this a worthy and competent racing game.

The arcade action is smooth and fast, and less complicated to play than, say Formula One Grand Prix from Microprose, which is much more of a simulation than an out and out racing game.

Play F1 with a friend on a split screen for real racing action and lots of fun!

- ✓ Fast and smooth racing action✓ Accurate reproduction
- PROS AND CONS

of tracks and teams

- X Could benefit from more options
- Four tracks missing from full season

"A fast, competent game with lots of arcade entertainment."

NAME: F1

COMPANY: DOMARK

CONTACT: 081-780 2222

PRICE: £25.99

RELEASE DATE: OUT NOW MIN MEMORY: 1MB

GRAPHICS SOUND VFM 00000

PLAYABILITY

OVERALL

87%

Various sports
have been
represented in
computer games
over the years.
Tony Kaye dons
football boots,
cricket pads and a
Trilby to look at
three of them...

SPORTS MAD!

There are basically two different types of sports game on the ST: arcade and simulation. Some games have attempted to combine the two with varying degrees of success.

ESP Software have produced three simulations for sports fans and enable them to take the place of a football or cricket team manager or a horse trainer. These games are aimed at all levels of player and let you take complete control in as realistic an environment as possible. Let's take a look at each one and see what they have to offer...



CRICKET MASTERS

This is a purely strategic game of cricket management. There are no real graphics apart from an overhead representation of the pitch where you can watch the match take place. The emphasis is on team selection and management, and the main menu shows all the information you need including the size of your squad, their positions, any injuries, how much cash you have, your overall rating and access to all of the other options.

When you select your team, a whole range of information is available to you about each player. At all times, a list of specialist positions is on screen so you can select a well balanced squad without having to keep reminding yourself by flicking between screens. You can buy and sell players to improve your rating, and you can always check this by looking back at the main menu.

As with all of the ESP simulations, attention to detail is maintained with *Cricket Masters*. Even the condition of your home ground is taken into consideration and the league can fire the team if it drops below 50 per cent! Team training is an important part of the game. After all, if the team doesn't practise, how can it expect to win matches?

You can take part in a full league and cup programme and each game takes you from the toss of the coin to the final run. As with the other simulations, you can view highlights of the match or bypass this for faster play. Weather conditions play a part as does the light and the condition of the pitch you're playing on. A comprehensive Options menu lets you tailor the way the game plays to your own preferences, although the author can't spell "Highlights"!

Again, ESP offer a good, playable simulation of a game that isn't easy to transport onto the computer. It doesn't possess the arcade style and great

graphics of *Graham Gooch World Class Cricket*, but it should keep many a cricket fan quiet for some time.

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G.Gooch P.Prichard	Bowled Bowled	D.Smith C.Wells	8
M.Waugh N.Hussain D.Pringle	Run out	B.Donelan D.Smith	28 38 23 8 92 4 0 3 16
M.Garnham J.Stephensor	C&Bowled Bowled		92
J.Childs D.Boden	LBH Bowled	I.Salisbury A.Jones I.Salisbury B.Donelan	36
A.Fraser			•
218 for 9 of Extras 2			
	all of wic		

A summary appears at the end of each match.



STABLE MASTERS 2

Ever fancied owning a race horse? Like a flutter on a Saturday afternoon? If so, then Stable Masters 2 could well be for you.

This is a highly detailed look at the world of horse racing and covers everything from buying a thoroughbred to watching it win (or lose) at the races. The first menu is the Stable Menu. Here, you find data on all of the day's declarations (horses declared to run by their trainers), course selection, trainer details, jockeys, form and your current status. From here you can move on to check the horses, visit the auction or go to the racecourse.

Check Horses displays all of your horses and gives a full report on their condition and history. This lets you decide which to race and which to rest. It also gives an indication of the likelihood of a win and what type of race to enter with each pony. The attention to detail is evident here as any noticeable variation in the size of the horse is displayed so you can decide whether to use a small animal on an undulating course with sharp turns or a bigger one on flat, wide courses with easier turns.

To get horses into peak condition requires training – and you select the programme for each of your horses. The object is to get the animal fit while keeping an eye on its condition. Heavy training will increase fitness but it will tire the horse quickly, while a light programme improves fitness and condition slowly. Again, you can choose to train for speed, normal or stamina depending on whether you plan to run the horse over long or short distances. If a horse is injured or sick, then you lose money in vets bills and, of course it cannot be raced until fit again.

The final selection is the Racecourse menu. From here, you can back your horse and watch it run. You have the option to watch or bypass races depending on your own preference.

This is an accurate, well thought out simulation programmed by someone who has a good knowledge of the sport of kings. It is unlikely to convert you if you aren't interested in racing, but it makes for a good evening's entertainment. It has the excitement that goes with the real thing. Definitely worth considering for any racing fan.

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PROFESSIONAL FOOTBALL MASTERS 4

Ask Graham Taylor what it's like to be a football manager and you can be sure of an answer that will have you wishing you hadn't! Second only to kamikaze pilot, it must be the most insecure profession there is. Your future is not necessarily in your own hands, but on the feet of the 11 men you choose to represent your skills for 90 minutes on match day.

The third of our trio of ESP games is *Professional Football Masters*, a management simulation that will test your powers of armchair management to the limits. We all sit there watching the game on a Sunday afternoon thinking that we could do better, so here is a chance to prove it. The setting is still your living room, but this time you make the decisions and your team succeeds or fails purely by your instructions.

There are no less than 23 different options available for you to tailor (no pun intended) the game to your own requirements including the ability to run it from your hard disk drive. This adds to the enjoyment of playing without having to wait for things to happen, if you prefer, or have certain elements wait on-screen for a key press.

The play options are every bit as detailed as *Cricket Masters* and all aspects of play are controllable. Players can be transferred through the league, but be sure to make realistic offers or you may lose the man you are after. You can even select the attributes you are looking for in a player and make an approach when you find him.

Again, this is a very detailed simulation, uncluttered by any real level of graphics, and works well. *Professional Football Masters* really is for fans of the game that want to get a real insight into what managing a football team is all about. Extremely playable.

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PLACING YOUR ORDER

All three games are available directly from ESP Software, 32a Southchurch Road, Southend-on-Sea, Essex SS1 2ND. Tel: 0702 600557. Games are priced at £24.95 each. Although they are unboxed, they are

professionally produced with printed labels and manuals. All come on single, double-density disks. Stable Masters and Cricket Masters both run on any ST, but Football Masters requires one megabyte of RAM to run.

PLAY STREVIEW OFFER THE GAME...



...with ST Review's exclusive offer for Graham Gooch's Second Innings!

Remember *Graham Gooch World Class Cricket*? We reviewed it back in September and rated it very highly. Now *ST Review*, in conjunction with Audiogenic, are offering you the brand new *Graham Gooch's Second Innings* for just £9.99!

You'll get all 18 county teams, including all players who represented an English county during 1993 together with the authentic batting and bowling averages at the end of the season. Also included is the England squad selected for the 1994 tour of the West Indies with up-to-date averages!

And just to make life more interesting, the teams from four major series are included together with their accurate averages:

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Three more bargain basement games from that master of misers, Dave "Recession Buster" Iones ...



KING'S QUEST

KIXX XL • £14.99 • 021-625 3388

IN BRIEF: In contrast to Leisure Suit Larry, King's Quest is a timeless adventure set in times past when unicorns roamed the land, mermaids were found in the waters around the coast and wizards and dwarves were commonplace.

Your journey will take you into the world of fable and fairy stories where you confront many different problems. Without your help, the kingdom of Daventry (Daventry?... Ed) will be left without a ruler as your king is dying. The land has been laid open to attack and poverty because of the theft of some magic items from the treasury – a chest that provides unlimited gold coins, a mirror that forewarns of impending attack and a shield that guarantees the bearer victory in battle.

As the King's favourite knight, you, Sir Graham, are commanded to find the lost treasures and your reward shall be to rule Daventry after the King's death.

ST REVIEW COMMENT: Sierra have a knack for creating good, playable and challenging adventures and this is no exception, being a timeless example of the genre. If you like a good adventure then check this out - I'll wager a bet that you'll find it difficult to stop.

0000



Arise Sir Knight and save the kingdom, for you will rule it if you succeed!



00000500

Pond is back and hitting as hard as ever, but is there something fishy going on?

JAMES POND 2 – ROBOCOD

KIXX • £9.99 • 021-625 3388

IN BRIEF: James Pond is back! In this sequel he has his new RoboCod Expandosuit to help him fulfil his mission. Doctor Maybe, the villain of the first game, has returned and taken over a toy factory. He has turned harmless toy penguins into time bombs which he plans to distribute throughout the world. You have just 48 hours to find them all and defuse them before Maybe succeeds in ruining Christmas and wreaking havoc throughout the

Your Expandosuit lets you reach upwards and ducking down gives a wider view of what is going on around you. you can't shoot the enemies to get rid of them - you have to jump on them! There are nine locations and many hidden bonus screens for you to fight your way through before finally stopping the evil villain.

ST REVIEW COMMENT: Millennium have had a lot of success with James Pond and this is a classy platform game, superior to many selling at over double the price. The action is smooth and progresses at the right level to make it highly playable and addictive. A worthy addition to any game player's collection and hard to put down.

LEISURE SUIT LARRY 1

KIXX XL • £14.99 • 021-625 3388

IN BRIEF: As reported in our news pages recently, KIXX XL have reached agreement with Sierra On-Line to release the entire back catalogue of Sierra games on the budget label. The first two of these are finally available in the form of Leisure Suit Larry and Kings Quest 1.

Leisure Suit Larry is the first in a series of adventures that was highly regarded when it was first released. You play the part of Larry Laffer, who is away on a trip to Lost Wages, that famous gambling resort in the American desert. You have one aim - to score with as many chicks as you can.

This classic computer adventure has an element of humour and blatant sexism as you try chatting up everything in a skirt in the quest for your ultimate goal. There is no information provided in the manual, so how you proceed through the game is really up to you, but making the right moves (in more ways than one!) is very important.

ST REVIEW COMMENT: Whilst this is a smooth, well-produced adventure game, it is difficult to see the appeal of such obvious male chauvinism. There are some good touches and a few smiles but, overall, this game is dated and jaded.

The graphics and music are poor. In fact, the tunes are interrupted when you type an instruction. If you can't resist an adventure, there are better

and more up to date games available without having to resort to the type of game you keep under the bed with your ten-year-old copies of Playboy magazine...

> An old game gets a new lease of life but is Larry past it now?



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SKULLS

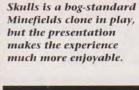
LAPD • DISK NO: G.315 • £1.50 • MEMORY: 1MB • SHAREWARE

IN BRIEF: Our old friend Minefields rears it head yet again in this nineties adaptation from Soderberg Software. While the gameplay remains very much the same - the idea is still to pussyfoot around a minefield trying hard not get get blown into too many pieces - the presentation makes Skulls

The game has been written by demo programmers and this shows from the minute the first overscanned introduction screen appears. Your ears are then greeted with an explosion of sampled sound and the music that accompanies the game is truly superb. If you do become tired of the default tune, it can even be replaced with a sound module of your choice, memory permitting! The playfield itself is spread over many screens and the demostyle effects pop up here again with some of the smoothest scrolling you are ever likely to see on an ST.

ST REVIEW COMMENT: "Skulls doesn't offer much that's new in terms of gameplay, but the spotless presentation will probably have you mesmerised long enough to give it a few tries. Just love that music!" 0000

All the standard grid size options are present and correct and you can even change the in-game music by dropping a .MOD file in the Skulls folder.







The STE's hardware is put to good effect with digital sound effects and sampled FX sprinkled liberally throughout the game.

STORM STE

LAPD • DISK NO: L.64 • £3.00 • MEMORY: 1MB • LICENCEWARE • STE ONLY

IN BRIEF: All contact with LGH-59X was lost 27 hours ago. Your last brief told you to expect contact with non-human life and boy they weren't kidding. So dig out that Uzi and let's go get down to some pest control (spit)...

Storm's scenario is very similar to the Aliens films. You find yourself in a metallic complex with acid-blooded baddies coming at you from every direction. There are 31 levels to battle through and there's no sense in trying to outrun the slimy monsters. Fortunately there are plenty of first aid kits lying around to boost your energy.

Storm's main problem is its speed, or rather lack of it. While the presentation is almost perfect, the scrolling dawdles along without a care in the world - not ideal for a fast action game. My version also has a nasty habit of hanging every now and again, but LAPD assure me this bug has been fixed in the very latest release.

ST REVIEW COMMENT: "Storm has got bucketloads of Aliens-style atmosphere and if you can find it in your heart to overlook the sedate scrolling, it's a must. It's a shame the game doesn't run on the Falcon, because that could probably provide the extra turn of speed needed to make it a classic."

0000



Storm looks and sounds great, but sluggish scrolling makes it awkward to play.

FREAKED OUT 2

MERLIN PDL • DISK NO: POW.16 • £2.95 • **MEMORY: 1MB • LICENCEWARE**

IN BRIEF: Take a waltz through the annals of public domain history and you will find that most of the real landmark games are puzzlers. PD authors seem to have a knack for coming up with simple, addictive ideas and Freaked Out 2

is just such a game.

The scenery is reminiscent of Oxyd and the objective is to rush around the screen in your spaceship, raking

Freaked Out starts with a tongue-in-cheek intro that bears no relation to the game, but is fun to watch all the same.

in bonuses, and dashing for the exit before the time limit hits zero. Later levels are spiced up with jumps, one-way paths and a few mutants to avoid. It's all terribly easy to get into, but frightening difficult to put down. The accompanying music is chip-produced, but considerably better than silence.

ST REVIEW COMMENT: "As brain-teasers go, Freaked Out is rather good. It's got a bit of humour, the graphics are pleasant and the gameplay is addictive.

My money's still with Oxyd, but if you've completed that and are looking for a new challenge, check this one out."

0000

The graphics are the last thing on your mind once you get stuck into a tricky level.



TRI-HELI II

EMERALD CITY • DISK NO: SG.74 • £2.50 • MEMORY: 0.5MB • SHAREWARE

IN BRIEF: New fangled games are all well and good, but when it comes to good honest addiction, you can't beat the old classics. *Tri-Heli* is not so much an arcade classic in itself, but an embodiment of all of the qualities that made games such as *Missile Command*, *Scramble* and *Pacman* so popular.

You take on the role of a helicopter pilot faced with the challenge of mining



This is about as hi-tech as the graphics get but it's in keeping with the overall feel of an arcade classic!

diamonds from a hostile planet. Your craft is equipped with a heavy duty mining laser which must be used to dig into the surface and retrieve the goodies. Complications come in the form of a plane that constantly refills the pits you dig and pockets of water which generally make a nuisance of themselves. Once a level is completed, the ground moves up a stage and the crystals become harder to extract.

ST REVIEW COMMENT: "At first I was unimpressed with *Tri-Heli*. Then I gave it a second try and decided it wasn't bad after all. Come the third game and I was totally hooked. Perhaps it's not the sort of thing that will appeal to everybody, but if you're a fan of arcade classics, it's pretty hot stuff."

No you're
not in a
time warp this is an ST
screenshot.
Fortunately,
Tri-Heli II
has strong
enough
playability
to make up
for the poor
graphics.



SUPER SCRAMBLE

MERLIN PD • DISK NO: BU.121 • £2.95 • MEMORY: 1MB • LICENCEWARE

IN BRIEF: Super Scramble doesn't pretend to be anything original – it's an out and out Scramble clone and that's that. The graphics look slightly prettier in the nineties version, but apart from that the basic concept has escaped unscathed.

The job in hand is to destroy an unending supply of surface to air missiles while avoiding the landscape and keeping well stocked up on fuel. The action is spiced up with an end of level boss and once you reach the final stage, the dark lord himself needs to be defeated.

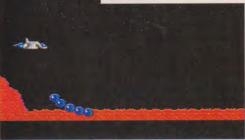
It's all very playable, but the game does have one very annoying habit. When the ship is revived after being shot, all of the missiles that were heading at breakneck speed towards it are still there. There's no period of invulnerability to help you out of the situation and it's very easy to lose all three of your lives from one simple mistake.

ST REVIEW COMMENT: "Scramble was incredibly good fun on an 8-bit machine, but somehow seems to fare less well that its stablemate *Defender* in the action-packed nineties."

000

The end of level Guardian is a twisty, turny snake made up from blue balls. Fear inspiring man; just fear inspiring.





Avoid the missiles, shoot the fuel; avoid the missiles, shoot the fuel - err, that's it really...

SELECT A PROBLEM BY PRESSING THE CORRECT LETTER ON THE MEMBERS, OR PRESS SPACE TO SEARCH THE DISK A) Fantasy B) Deep Hater L) My Hord! C) So Long! M) Sorry Dave D) Uphill Hork N) Clac For Now O) Good Food P) The Few Q) Hhen In Rome

Eleven puzzles are bundled with the program and there's even a "suckers for punishment" construction kit with version 3!

LOGIC PROBLEMS 3

LAPD • DISK NO: L.67 • £3.00 • MEMORY: 0.5MB • LICENCEWARE

IN BRIEF: If you are a fan of the logic problems featured in most puzzle magazines, this new offering from Ben Weston will be right up your street. It follows the same pattern as the previous two releases in offering a selection of eleven original problems for you to solve. The interface consists of the clues on the left and and a mouse controlled marker grid on the right. Just tick or cross-off the information you find and the puzzle is solved – or at least that's the theory.

A new addition for version three is the "customiser", a separate program designed to allow custom problems to be created. The customiser is not the easiest thing on earth to work with, but having worked out your own logic problem this will be plain sailing!

ST REVIEW COMMENT: "Logic Problems' main attraction is the fact that you can use each puzzle time and time again. Personally I don't think you can beat a paper-based logic puzzle, but considering this is the third version of the program, I'm clearly in the minority!"

0000

The play screen is modelled closely on earlier versions – just use the mouse to mark off the info you untangle.



IMPROVE YOUR KNOWL

Learn more about your ST, DTP or programming with our great new book offers

1 THE ATARI ST EXPLORED

BY JOHN BRAGA AND MALCOLM McMAHON • £9.95

Ideal for the beginner to computing with the ST. It covers the operating system including GEM, GEMDOS and BIOS, and has a very useful guide to choosing a programming language. Essential reading for anyone who owns, or is considering using, an ST or STE.

THIS IS DTP! – A YOUNG PERSON'S GUIDE

BY TERRY FREEDMAN • £9.95

Designed to ease you into the real world of desktop publishing. It shows you how to take advantage of a range of packages from shareware to commercial and covers practical exercises as well as a full explanation of the general principles of DTP. An invaluable addition to the manual that comes with your software.

ATARI ST BASIC - PROGRAMMING BY EXAMPLE

BY DR GRAHAM McMASTER • £14.95

Every ST owner has a copy of ST BASIC – it comes free with the computer! Here's a book that will help you get the most out of the program. No previous programming experience

A C-MANSHIP COMPLETE

BY CLAYTON WALNUM • £14.95

All of Clayton Walnum's tutorials, previously written for Analog Computing magazine in the USA, have been compiled into one volume, edited and updated. If you've ever want ed to program in C or improve your skills, then this is the book for you. Almost 400 pages of instruction, explanation and education,

6 THE ST ASSEMBLY LANGUAGE WORKSHOP, VOLUME 1

BY CLAYTON WALNUM • £14.95

Starting from the basics, Clayton takes the reader through the art of 68000 programming from the most commonly used instructions all the way to handling disk files, printers, graphics and more.

6 THE COMMERCIAL GAMES PROGRAMMER'S GUIDE

BY DAVID GIBBON • £9.95

So you want to be a successful games programmer? Then this book is a must - it's a complete guide to producing and marketing your mega game!

A PRACTICAL GUIDE TO TIMEWORKS ON THE ATARI ST

BY TERRY FREEDMAN • £16.95

complete guide to getting the most out of Timeworks on the ST. The book has

step-by-step guides explaining design techniques and specific project ideas to help you improve the appearance of your work and advance to more detailed projects

THE MIDI SURVIVAL GUIDE

BY VIC LENNARD • £6.95

Want to get started in music on the ST? Here's the perfect book for you, written by Vic Lennard, editor of ST Review. It's filled with over 40 informative diagrams of how to set up a MIDI system, and written in a friendly, down-to-earth manner.

O OVERCOMING DTP OBSTACLES ON THE ATARI ST

BY PAUL COOPER • £12.95

Provides a wealth of useful information to anyone considering setting up in DTP with an Atari, using all the main DTP packages as examples.

GLOSSARY OF ACRONYMS USED IN IT

BY NIC MANSFIELD • £9.95

Do you ever see initials used in place of words and wonder what they mean? If so, this book is for you. While not ST-specific, all commonly-used Information Technology acronyms are explained.

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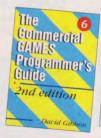




















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DGE THE ST REVIEW WAY!

Iain Laskey reviews three more books from Kuma – and they're in our booklist!

GLOSSARY OF ACRONYMS USED IN IT

The fields of computing and information technology have probably generated more jargon and acronyms than any other. This book bravely attempts to cover them all in one volume.

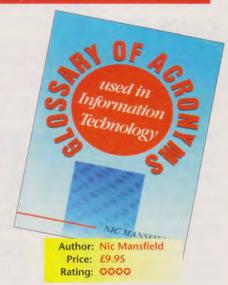
The book is organised alphabetically rather than by subject and covers many areas from hardware and operating systems through to project management and methodologies. Descriptions are short and concise with the occasional cross-reference although they assume a reasonable knowledge of the field.

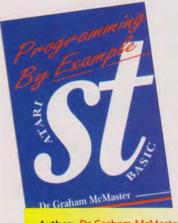
The book sits firmly in the "serious" computing

camp and includes many PC and Mac terms but completely avoids the whole range of home computers such as the ST and Amiga. Strangely, the old BBC disk operating system *DFS* gets a mention though...

There is the odd error, such as CIX being described as "Compulink Information eXchange – BBS service operated in the UK by Compuserve". I'm sure CIX would be upset to hear they are now owned by one of their competitors!

If you every find yourself stumped by that latest acronym then you could do worse than invest in a copy of this book. You wouldn't read it from cover to cover but it's certainly handy for reference. It would also be very useful for anyone doing any kind of college course in this area.





Author: Dr Graham McMaster Price: £14.95

Rating: 0000

PROGRAMMING BY EXAMPLE: ATARI ST BASIC

This book starts with the almost obligatory look at GEM, the desktop and ASCII tables before moving onto ST BASIC itself. It launches the reader straight into programming by looking at different sorting algorithms and how to code them. Good program structure is covered, although ST BASIC isn't well equipped in this area, and "pseudo" code is heavily used to introduce concepts before moving onto the programming of each example.

A simple database comes next with a large amount of useful information on file handling and record structures culminating in a fairly extensive listing for a complete application. Some simple sound and graphics examples including plotting sine waves and flow charts are thoroughly discussed before moving onto a game of random chance. The latter includes automatic running of the game, producing histograms of the results to check the randomness.

The reference section covers all the commands, statements and functions as well as the system variables. Each explanation is fully and clearly written along with notes on where each could be used.

ST BASIC isn't the most wonderful language to use on the ST but the author has produced an extremely well written and informative book that will enable anyone interested in using ST BASIC to get the best out of it as well as picking up good programming tips along the way. His writing style manages to be lucid enough for novices, without being over-simplified for the more experienced reader.

A PRACTICAL GUIDE TO TIMEWORKS ON THE ST

This book proudly claims to have been produced entirely using a 1040STE, *Timeworks 2* and various other Atari software packages. Initial impressions are that it has that *Timeworks* look about it.

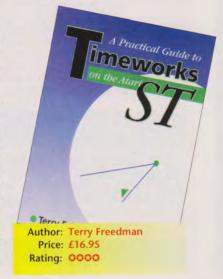
Based around *Timeworks 2*, this book is unusual in that it takes the form of several tutorials spread over seven projects. Each is designed to add new skills and concepts while reinforcing existing ones. It starts from the beginning with tips on installation, advice on memory optimising and mention of other useful programs such as *Trimfont*.

Style sheets are the key to effective use of *Timeworks 2* and these are dealt with along with general setting up of a printer and automatic timed backup. Frames are thoroughly covered before starting on the projects, the

first of which is a single page document. Here you learn about text preparation using a word processor including how to embed tagging information to ease the final page production. Text mode is examined – using fonts and font styles – followed by paragraph mode with paragraph styles and more on fonts.

Style in general is well catered for with the concept of a simple house-style being introduced. Later projects add more features and build on previous work; tables, frame tinting and drawing tools all receive the usual clear explanations. As each project evolves, all the abilities and functions of *Timeworks 2* are dealt with in turn until a good solid grounding has been obtained. A quick reference guide rounds things off with basic page designs and information on cropping, drop caps and other details.

Overall the book is a worthwhile addition to the *Timeworks* manual and forms a solid backbone of knowledge to work with. The layout looks a little unprofessional but the illustrations are copious and useful.



PDZONE

CRACK-ART 1.36

TUMBLEVANE PDL • DISK NO: AAG.38 • £1.50 • MEMORY: 1MB • SHAREWARE • FALCON-COMPATIBLE

IN BRIEF: When the ST was in its infancy it seemed like a week couldn't go by without a new art package hitting the market. Then from the crowd emerged *Crack Art* – the program that the *Degas* and *NeoChromes* of this world had been trying to become all along. The rest is history...

Numerous niceties have been added to the latest version, including better support for colour printers, improved compatibility with the TT (and therefore Falcon) plus a few extra in-package

games to tickle those brain cells. There is an English manual, but it still refers to version one, so it's a case of experimentation with the new features.

Despite its wide distribution (and the fact that it's the most popular PD art package available), the first version of *Crack Art* was very poorly supported

by shareware donations. The authors have therefore added some incentives in the form of an annoying "register or die" dialogue box and limited work screens.

ST REVIEW COMMENT: "Crack Art is the best shareware art package you can buy and it gives most commercial offerings a run for their money! Mind you, if you've got a Falcon it can be difficult to step back to sixteen colours."



The result of not registering? A dialogue box that pops up every few minutes and makes your life hell!

The built-in games have been further improved with the inclusion of a Pacman clone – I love it! Even complex search operations are possible with the help of the AND, NOT and OR keystrokes.



NOSEY 2

FLOPPYSHOP • DISK NO: UTL.4144 • £2.50 • MEMORY: 0.5MB • FREEWARE • FALCON-COMPATIBLE

IN BRIEF: Hands up those of you who have lost a document on your hard disk. It's the easiest thing in the world to write a letter only to find that the name you gave it bears absolutely no relation to the contents at all.

If this person sounds suspiciously like you (it's certainly me!) equip your ST with a copy of *Nosey 2* immediately. It's a desk accessory which systematically hunts its way through your disk searching for a keyword or phrase. Although it's primarily designed to perform with ASCII text, it works happily with most word processed documents and even seems to cope with program files. The accessory has fifty file slots which can be filled through a mask or by manual selection and logical operators can also be included in the search string. For example, you can request that *Nosey* should display all lines containing the words "ST" and "Falcon".

ST REVIEW COMMENT: "Nosey is great in theory, but the fifty file limitation puts a serious crimp on what you can do with it. Even so it's much easier than loading up dozens of documents by hand."

to build a complete game, although full source

code for the original is not included. There are several games screens to experiment with and a

blank "perspective sheet" which will come in handy

GRANDAD 2 & GAPPER SOURCE CODE

CALEDONIA PDL • DISK NO: BY NAME • £3.95 • MEMORY: 1MB • EXCLUSIVEWARE

IN BRIEF: Grandad II was undoubtedly the shareware title of 1993. It proved that STOS games needn't be dull or slow and almost everybody who experienced its play system fell in love with it immediately.

lan Scott, author and designer of the *Grandad* series has now decided to spill the beans on this unique system and allow you to incorporate it in your own games – whoopee! Included on this disk you will find everything needed

ST REVIEW COMMENT: "If you dabble in STOS and have an original idea for an adventure game, you'd be a fool to miss this one. With a good imagination and a little bit of skill, the possibilities are endless!"

when designing graphics. Also included is the source code for another

top-rating STOS game called Gapper. It may not have achieved the success of Grandad, but it's still a very nice piece of coding and invaluable as a

A few scenes from "Grandad 2 – In Search of Sandwiches" are included to help you get the perspective right. Commented source code provides just about all you need to put together a Grandad-style adventure game.

Ok

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POLYSTAR III

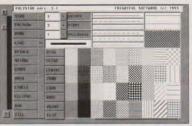
EMERALD CITY • DISK NO: SA.26 • £2.50 • MEMORY: 0.5MB • FREEWARE • FALCON -COMPATIBLE

IN BRIEF: Polystar 3 is designed to draw mathematical shapes. These include stars, petals, curves, spirals and all are adjustable in size, number of sides and fill style. It lacks many of the features of a full blown art package, but is useful as a sidekick to your regular program if a little on the wacky 'n' wonderful

Two versions are supplied – one for colour and another for high resolution. The interface differs greatly between the two and you tend to get the idea that it was designed to be a high resolution program - it certainly feels much more comfortable and look a lot more accomplished in this mode.

ST REVIEW COMMENT: "Polystar is very hard to categorise. It works exactly as described and is very intuitive, but I can't really see a rock-solid reason for using it. If you think you could benefit hugely from the ability to draw pretty stars and petals, check it out."

000



Polystar is not wildly powerful, but the tools are clearly laid out and very easy to use



CODE 105

FLOPPYSHOP • DISK NO: UTL.4140 • £2.50 • MEMORY: 0.5MB • SHAREWARE • FALCON-COMPATIBLE

IN BRIEF: Code 105 is an extremely flexible printer and modem control program. It scores over the competition thanks to its use of external modules and examples are included for the Desklet 500, Star LC-24, Epson LQ and a number of popular modems. You simply load up the module you need and double click on the message to send - it's as simple as that. Naturally, the status quo can be saved to disk at any point.

The CPX and all but one of the mod- will cleverly send it to the ules are in German, but a few minutes device of your choice. spent with a text editor should put paid

Just double click on an operation and Code 105

to that problem. In fact, it should be within the capabilities of most ST users to put together a custom module with the help of the sole English specimen.

ST REVIEW COMMENT: "If you can overlook the language barrier, Code

105 is a very useful utility. It's ten times more flexible than most printer control utilities and can be easily expanded when you feel the need to do so." 0000

The scripting language isn't too difficult to pick up and new modules are beginning to appear on Bulletin boards as we speak...



TOP TEN UTILITIES

1 GRANDAD 2 & GAPPER SOURCE CODE • CALEDONIA PDL • DISK NO: BY NAME • £3.95 • MEMORY: 1MB • EXCLUSIVEWARE

lan Scott exposes the secrets of the best shareware game on earth with this disk full of Grandad goodies. Obviously you will need some programming experience to make the most of the code, but a basic shell for a game is all here, ready and waiting. Just add imagination!

2 CRACK ART 1.36 • TUMBLEVANE PDL • DISK NO: AAG.38 • £1.50 • MEMORY: 1MB . SHAREWARE . FALCON-COMPATIBLE

Crack Art has held the "best ST art package" award for some time, and this latest incarnation is even better. There's improved support for colour printers and it's much more stable on the Falcon. Thanks to a severe lack of registrations the authors have slapped some small restrictions on this version.

3 FALCADAP • FLOPPYSHOP • DISK NO: F.4255 • £3.00 • MEMORY: 1MB • PUBLIC DOMAIN • FALCON ONLY

If you own a good multisync monitor, the chances are it can handle both RGB and VGA Falcon screen modes. This text file details an adaptor which can be used to switch between the two "on-the-fly", without resetting the machine.

4 CODE 105 • FLOPPYSHOP • DISK NO: UTL.4140 • £2.50 • MEMORY: 0.5MB • SHAREWARE • FALCON-COMPATIBLE

An incredible macro utility capable of dealing with printers, modems and just about any other peripheral you can connect to your ST. Configuration files for a number of different devices are included and new (English) modules are already beginning to appear on bulletin boards.

5 RATE HD 3.05 • FLOPPYSHOP • DISK NO: F.4255 • £3.00 • MEMORY: 0.5MB • FREEWARE • HIGH DENSITY DISK DRIVE REQUIRED FALCON-COMPATIBLE

ICD's superb hard disk speed tester has finally been upgraded to deal with the Falcon's internal IDE drive. Of course, it still works perfectly with any external drives you happen to have hanging off the back of the machine.

6 NOSEY 2 • FLOPPYSHOP • DISK NO: UTL.4144 • £2.50 • MEMORY: 0.5MB • FREEWARE • FALCON-COMPATIBLE

An average hard disk partition usually contains close to a thousand files, and at times finding just the one you need can be daunting to say the least. Nosey helps out by searching for a text string within a directory. It's limited to fifty files per search, but apart from this small niggle is just about perfect.

7 ECOLOGY 1 • THE ST CLUB • DISK NO: GRA.170 • £1.45 • MEMORY: 1MB . PUBLIC DOMAIN

If you're sick of lasers, weapons and destruction, you might like to try this selection of two ecologically sound animations. The first shows an industrial wasteland which transforms slowly into a lush green paradise and the second pictures some wildlife on a riverbank.

8 LAZAZ • GOODMAN INTERNATIONAL • DISK NO: GD.1962 • £1.95 • MEMORY: 0.5MB • SHAREWARE • FALCON-COMPATIBLE

A flexible archiver shell that handles all of the popular formats - namely ZIP, ZOO, ARC, LZH and ARJ. The interface is GEM based and very easy to use, although the prompts have yet to be Anglicised. It's not quite as slick as ST ZIP, but works nicely under MultiTOS and is definitely worth a test drive if you deal with multiple formats.

9 FUTURETIME VII . THE ST CLUB . DISK NO: GRA.171 . £1.45 . **MEMORY: 0.5MB • PUBLIC DOMAIN**

A neat collection of seven alien animations that have been put together with the ever popular CyberSculpt. They are more instructive than they are entertaining but demonstrate the principles behind realistic movement nicely. A player utility is included for those without the package itself.

10 ST TAR • THE ST CLUB • DISK NO: CMP.09 • £1.45 • MEMORY: 0.5MB • PUBLIC DOMAIN • FALCON-COMPATIBLE

If you spend any amount of time rooting around the internet, you'll no doubt have come across files in UNIX "TAR" format. The aptly titled ST TAR takes these files and turns them into something your machine can understand - it's as simple as that.

6 West Road, Dept STR, Emsworth, Hampshire, PO10 7JT Telephone: Emsworth (0243) 370600

DISK PRICES: £1.75 each. unless otherwise stated

UTILITIES

UTA01: THE HITCHIKERS UTILITIES, which includes a

UTA01: THE HITCHIKERS UTILITIES, which includes a document displayer, BOOTDRIVE, select which drive to boot from. BOOTDRIVE, select which drive to boot from. BOOTWAIT, boot up both the ST and hard drive at the same time. BSSS, store boot sectors. CUSTOM, allows you to create disks of almost any format. DISKAT, database your collection and many more. With full manual.

UTA02: STICKER 3, create labels for your disks with a selection of icons that printout onto the label.

UTA03: FASTBASE DEMO, ICON, change your desktop icons. HEADSTART, auto boot any type of program from an auto folder. ON SCHEDULE, work schedule program with bells a very good printout routine.

UTA05: SUPERCARD V1.3, an index card database, easy to use and very fast search feature. Comes with a database of game cheats. CHEF, an electronic cookbook with 300 recipes each with cooking instructions and ingredients.

UTA05: TIC BOOK, an excellent on line address book and date reminder which holds up to 500 names and addresses. Has a good printout routine. DATABASE, a good database construction kit. SUPERBOOT, allow you to create custom bootup disk. TARADESK, a good PD desktop replacement program. COCKTAIL SELECTOR, a database of cocktails (600+).

UTA06: FASTCOPY 3, A-COPY, PRO-COPY and several

(600+).

UTA06: FASTCOPY 3, A-COPY, PRO-COPY and several other copying programs and utilities. ZAPMENU, a great way of launching programs from the desktop. ARCSYS, one of the better arc progs. PACK ICE, the

ARCSIS, one or the conother arc program,
other arc program,
UTA28: AWARD MAKER, a useful program for producing
award certificates. Design your own or use one of the
120 already on the disk.
UTA34: DB MASTER 1, this has got to be the best answer to
your database problems, design and configure your

your database problems, design and comingue, you own! Very easy to use.

UTA36: DATA EDITOR, enter your data and the program turns it into easy to read graphs. PIE, BUBBLE, OPPOSED BARS, FLOATING BAR, 3D BAR, STAR BAR graphs can be produced, stored and updated at any time. Many students have used this program for

any time. Many students have used this program for their course work.

UTA37: WG DATA, another database, but for younger users to learn how to construct and use a database. For the 11+. DATABASE CONSTRUCTION SET, a powerful program that allows the user to design your own way of processing information. SANDP, a newsletter/magazine program.

UTA39: IDEALIST V3.1, a versatile program for printing out text and offering lots of helpful functions to use your print in clever ways. 4 selectable sizes, up to 9 columns, separate output of fonts and pages, editable headlines and includes fonts for dot matrix and laserjets.

headines and includes tonts for dot matix and headines and includes tonts for dot matix and the series.

UTA40: CALAMUS SUPPORT DISK, METACON, converts accessory to speed up printing to the HP laser. GUNTH, sample graphics in outline format. LASLABEL, template for printing 3.5 inch disk labels. CANON printer driver for the BJ10E.

CAL_FNT text file describing Calamus font format. HPDIPTCH, a patch for the HP deskjet printer and a few other small programs.

UTA43: A disk full of accessories and utilities, ideal disk for those who do not wish to buy a disk for each type of utility.

utility.
UTA45: MAILMERGE, a good program for those with a WP
package without this utility.
UTA46: INVENTORY PRO, an easy to use inventory system
and stock control for the small business.
UTA48: SAGROTAN VI.14, THE VIRUS KILLER in the PD

UTA51: 70,000 word dictionary, replace your standard spelling checker with this and you will be onto a winner.
UTA52: FOOD AND WINE MENU MAKER, an excellent
database that stores and prints out a menu for both

database that stores and prints out a menu for both wine and food.

UTA53: GERMAN TRANSLATE, one of the better translation programs that makes sense of those German documents on some PD disks. Does it all for you.

UTA55: HP CHROME, prints colour pictures in Degas and Neo format utilising deskiet printers. HYPERBASE, a multi media database, you can create windows holding test, graphics or sound and link them together. CLIPART, for use with Hyperbase.

UNIPRINT, a Hi res Degas Elite printing program for 24 pin printers.

UNIPRINI, a Hires Degas Enterprining program for 24 pin printers.

UTA56: HP DESKIET UTLITY DISK I, printer drivers for use with 1st Word. ENVELOPE PRINTER, JETSET, set parameters on your deskjet. LASERJET, print at 300 dpi and loads of other useful utilities.

UTA57: ASTUBANK, a personal accounts program that will tell you how much you can spend in any one month. UTA58: HABD DISK UTLITIES, everything you need to look after and maintain your hard drive.

UTA60: MANUAL MAKE, a utility for putting together neat and tidy printed manuals.

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GAMES

GM13: FMC trading, space trading game. Laserball & Regatta,

GM13: PMC trading, space trading game. Laserball & Regatta, sail against 10 other countries.

GM21: Llamatron & Revenge of the Mutant Camels, as above but from the Master of such games, Jeff Minter.

GM26: Airways, Flight Sim (not a blaster).

GM27: Blaster, defender type game. Wheel of Fortune, as per the TV show. Monopoly & Pentominoes.

GM38: Pipe Perfect, build your pipeline before the flow starts.

GM40: Tennis, Plumb Crazy, build a pipeline again. Virus Killer, a so-so virus killer.

Riner, a Sory overes Kiner.

GM42: Penguins, a Lemmings type game with 40 levels. Great fun, good enough to be a commercial game.

GM43: Mystic Well, a very addictive Dungeon Master game from the USA with loads of levels and piuzzles to sort

GM48: Crossword Editor, create and solve crosswords. GM52: Battle for the Throne, a great RPG that takes some time

GM52: Battle for the Throne, a great KPG that tasks some time to complete.

GM54: Bog. Fuzzball, Trivia, Time Bandit, Wall Street, Quizwiz & Yahtzee, Quizzes and blasters all on one disk.

GM69: Ozone, an award winning platform game that has everything in it, including a hang glider.

GM76: Master Break, good Breakout clone. Atom, Blaster & Spaceball.

Spacesau.
GM75: Drachen, a 3D Mahjong game. Super Game, a good track and field game.
GM78: Volence, a very good Xenon type shoot-em-up game.
GM87: Pub. Games, Pool, Darts, Cribbage, Pontoon and

GM88: Hunt for Grey November, control your hunter-killer

GM88: Hunt for Grey November, control your hunter-killer plane in its search for rogue sub's.
GM97: Batemaster, a great arcade romp on an alien planet with an alien super spy. 1 Meg.
GM106: Mindlock, another, great quiz game from D. Cobbledick. 1 Meg.
GM109: Colour clash, from the same people who gave us Fatemaster, this time you need to use the grey matter as well as the trigger.
GM113: Galaxians & Mrs. Munchie, two blasts from the past. A Pacman clone and Space Invaders given a revamp.
GM114: Course Angler, a good game and a fun way to learn how to fish, no sitting around for hours once you know.

GM120: Brain Damage, D. Cobbledick at his very best. Watch your brain cell count drop as you fail to answer the

questions.

GM121: Walls of Illusion, a new Dungeon Master type game
with commercial quality graphics and gameplay. THIS
IS A MUST HAVE.

IS A MUST HAVE.
GM123: Bludgeon: Fantasy D&D combat game.
GM124: Startrek: The Klingon war battle simulation.
GM125: Geofran: Guide a lunar probe and battle with
underground forces.
GM128: Software Projects: Software Company & Simulation —

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this would cost you around £100 in originals.
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AAG01: PALETTE MASTER art package, DEGASAVE, save the screen in Degas format, MANDEL, Mandelbrot prog. Plus a few other small progs. AAG04: DALI V3.1, art package from France. Not much in the way

ART

AAGO9: DALL V3.1, art package from France. Not much in the way of instructions.

AAGO5: CRACKART V1.0, almost the last word in art packages comes with complete English manual. 1 Meg required.

AAGO6: FRACTAL ZOOM, probably the fastest generator of fractals around. Full manual on the disk.

AAGO7: A disk full of Fractal programs and utilities. A 3D CAD program. Full manual on disk.

AAGI0: ST CAD, runs in Med or Hi res. DBANNER, printout 5 inch text along printer paper. REMINDER & MEMO & LOOKER.

AAG11: ANIST. a great animation program that once sold for over 880.

AAG11: ANI ST, a great animation program that once sold for over £80.
AAG21: Picture Converter, a complete disk of picture converters.
SHOWTRIX, display your art work with different fades

SHOWTRIX, display your art work with different fades between each one.

AAG22: PUBLIC PAINTER, an art package for mono monitor owners. On disk manual.

AAG26: PICTURE WORKS, load, save various picture formats and do amazing things with them.

AAG27: MINDRAFT VI.10; casy to use CAD prog.

AAG28: MONOJIC Viewer, copy clipart, add text and draw simple clipart, you can also print out and save in most formats.

AAG39: PAINTPOT, a simple and easy to use art package for half mer owners.

meg owners.

AAG35: CREATIVE TITLES, create titles for your Christmas videos, add the professional touch.

AAG38: CRACKART V1.36, the latest version of this excellent art

MOUSE MATS

Save your mouse, protect it from dust and dirt and reduce the number of times you need to clean it.
 Get better control, give your mouse a smooth surface to run across with better traction.

Protect your working area, durable nylon material protects your desk from scratches and prevents the mouse mat from slipping while you work.

£2.00

EDUCATION

MATHS TEST. For the under 10's. QUIZICAL, a good general knowledge trivia game.

EACO2: BODY SEARCH, designed to help children learn the human anatomy as required in elementary and junior school. THE SEARCH, a computer aided enquiry program. Search the village for info about the Gliggs family, MATHMAZE, a very good maths program that grows with the student. TRIVIA, another good general knowledge test, some of the questions are based on the USA.

EACO6: SHIPWRECK, an excellent maths program that combines graphics and easy and hard levels of play. The childs interest is held by turning the learning process into a game where correct answers help the character on the screen to escape his fate. HANGMAN, the old school room favourite that helps with spelling.

helps with spelling.

EACO?: ABOUT THE HOUSE, control a butterfly as it moves around the house. As it lands on various objects a description is given and some animation takes place. ME, displays four pictures of a task that must be placed in the right order, once this is done the scene is animated. Help the child undstand that most tasks need several steps to

complete.

EACO9: CHUNNEL, a good French/English tutor. SPANISH VERB TUTOR, this program is designed to help you learn, revise or check the proper conjugation of Spanish verbs, can be initialized to communicate in French, English, Spanish or

and word recognition. SPIDER SPELL, a very good spelling aid for younger children.

EAC11: MATHS MADE EASY, for the younger ST user, the program teaches maths in all four disciplines by talking to the user thus keeping interest levels high. GEOGRAPHY QUIZ, one for the slightly old user, the test is based on flags or capitals of the world.

QUIZ, one for the slightly old user, the test is based on flags or capitals of the world.

EAC14: COLORAID, designed to give the younger ST user an insight into how a computer creates colour. AIKEN, design a man made from fruit, CREBUS writer allows the user to design and print rebuses, a rebus is a code in which pictures and symbols are used in place of words. Several other programs on this disk.

EAC18: THE WORLD, an excellent program that teaches you about and quizzes you on the countries of the world.

EAC19: PLANETARIUM, if you are into astronomy then this is for you. Pick a star from the map and click on it and all the info you want is there. It will also animate past or future events. Full manual on the disk. MONO.

EAC20: TELLTALE CHEMISTRY by E. Mills Bsc, PhD. An interactive program on the basics of chemistry, the program

interactive program on the basics of chemistry, the program relates to GCSE grades A, B and C, good graphics & explanations of atomic structure, electron structure;

formulae compounds, etc.

EAC21: CIA WORLD FACTBOOK, a four disk set of everything you want to know about over 240 countries. If you what to know how many people live in Albania, what the birth rate is, death rate, who they are upset with, where they sell their products or just about anything else then this is for you. A document display is also included on the disk, £5.00 for the

EAC29: WORKOUT V1.0, a general purpose learning aid for either question & answer tests or learning passages by heart. This program conforms partially to the C.I.L.T. guidelines on computers, language learning and may be of use in the

DTP & WP

WPD01: ST WRITER ELITE V4.1, an excellent WP package

that works in all three resolutions.

WPD02: EASY TEXT + DEMO, a fully working demo of this

into the program.

WPD05: FIRST WORD, an excellent WP program that features

WYSIWYG on the screen. IST WORD UTILITIES,
help with 1st Word. DOUBLE TTP, print your text in
columns. LARGEPRINT, lets you printout in large

WPD12: OPUS V2.2, a very good spreadsheet program with an

excellent chart printout routine.

WPD14: CALAMUS MANUAL, your second manual for all those things that are not made clear in the official

about every make of printer, comes with full installer & instructions. WORD COUNTER, WPTOOLS, a selection of WP utilities for 1st Word.
WPDI8: PAGESTREAM FONTS, Postscript screen fonts for the following fonts: Artistic, Creative, Hudson,

the following fonts:- Artistic, Creative, Hudson, Letter, Gothic, Oriental, Saturn, University and

WPD19: PRINTING PRESS V3.10, the closest thing to a full DTP program in PD. Also on the disk is a picture

WPD22: PRINTING PRESS EXTRA'S, a disk for use with

WPD19 containing extra fonts and clipart.
WPD23: DB WRITER V1.8, a very good WP program for Hi
res users which can be used by both half meg and 1
meg machines. A manual on the disk gives a good

ing machines. A manual on the disk gives a good guide to the program.

DB WRITER SUPPORT DISK, includes a comprehensive thesaurus and a selection of dictionaries covering Medical, Legal, Computer and Biblical terms. You can also add your own with a

while with a unity on the disk.

WPD25: A utility for designing and downloading fonts to the STAR NL10 & LC10. Hi res only with loads of fonts ready to use. Can be used with an emulator.

WPD26: GUTENBERG PRESS, allow a 9 pin dot matrix printer to be used as a NLQ printer, load in ASCII files and print them out in high quality format and a selection of fonts.

MUSIC AND MIDI

MUM01: ACCOMPIANIST, a 16 voice sequencer for any model of ST, with room for over 10,000 notes, multi-recording with separate MIDI channels and a

MUM02: IN CONTROL, a user definable MIDI controller with over 20 sliders that can be programmed to control your midi instruments. SCONVERT, compress or

expand sound samples.

MUM18: 1632 voices for use with the Yamaha DT/TX series of 6 operator synths with a file reader for loading the voices directly via the midi. A varied and useful range

MUM19: TRI-SOUND SEQUENCER, a chip/digi-chip 3

MUM20: SAMPLE EDITING DISK, a disk full of useful programs for editing, sampling and converting. Also on the disk is a chip music tracker to create your own MUM21: MIDIDRUM & MIDIPLAY, two useful programs for

a basic sequencer. German documents with English version on disk. I meg and Mono.

version on disk. 1 meg and Mono.

MUM22: TX81Z V2.1, a mouse driven Yamaha TX81z editor.

MIDIMOVER, a powerful midi file converter from Hybred Arts Freeware.

MUM24: ALCHIME Jr V2.22, this has got to be one of the best

musical sequencers for the Atari anywhere. Comes with over 200 tracks for your use and has far too

many features to list. MUM57: FINAL SCORE, a graphic based fully WYSIWYG score writing program from Mainstream Music. Draw staves, line squares, 5 selectable score fonts, prin preview mode, etc. Printer drivers now added for

most makes of printer.

MUM58: ROLAND 'D' SERIES SOUND BANKS, a bank o tones for the D5, D10, D20, D110 and GR synths.

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LICENCEWARE

We also stock licenceware by Powerfist, Organised Chaos, Virusoft and HeavenSent. All priced at £3.00 or less

Public Domain: Pictures

PD ZONE

BIRDS OF PREY

FLOPPYSHOP • DISK NO: F.4221 • £3 • MEMORY: 1MB • PUBLIC DOMAIN • HIGH **DENSITY DRIVE REQUIRED • FALCON-**COMPATIBLE

IN BRIEF: Once you've left the dull Atari green colour scheme behind in favour of a GIF-laden Falcon desktop, there's no turning back. If you're anything like me, your entire life is spent in pursuit of ever more impressive "wall-paper" and this disk will provide at least two pictures of that calibre.

The subject matter is birds of prey, the format used is GIF and despite the 256 colour limit, the quality is breathtaking. The pictures are helped by the excellent supplied display program called Watch-It, which is reasonably quick and works well as a desk accessory. It also runs in any screen mode from mono to true colour which is good news for ST and Falcon owners alike.

ST REVIEW COMMENT: "The subject matter may be a little dull at times, but the quality is stunning and there are a couple of classic pics in there. As the GIF format is used, only eight pics are included on this high density disk." 0000



Birds of prey may not be the most exciting subject matter on earth, but they make great Deskpic backdrops.

Stunning is the only way to describe the clarity of these GIF images on a Falcon (if you'll excuse the feeble pun). They truly are photographic quality.



All of the calendar girls disks have been carefully screened and any offensive shots deleted.

CALENDAR GIRLS 1, 2 & 3

GOODMAN INTERNATIONAL • DISK NO: GF.42. GF.43 & GF.44 • £1.95 EACH (£5.85 THE SET) • **MEMORY: 4MB • PUBLIC DOMAIN • HIGH DENSITY DRIVE REQUIRED • FALCON-COMPATIBLE**

IN BRIEF: Now I know what you're thinking - "what on earth are calendar girls disks doing in a respectable magazine like ST Review?" Well you'll be pleased to learn that this is one collection that won't be sending Roger Cook into a consumer protection frenzy - Mike Goodman has screened all three carefully and removed all traces of smuttiness. In fact, the lowest level of undress you will find here is a swimsuit.

Run the disks through your drive and you'll find a collection of 73 pictures. JPEG compression can be thanked for the amount squeezed onto the disks, but is also responsible for a small loss in quality - it's nothing you can put your finger on, but somehow they lack the vibrancy of Targa or well produced GIF images. The only other aspect to consider is the loading speed; if you've got a Falcon, the DSP decoder and GEMView 3 you're laughing, but otherwise you could be in for quite a wait.

ST REVIEW COMMENT: "Seventy-three high-quality pictures for £5.85 can't

be bad. Be warned though - you do suffer without the Atari JPEG decoder and although the pics have been screened it should still be considered a PG item."

> At times the JPEGs lack crispness, but that's the price you have to pay for over 20 pics per disk!



AMERICAN SCENERY

GOODMAN INTERNATIONAL • DISK NO: GF.5 • £1.95 • MEMORY: 4MB • PUBLIC DOMAIN • HIGH **DENSITY DRIVE REQUIRED • FALCON-COMPATIBLE**

IN BRIEF: America is home to some of the most magnificent scenery on earth. And how did this fact come to my attention? Quite simply because I've taken a

long hard look at the eight IPEG pictures contained on this disk. From snowcapped mountains to dramatic pine forests; it's all here and in 16 million glorious

In common with all of

For comparison, here's the supplied picture viewer it's fast, but the quality is no match for GEMView 3.

Goodman's picture disks, there's a converter included for the sake of those using packages which don't support JPEG, and also a stand-alone picture viewer. The latter is quite good, but it's no real substitute for GEMView, which consistently produces the best in all screen resolutions. Another point worthy of note is that it's Falcon specific.

ST REVIEW COMMENT: "Yet another extremely nice set of pictures. The JPEG effect is just about visible once again, but the sacrifice is worth it for the

number of pictures included on disk." 0000

With a quality picture viewer, the American Scenery pictures are breathtaking - probably the closest thing you can get to



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THE ATARI FALCON

At New Age PDL we are supporting the new Falcon 030 101%. We currently have a huge stock of Falcon specific and enhanced software all on High Density (1.44 meg) disks. We also fill these disks to capacity wherever possible to give you the best possible value for money. We now have a dedicated Falcon catalogue containing loads of free software including utilities, demos, music and a game. This catalogue is COMPLETELY FREE to new customers with your first order - just ask for it.

ALL FALCON DISKS £1.75 EACH

FALCON ART & GRAPHICS PROGRAMS

FALC 1	- POV Raytracer, f	fully zipped,	expands to 3 meg	g of hard drive space!
FALCO	20 1 2 4 3 4	1. A	. 10 10	the state of

Birdy 2 Animation (4 meg+), very cutel Cyrel Palette Master demo.

Fractal DSP, Fractal Zoomers, IFF, GIF, RAW & TGA viewers, Bit Camera for altering.

rader images, Speed of Light 2.6, F-Paint, Chagall demo, Sidebhower.
- Lexicor demos (zipped): Chronos 1.2, Phocnix 0.91, Prism Paint 1.0.
- Fradal Playtime, Gernièwe 2.48, Delmpaint, Gix Gif, Binaris 2.0 + morel
- Ceodech - Iandscope generator, Neochrome, Photo Studio demo + morel
- Chloe demo, Overlay demo 1.03 (zipped), Pixart demo 1.02.

FALC 37

FALC 98

FALCON PICTURES & ANIMATIONS

FALC 23	- Targa Slideshow - 24-bit Truecolour pictures - photographic quality!
FALC 31	- Temptation! The first disk of an EXCLUSIVE pack of JPEG pictures of gorgeous girls.
	Excellent quality pictures and the three disk pack contains no less than ninety pictures.

FALC 38 FALC 39

Yes 901 Disks 2 & 3 on FALC 32 & 33.

The Chippendale Auditions. This time a disk of gargeous blokes!

FU Animations: A Stamp, Balloon, Barr, Class, Hands, Bounce 2.

FU Animations: A Stamp, Balloon, Barr, Class, Hands, Bounce 2.

FU Animations: ASDS, Apple, B Ball, Bugs Bunny, Chubb, Cone, Tigercat

Magg Pictures: From Japanee Bilms such as Akira, Dragon Ballsete in JPEG format.

Startner, Pictures: JPEG's from all series. FALC 78

FAIC RA

- Startrek Pictures disk 2 - more for all of you Trekkies out there! - Boat Pictures in JPEG format, 27 pictures in all.

FALC 88

Dog Pictures in JPEG format. 43 pictures on all varieties of dogs.
 Animal Pictures - the first of five disks of all sorts of mammals. (JPEGS).

FALC 99 - Car Pictures in JPEG format - Ferraris, Porsche's, Lambo's, Mercedes etc.

FALCON DEMOS

FALC 6	- Cebit '93 (RGB), 1600x600, 3DTT, Paragon, Convention (RGB Superb!).
FALC 9	- Grotesque (Excellenti), Gourad, Speeder, Plasma 30 & 50, Intel + more)

Morphing demo - requires 2 Meg memory + hard drive space. + 3 more! Left Donut by Griff (RGB), EKO (RGB - Outstanding music!), Big Digi. When Dreams Become Reality (RGB), Warum (RGB), Inconvex (RGB)

FALC 27

Fuji Ray animation - zipped requires 2 meg memory + hard drive space.
 Bobs-1- Outstanding music, great colours, GFX-1, really nice picture. RGB/TV only.

FALCON MUSIC RELATED PROGRAMS - Fortune for creating cites, Protracker 2, TCB Tracker, Desktracker 1.11 FALC 7

- Fornine for Creating Cites, Protocote 2, 10.5 indoxer, Destinación 1.11.

- Startrek Cites for Fornine, Dame - Digital Audio Multipayering Editor.

- System Audio Manager 1.1 - assign samples to events, Digitape 2 demo.

- 49 War samples for System Audio Manager.

FALC 82

**A Y YAY Samples for System Audio Manager.

- Protracter SCMTz modules: Come & Get me, Pugsy, Tripout, Hardcore etc.

- As above: Freudian Dreams, Goodbye, Harry, Intro, Journal + 5 more.

- As above: Watch Your Bass Spin, Boom And She Cums, Fin + 4 more. FALC 83

FALC 84

FALC 94 Mjuzakk - Huge sound player program. Zipped, expands to 2 meg.

FALCON GAMES

Humans Demo disk 1. Zipped, expands to 3 Meg. Disk 2 on FALC 22.

 Nethock 3.1.1 - 2 Mag memory+. Brilliant dungeons and dragons game.
 Oxyd (excellent!), Des Lasers et Des Hommes (3D shoot em up), Masters of Chaos FALC 103

(Dungeon Master clone), Tron, Ishar Editor, Mario Kart demo

Spacola (RGB) - great space shoot em up, Madtris (RGB) - crazy Tetrus!, Vertical Mayhem (RGB) - nice version of Columns.

FALCON UTILITIES & APPLICATIONS

FALC 2 Falcon Boot 1.2, Backward 2.23 (ST emulator), New Depack, Text Files, Desk Copy,

FALC 5

FALC 10

FALC 15

-racon aoot I.L.; backwara 2.23 [SI emidrator], New Depock, [red Tiles, Desk Copy, Deskpic 1.05, Sysinbo, Multi Dialogue, DC Xirod 2.1, Revive - C56K - C compiler, Chipmunk Basic I.O, GTAR 1.11.1 - For MiNT & Minix systems. - DSP56001 Assembler 1.1, ASM-CPX and DSP 81s - get programming nowl - 45 assented MiNT/MultiTOS utilities + extended colour icons. - DSP Routines - obout 1 megophy of useful DSP routines. - X Control 1.2, Clock 2.0, Edison screen saver, Mini FS 0.55, Magic Boot, Germar 1.23 - Tapp Backup, BMAP Fix 2, Falc mods, Outside demo, PRG Flags. - PRE 3.1 Tapies I.J. Min 2.75, FALC 28

- RDE 3.1 Toswin 1.4, Lha 2.22, Zoo 2.1, Zip 2.3, Gem Bench 3.25, Good Backup 1.13, Boot Inia 1.1, Ecopy 1.5, Foontrol, Shabir 1.3 - Emacs 3.11, Everest 1.5, KM Term, Atomik 3.5, X-Menu 1.3, Profile 1.43, Rezhooler (run RGB stuff on VGA monitor), Fullres 1.01, Swabs FALC 36

THE ATARI ST/STE

New Age PDL in now in it's third year of business supplying top quality ST/E software. We now have over 1400 disks of some of the best PD, Shareware and Licenceware to suit all tastes, Just look through our advert ot get an idea of the huge range that we carry. Our disk based catalogue describes every single program in detail, has a beginners section and is very easy to use - it's also COMPLETELY FREE to new customers! Just ask for it, there's no need to send any disks or SAE's. If you are an existing customer and you would like an update then send back your disk with a stamped SAE.

HIGH RESOLUTION GAMES

Anduril, Eliminator, Galaxy, Gilgalad, Mini Golf, Bubble, Runner, Space War, Tetris, GAME 1

Play Thing, Once 'A King.

Diamond (Boulderdash), Invaders, Macpan, Megaroids (Asteroids), Minefield, GAME 8

Missile, Murray, Solitair, Spreng.

Payramid, Escape, Sokoban, Cube World, Battleships GAME 28 GAME 30

Air Traffic Control, Go-Board, Munchers, Pong, Puz Puz, Trivia, Go-Up. Bolo (Excellent breakout game), Super Breakout, Baseball.

 - Boia (Excellent breakout gamle), Super Breakout, Busteotti.
 - Net Hack V.2.3, Scribble, Sherlock, Zarge, Checkers.
 - Bamon Fontasy Role Playing Kit, DDST - dungeons and dragons.
 - Jeopardy, Clueso, Airline Monager, Locamorive, Bandwurm, Hestris.
 - Hook & Slay Construction Set, Chess, Match-it, Crossword Editor 2.
 - Risky Construction Set, Roulette, Yotty, Backgammon, Poker, Pai Gaw.
 - Cycte Dave's Poker, Deena, Cribbage, Tedic, Fast Poker.
 - Napolean - a 'Risk' style game of war and strategy. GAME 34

GAME 39

GAME 76

GAME 125

GAME 168

COLOUR GAMES

A Question of Snooker, Pinball, Devestator, Roll n Nudge, Ranger. Squidge, Fruit Machine, Pin Game, Rocket Ball. GAME 11

GAME 78

Popeyed - a pop music game with an adult theme. Battlescape, Blox - brilliant variation on the Tetris theme GAME 81

Grandad & the Holey Vest - superb animated adventure. 1 Meg+. Hacman 2 (1 Meg+), Dungeons, Wheel of Money 3. Blatl - A very nice version of Tetris. STE ONLY. GAME 83

GAME 105

GAME 121

GAME 123

GAME 128

GAME 131

- Blatt - A very nice version of Tetris. STE ONLY.
- Infiltration - 3D game. Ozone, Altoniik Robolid. Great shoot 'em up.
- Fast Freddy - lovely platform game with superb graphics.
- Darklyte - great Isometric 3D war /strategy game similar to Hero Cuest.
- Last Arcadian - fly around + blast everything. Hoverjet Simulator Mega- Top Trainer (Inorsei), Anarchy Academy - wreak harvoc in school. Boing.
- Dungeon Lord - good Dungeon Master Clone. Arch Mage-shoot em up.
- Glass Butock of Tharg - save the land from the evil butbock! - 1 Mega- Psycho Pig - two disk platform game, very cute. S.3.50.
- Grey Matter - difficult brain tesser from DCS, Splatl Picardy, Galactic.
- Choss 1/2 Med version - closists searching agame converted. I mea on GA GAME 132 GAME 135

- Fryston 19 - Mo citas (2016).

- Gray Mater - difficult brain teaser from DCS, Splat Picardy, Galactic.

- Chaos 1/2 Meg version - classic spectrum game converted. 1 meg on GAME 146

- Grandad II - the sequel to Game 83, comes on 2 clisks 1 Mege, £3,50.

- Freaked Out - nice puzzle game. Shift-it [1 Meg] - another good puzzle.

- Operation Blue Sunriss 3 - massive STAC adventure game. 1 Meg4

- Course Angler 1,02 - go tockle fishing an your STI

- Sim Pig1 - a Drilliant pig farm simulation Like Sim City & Sim Earth.

- Wormhole - nice vertically scralling shoot en up with slick graphics.

- Midi Zap - multi-player asteroids. A Highly Suspicious Aquarum.

- Three Realms of Suspicion - STAC adventure Spaceboll - like (se Hockey, B17 - bomb the buildings, F-16 - very good flight game, 8 missions.

- Viking IIII - shoot em up strategy game. Demon - but like Xenon.

- Boby Mugluk- Follforms + Joddes, Entombed - more platforms!

- Ther Descure Naturalist - STAC graphic adventure 1 Meg, Dominoes, Slither.

- Quiz Master - quiz that actually has answerable questions! STE only.

- Nirana - platforms, Pure Logy, Maze, Chain Reaction - columns. GAME 136 GAME 139

GAME 143

GAME 148

GAME 150 GAME 151

GAME 153

GAME 155

GAME 158

GAME 162 GAME 163

GAME 164 GAME 165

 Nirvana - platforms, Pure Logic, Maze, Chain Reaction - columns.
 Megaline - four player Tron/Light Cycles, Insectoid, Cops n Robbers. GAMF 166

GAME 170

GAME 171 GAME 172

GAME 174

GAME 175

GAME 176 GAME 177

GAME 178

GAME 179

GAME 180

Nergaline - Journ Jayer Tran (Jight Cycles, Insectioid, Cops in Robbers.

Magaline - Journ player Tran (Jight Cycles, Insectioid, Cops in Robbers.

**Magic Tomb (I meg4) + Insular great new 3D CK game
- Oxyd (I meg4) + Insular great per 3D CK game
- Oxyd (I meg4) - Insular game yelf Excellent presentation!
- Bothin Brothers - the best Trivia game yelf Excellent presentation!
- Ibodo) Invaders - uses hardware scrolling, stereo sound. STE only
- Bludgeon 1.1a - Inantary role playing with full colour graphics
- Trodonian's Creation: the sequel to Three Realms of Suspicion - STAC adventure
- The Heavy Bunch - Wild West game of gunfights, gambling etc, Spot It - puzzle.
- Tratemaster - superb arcade adventure/dungeons and dragons
- Argon, Out, Codename Bornb, Pyramid, Disk Hunt, Sinte Turbo, War Jeep, Plumber,
Picker, Planet Man, Uboot, Yasilon: 13 games!
- Asteroid, Bong, 3 Bentle, Bellinm, Ouzi, Blaster, Chunks, Europe, Explode, Fuzzball,
- Gems, Invaders, Megaraids, Micro, Octopod, Othello, Pac Man, Plant, Rockfall,
- Tanx, Tennis, Woll Street, Zappy
- Mystic Well, Deep Lair, Football, Harris Goes Skiing, Haunted House, Invaders,
- Jumpster, Roam, Stoneage Delave, USA, Zyxm, Firestorm
- Ubops 1.5 - very slick STE only Oids/Grav type game, Endurance - 3D game.
- Towers - a great new Dungeon Master Clane - the best yell 2 disks (1 Mb+) £3.50. **GAME 183**

BUDGIE GAMES - £2.75 EACH

BUGAM 83

- Cyberstorm, a very slick Defender game, really fast!
- Harse Racing Simulator for 1 to 5 players. Buy/sell and bet!
- Clad Hopper - lovely version of Manic Miner from the 8-bit days.
- Jetpook - another faithful done of a classic Speccy game. BUGAM 89 BUGAM 100 BUGAM 104

BUGAM 113 BUGAM 119

- Jetpock - another trainful clone of a classic speccy game.

- Football Tactician - formerly a £20 release Excellent!

- Football Tactician - the Premier League 92/93 season.

- Dungeon - traditional hack & slash game written in Talespin

- Super Scramble - take a trip to the 8-bit days with this shoot 'em up

- World Cup - the latest Football Management game from Budgie UK. BUGAM 120 BUGAM 121

POWERFIST GAMES - £3.00 EACH

Snott 93 - previously commercial playable platform game: 1 Meg+ (512 on POWER 11) POWER 1

POWER 11)

Challa One - four levels of alien blasting chaos!

Seven Galaxies - extremely slick shoot em up, one of the best so far Hunchy 1066 - go back in time with some artillery for this classic!

Deluxe Nostrum - great filip screen arcade adventure. 1 meg +.

Deluxe Nostrum - the 1/2 meg version.

Power Cut - fly pround-blast emrup with 25 power bases to destroy!

Lord Ramsey in the 25th Centry - great carbon-style capper.

Location Universe 3D - escape lour taxing levels of this brill 3D game.

Castle Capeer - wonderland platform game set in a hounted castle.

*Es Lost His Marbles! - Huge adventure writter in STAC.

- Freaked Out 2 - the sequel to the great PD puzzle game.

POWER 13 POWER 14

ADR GAMES COMPILATIONS

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In a break from the usual blend of puzzles and reflexes, the Fistful collection includes a Pipemania-style game called Link.

A FISTFUL OF PROGRAMS

MERLIN PD • DISK NO: MPD.1658 • £1.25 • MEMORY: 0.5MB • SHAREWARE

IN BRIEF: Dunce's Cap have become somewhat of a legend when it comes to puzzle games. Rarely a month goes by without a new brain teaser being wheeled out and the label has developed quite a large following among the shareware-buying public.

This is a collection of six smaller titles that aren't really strong enough to stand on their own two feet but work well as a compilation. It's mostly standard issue DCS material, featuring card games, anagrams and spelling quizzes. There's also a Pipemania variant called Link and an original game based around building shapes, which go some way to lifting the monotony of endless word games. As usual, sampled sound is featured heavily and all six titles are beautifully presented.

ST REVIEW COMMENT: "If you are a fan of DCS's unique brand of games, this compilation will thrill you to bits. All six games are quite enjoyable, but

don't expect too much longterm playability - most are simple concepts that tend to lose their appeal after the first few plays."

0000

Is your spelling good enough to climb the DCS puzzle mountain?



PETE DEMO

FLOPPYSHOP • DISK NO: DEM.3990C & DEM.3991C • £5 ALL IN • MEMORY: 1MB • **PUBLIC DOMAIN**

IN BRIEF: The Pete Demo is the result of a huge coding convention held in that mecca of all things electronic, Bradford. It combines the talents of Europe's top demo programmers into a two disk extravaganza and contains a



total of seventeen screens, three of which are STE only. The show starts with a full screen

If you still haven't had your fill of wobbly scrollers and equally wobbly grammar, the Pete Demo comes highly recommended.

THE ESSENTIAL COLLECTION ATTA

MERLIN PD • DISK NO: MPD.ECD • BUDGET BI £1.25 • MEMORY: 1MB • SHAREWARE

IN BRIEF: The public domain is a great source of playable ST games, but the real classics are quite few and far between. To make life just that little bit easier for you, Merlin have come up with this compilation which contains some of the best games released in 1993.

To kick things off there's Smash Hit Plus – the definitive shareware tennis simulator. The pace is fast, the opponents are tough and put simply, it's one of the most addictive games you will ever play. If you tire of being beaten hollow by a digital André Agassi, you can relax over a nice game of Light Cycles, courtesy of Megaline. This is an STE only affair with superb sampled sound, but is found seriously wanting in the originality department. Fortunately this is not a problem that afflicts Laserchase, a futuristic racing simulator that looks as good as it plays - and it plays like a demon.

ST REVIEW COMMENT: "This is one compilation with the emphasis firmly on action. Smash Hit was an essential purchase on its own, but add Laserchase and Megaline and you have an unmissable collection."

Smash Hit requires virtually no thought, but addiction is instant and it's definitely the pick of the bunch.



Set in the 21st century, Laserchase is a high-tech racing game with a slight puzzle element, and very good it is too.

wobbly Union Jack and then proceeds onto the main menu, from which point you can select the demo of your choice.

Technically it's superb, although there's nothing terribly original to be found it's the same old collection of plasma, full screen scrollers and uncannily large sprites. Lively music beats along in the background and digidrums are used when the ST can't muster enough speed to

It's nice to see British crews scoring in the international demo scene - the Wild Boys' screen is rather good.

play a full soundtracker tune. Also on the plus side, all but one of the screens exits cleanly back to the main menu - beats all that reloading malarkey!

ST REVIEW COMMENT: "The Pete Demo is not the sort of thing that will see you falling out of your chair in amazement, but the sheer number of different screens makes it well worth a fiver. If you haven't yet tired of wibbly wobbly scrollers, it's just the ticket." 0000



BOBBY NESS CLIP ART

LAPD • DISK NO: A.83 • £1.50 • MEMORY: 0.5MB • PUBLIC DOMAIN • FALCON-COMPATIBLE

IN BRIEF: Finding original public domain clip art is hard enough, but getting hold of something that's both original and hand drawn is even more difficult – and yet, that's exactly what you'll find on this

No fewer than 74 pics make up the collection and a large number of topics are given coverage. There are cars, animals, landscapes and even some pictures of Glasgow's main attractions (we're talking universities here, not chip shops by the way!). All of the clips are in .IMG format, so you shouldn't face any problems at all in using them with your word processor or DTP package.

ST REVIEW COMMENT: "You've simply got to respect the huge amount of effort that has gone into drawing the 74 pictures on this disk, but you also have to consider that scans will very often have more impact. The architectural drawings are spot on, but some of the others look just a little bit childish."



There are over 70 handdrawn pics but some are a bit flaky in places.



The architectural drawings are very accomplished and could easily be used at semi-professional level.

LUNDBERG COMPILATION

LAPD • DISK NO: G.337 • £1.50 • MEMORY: 0.5MB • PUBLIC DOMAIN

IN BRIEF: Three *STOS* games go to make up this compilation. The first is *Good Knight*, a fast-action platform game that sees you chasing up a tower to rescue a beautiful damsel in distress – how original! Mountains of nasties drop down from the top of the screen to hinder your progress and don't even think about a retreat, because the screen only scrolls one way, and that's up.

Having beaten up enough mediaeval warriors you might want to move on to something a little more relaxed – *Mushy Music* for instance. The aim of this educational game is to push a set of musical notes into the right order (the ST's best attempt at Mozart). There are ten levels to complete and the later stages are complicated by marauding violins, no less! The final game, *Precipice*, is vaguely reminiscent of *Swap Tiles*, but lacks the strong puzzle element which limits its appeal somewhat.

ST REVIEW COMMENT: "This collection will probably appeal to younger

games players. The execution is less than perfect, but the game-play is strong enough to keep you hooked."

What on earth has an armour clad thug got to do with a Bond girl? Oh, I see – that kind of knight...



TOP TEN DISKS OF THE MONTH

1 THE ESSENTIAL COLLECTION • MERLIN PD • DISK NO: MPD.ECD • £1.25 • MEMORY: 1MB • SHAREWARE

Check out four top games from 1993 courtesy of Merlin PD. Smash Hit+, Megaline, Megaline Jnr. and Laserchase are what you get for your money and every single one is a real corker. Smash Hit in particular will just keep you coming back for more and more.

2 CALENDARS & ORGANISERS • THE ST CLUB • DISK NO: UTI.218 • £1.45 • MEMORY: 0.5MB • SHAREWARE • FALCON-COMPATIBLE

If you spend your life in a perpetual state of chaos maybe it's time you got hold of a software organiser. With this lot installed, you'll never forget an anniversary, dentist's appointment, or bank holiday again – I'll let you decide whether that's actually a good thing or not!

3 ROYAL PAINT & ART ST • EMERALD CITY • DISK NO: SA14 • £2.50 • MEMORY: 0.5MB • SHAREWARE

Everybody needs an art package from time to time and this disk will provide you with two public domain staples. *Royal Paint* is a *Degas* clone which operates in low resolution, while *Art ST* is much more flexible in supporting all three ST screen modes. Both are very easy to use and ideal for inexperienced ST users.

4 LUNDBERG COMPILATION • LAPD • DISK NO: G.337 • £1.50 • MEMORY: 0.5MB • PUBLIC DOMAIN

A lot of thought has obviously gone into this mini-compilation. It's made up of an educational title, an action game, and a more brain-taxing puzzler. Admittedly the games do lack polish, but they are all highly entertaining.

5 A FISTFUL OF PROGRAMS • MERLIN PD • DISK NO: MPD.1658 • £1.25 • MEMORY: 0.5MB • SHAREWARE

Dave Cobbledick is back with this collection of puzzle, reflex and luck games. The style is similar to his other productions, so if you find yourself madly in love with the likes of *Mindlock* or *The Wiz*, you'll probably go wild over these too. You've certainly got to admire the presentation which is just about perfect.

6 MODELS & MASTERPIECES • FLOPPYSHOP • DISK NO: F.4223 • MEMORY: 1MB • PUBLIC DOMAIN • HIGH DENSITY DRIVE REQUIRED • FALCON-COMPATIBLE

Culture vultures walk this way! Within this collection of GIF pictures you will find no fewer than four masterpieces from the palette of Renoir, Michael Angelo and others. The quality is superb and there's a viewer supplied for those who still haven't discovered *GEMView*. Four model pictures pad the disk out.

7 PHOTOFILER & SCOUT • CALEDONIA PDL • DISK NO: AU-157 • £2.50 • MEMORY: 0.5MB • SHAREWARE • FALCON-COMPATIBLE

Photofiler is a unique program designed to catalogue image files. It's quite limited in terms of file formats, but the basic idea is a very good one. Scout, on the other hand, keeps a check on the abilities and qualifications of a Scout troop.

8 THE PETE DEMO • FLOPPYSHOP • DISK NO: DEM.3990C & DEM.3991C • £5.00 ALL IN • MEMORY: 1MB • PUBLIC DOMAIN

A British produced megademo that sits up there alongside the best from our European cousins. It doesn't offer anything sensationally original, but that's nothing new. If you're a demo fan it's definitely worth adopting into your collection.

9 FALCON DEMOS • FLOPPYSHOP • DISK NO: F.4265 • £3.00 • MEMORY: 0.5MB • PUBLIC DOMAIN • FALCON ONLY

Need convincing that your Falcon is worth the small fortune you paid for it? In that case you could do a lot worse than taking this collection of glitzy demos for a test drive. The quality doesn't equal the best available, but you owe yourself at least one experience of *Grotesque*.

10 DRAWING PACKAGES • THE ST CLUB • DISK NO: DRD.11 • £1.45 • MEMORY: 0.5MB • SHAREWARE • FALCON-COMPATIBLE (SOME)

Oldies but goodies is probably the phrase that best describes this disk from the ST Club. All of the classics are here including *Picswitch*, *Pixel Pro* and the less than wonderful *ST CAD*. A nice little animation of Newton's cradle rounds the collection off.



L.A.P.D





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All disks below. £1.50 unless otherwise stated

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FALCON CONTROL

FLOPPYSHOP • DISK NO: F.4255 • £3 • MEMORY: 1MB • PUBLIC DOMAIN • FALCON ONLY

IN BRIEF: There are at least half a dozen programs that allow you to disable the Falcon's internal speaker. There are perhaps ten that toggle the state of the blitter and maybe twenty more that allow the processor cache to be switched off, but you try finding a utility that will allow you to do all of these things from the desktop.

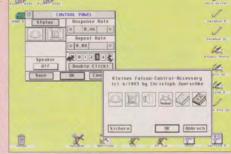
Falcon Control is just such a utility. It runs as a desk accessory and can be used to adjust the state of the blitter, hard disk, keyclick, internal speaker – you name it! All of the options are icon controlled and once the right set-up has been found, it can be saved to disk. The only thing you do have to watch out for is clashes between different accessories – it's no good having the system bell switched on in X-Control, off in the NVDI CPX and on again in Falcon Control for example!

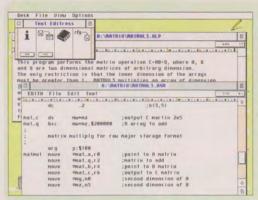
ST REVIEW COMMENT: "Falcon Control is an extremely useful utility. It doesn't offer anything startlingly new, but the sheer convenience of having everything at your fingertips is unbeatable."



Here's Falcon Control - bet you can't guess what it does. Oh, you can...

While Falcon Control doesn't achieve anything sensational, it replaces at least half a dozen less complete utilities.





Most of the routines come with a mini help file that explains the principles used. Here we have a matrix operation...

NEW TREND DSP SOURCES

FLOPPYSHOP • DISK NO: F.4258 • £3 • MEMORY: 1MB • PUBLIC DOMAIN • FALCON ONLY

IN BRIEF: In a bid to increase the number of packages that use the Falcon's DSP, New Trend have released this huge selection of source code, ported from the NeXT computer. There's a little bit of everything in here, from simple (ahem!) matrix routines to CCITT speech encoding/decoding algorithms; the former will be of particular interest to 3D programmers.

Along with the source code there's a text file that describes the DSP. It's not designed to teach you 56001 assembly language by any means, but at least it gives an overview of the instruction set and a memory map. Most of the examples also come with a help file detailing the methods used in the source, and what it's supposed to do in the first place!

ST REVIEW COMMENT: "If you are an aspiring DSP programmer and have yet to get hold of some 56001 source code, this is the disk to go for. It's certainly not for beginners or the faint-hearted, but those matrix calculation routines are solid gold to 3D programmers."

0000

The disk includes a basic overview of the 56001, but be warned – it assumes that you have a thorough knowledge of digital signal processing (that's me out... Ed).



MADTRIS

FLOPPYSHOP • DISK NO: F.4258 • £3 • MEMORY: 1MB • SHAREWARE • FALCON (RGB/TV) ONLY

IN BRIEF: Tetris is a concept that will never die. It must hold the dubious honour of most cloned game ever and there are probably as many variations as there are replicas. Madtris falls into the latter category – it's firmly rooted in Tetris lore, but manages to squeeze in a few tricks of its own too.

The game starts with a single block in the centre of the screen. Pieces fall from all four sides and the idea is to build lines of blocks in the same way as the original *Tetris*. If a piece fails to slot in on the first drop (as it often does in the first few games) it bounces off the opposite side and comes back for a second pass.

Madtris started life as an unreleased ST game and was then beefed up, overscanned and sonically enhanced for the Falcon. As a result, it's a little bit

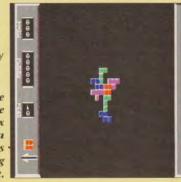
drab visually – some colourful backdrops would be nice – but the sound is very good indeed. There's no music, but the spot effects work nicely with the game style.

ST REVIEW COMMENT: "There are dozens of Tetris variants available for the

ST, but Madtris is the very first to exploit the the Falcon and for that it does deserve some credit. The sound effects are nothing short of stunning and at least the gameplay doesn't rely too heavily on the original."

0000

This arena will be familiar to anyone who has played Blox on the ST – the idea is to build lines around the starting point in the middle.



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SHORT CUTS

Interested in new borders for Calamus? Or an easy-to-use hard drive connector? Then check out our short reviews...

TWO-IN-ONE

Review by David Nilson

Over the years the ST has been home to a wide range of archivers. From the inefficient days of ARC we've seen improvements with the likes of ZOO, LHA and the current format of the day, ZIP. If you've been collecting PD for some time, no doubt you'll have archives in all of these formats, and trying to remember command syntax for each individual

utility could easily become a full time occupation. A far better idea is to leave all of that techie business to PC users and pick up a copy of *Two-in-One* instead.

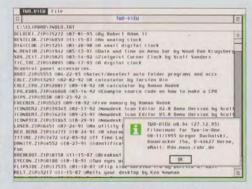
The program is designed to remove the horrors of command line archiving while dealing with as wide a variety of formats as possible. It contains code to deal with most of the current and past archive utilities - including the emerging ARJ standard - and comes wrapped up in a GEM shell that can only be described as beautiful. It's clear that a leaf has been torn from the ST Zip book in terms of looks, but the way in which the program works is quite unusual. Instead of making one window the archive window and the other the drive window, in most cases either can be used. This system does take some getting used to, but is actually far more flexible than the rigid approach adopted by the likes of ST Zip - files can be copied from archive to archive for example, and switching between formats is delight-

Programs of this type can tend to sacrifice power for the sake of ease of use, but not *Two-in-One*. Every single switch for each of the archive formats handled can be set manually through a GEM dialogue box and the defaults saved for future use. There is a certain penalty to be paid for the flexibility though. Unlike *ST Zip*, the archiving code is not built into the program and the old command-line utilities are used instead, albeit in a nice window. The moral of the story is to find a version that comes complete with archivers or prepare yourself for a trawl around the public domain.

And archivers aren't the only trick up *Two-in-One's* sleeve; it's also capable of dealing with several other handy utilities. By linking in an editor, text files can be viewed from within an archive and a simple example program is supplied to prove the point. Another handy feature for joyriders on the Internet will be the links to a UU-Decoder. Once again

0		1wa-in-dne	
	CHRNEL GIF EFFECTS GIF FILTER GIF GRADE_FL GIF RETOUCH GIF SPHERE GIF ZOON GIF	ret Bottom ret Folder Folder Folder A ret Bottom Folder Folder Folder Folder Folder Folder Folder Folder Folder Folder	E R. MINDLE. 9 0 0 0 0 0 0 0 0 0

Two-in-One – guaranteed to remove the pain of dealing with multiple archive formats...



Useful utilities - Two-in-One interfaces with several other utilities, including text viewers and UU-Decoders.

though, you'll need to find a suitable UUE program – *Two-in-One* just acts as a shell.

Although *Two-in-One* was born in Germany, the manual has been fully translated and on-line help is available to explain most areas of the program. You can even register your copy in the UK by sending a cheque for the princely sum of £9 to Joe Connor, 65 Mill Road, Colchester, Essex, C04 5LJ.

Two-in-One does take a while to get used to, but it does its job well and is probably the best multiformat archive shell released to date. It does cost a little more than most other similar programs, but if you need the flexibility it's worth every penny.

SCREEN MAKER

Review by Andrew Wright

Screen Maker was designed as an add-on program for Video Supreme, the budget video titler that was launched by Goodman International last year though it can also be used as a stand-alone package for creating program intros, slide shows and demos. Written by Scott King, it is a STOS program that lets you create text screens using a choice of screen fonts and a variety of colour backgrounds in NEO, Degas or STOS formats.

The program is supplied on a single disk and comes complete with a comprehensive printed manual that contains a structured tutorial. It runs on any ST/STE although on it has to be run from an AUTO folder on a 520ST as space is pretty tight.

Loading the program produces a rather overcomplicated main screen from which you can access others. The various modules appear to have been designed in similar "imaginative" ways without any consistency between them apart from the ability to use the mouse to carry out most operations.

Screen Maker's built-in text editor has all the functionality of a mini-word processor including left or right aligned, justified and centred text, word wrap, block operations, case change, and search and replace. Another option to make life easier when designing intros is the ability to create sets of multiple screens in one go.

Over 70 rather unusual fonts are supplied with the program and include some highly attractive multicoloured fonts with metallic, mock flame and wood effects, to name but three. It is also possible to

TWO-IN-ONE COOOC SCREEN MAKER TRANSLATOR COOOC COOOC

SCORING

000

fully easy.

All products in this section have a rating out of five stars.

OOOOO = An absolute essential for

BORDER BUNDLE

your computer.

GOOG = Great product - well worth investing in!

OOO = Nice item - but you could live without it.

On a Not really – unless it happens to be your cup of tea.

Definite turkey – avoid like the plague!

PRODUCT:	TWO-IN-ONE
CONTACT:	JOE CONNOR
TEL:	0206 851488
PRICE:	SHAREWARE £9
RATING:	0000

have several different fonts on screen at once though I'm not entirely sure this would be a good idea unless a few plain fonts could be added.

The size varies from 5 by 5 pixels to 32 by 32 pixels though I found this rather restrictive. The smaller sizes are illegible on a TV screen - particularly the more esoteric designs - while the 32 by 32 pixel size simply isn't big enough for some tasks. If you're a STOS user you can create your own font screens within Screen Maker itself by loading in a STOS character set or sprite bank.

Whether you want to create fancy opening screens for your own programs, tastier than average slide shows, or get involved in home video titling, Screen Maker will provide plenty of creative ideas. There is a wide range of fonts, a detailed step by step tutorial and the whole package is reasonably priced and moderately easy to use.



Supreme addition - Screen Maker lets vou add text to the Video Supreme video titler.

PRODUCT:	VIDEO SUPREME
	SCREEN MAKER
CONTACT:	GOODMAN
	INTERNATIONAL
TEL:	0782 335650
PRICE:	£11.95
RATING:	0000

TRANSLATOR

Review by Mike Robinson

The Translator is the latest product that



drive to your ST. In direct competition with ICD's Link, the Translator is a plug-in-and-go unit that consists of a miniature host adaptor and a DMA cable in one.

The adaptor is conveniently located at the drive end and is barely larger than a standard SCSI plug. The lead is hard wired to the adaptor, reducing the risk of line noise due to bad connections, while at the other end of the lead is a plug that goes directly into the hard disk port at the back of the ST. Installation is straight forward - plug the unit in and format or partition the drive as required. Translator is fully compatible with all Atari machines, except for the Falcon which does not require a host adaptor. One point worth noting is that the ST requires the drive's parity setting to be disabled, an option that not all hard disks support.

You can use Translator with Atari's Hard Disk Interface program (AHDI), which is free, or pay a little extra for the excellent HDDriver. This package includes a formatting and partitioning program, an

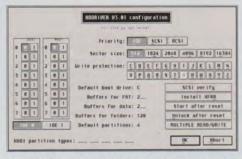


Cosy connection - the Translator lets you hook up any SCSI hard drive to your ST via a single cable.

auto-booting installer and various caching options to speed disk access. Thanks to efficient programming, HDDriver boots much faster than AHDI and disk access is faster by around ten to twenty per cent.

HDDriver supports the XHDI protocol, which is fully compatible with AHDI, but has several advantages including support of alternative file systems and virtual memory managers like VRAM and Outside. In addition, the driver can use the SCSI verify facility which is very useful if your hard disk is not reliable. A desk accessory and CPX are included to enable and disable write-protection at any time.

In use, the software and hardware perform flawlessly and currently present the cheapest configuration in the Atari market. Although a printed manual was not available at the time of writing, a "Readme" file was supplied on disk which did not go into all possible options of the software. Nevertheless, the system was set up and in use within minutes. If you are considering adding a hard disk to your set-up, this cost effective and trouble-free combination is highly recommended.



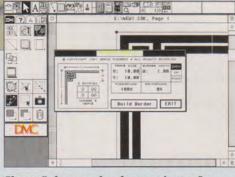
Flexible friend - HDDriver includes a useful configuration program.

PRODUCT:	TRANSLATOR
CONTACT:	SYSTEM SOLUTIONS
TEL:	081- 693 3355
PRICE:	TRANSLATOR £69.95
	HDDRIVER £19.95
	BOTH £79.95
RATING:	00000

BORDER BUNDLE

Review by David Nilson

As desktop publishers go, Calamus is very good at producing borders, but there comes a time when the selection of simple styles provided internally just isn't enough to put your point across. Of course there are ways to go about building your own



Classy Calamus - borders are just a few seconds' work with Border Bundles.

custom frames, but for a modest registration fee Border Bundles will automate the whole process for you - sounds like a good idea...

The first point in Border Bundle's favour is the fact that it runs as a desk accessory. Simply drop the program into your boot directory, reset the machine and flexible borders will be available on tap whenever you need them - yes, even while Calamus itself is running. One small dialogue box fronts up the show and here a preview of the current style is displayed at all times. The interface is quite basic, but looks smart and is very easy to use.

Five border styles can be produced as standard. There's the uniform "dash" in three varieties, a deco-style weave and a slightly more modern variation called "corbox". Both the total size and width of the border can be user-defined, as can the foreground and background pattern, but unfortunately there's no way to put together your own custom designs as yet. On the plus side the whole process is over in just a few seconds and finished work is saved in .CVG format which can be reimported back into Calamus. All flavours of Calamus, from 1.09 to SL seem to load the results without problems.

The basic registration fee for Border Bundles is \$20, but by contributing \$35 you can become a fully paid up member of the "border club". This entitles you to fifteen free borders and details of more as and when they become available. Disk space isn't likely to be a major problem as each specimen weighs in at just under 2Kb!

Border Bundles looks good and works well, but when you get down to the nitty gritty, it's just not flexible enough. If it was capable of accepting custom designs, it would be an essential purchase for all Calamus users. As it stands, it is still worth getting hold of, but only if you are prepared to buy the plug-in extras as they appear.

PRODUCT:	BORDER BUNDLE
CONTACT:	LOCAL BBS/ST CLUB
	(DMG. 30 - £2.50)
TEL:	0602 455250
PRICE:	SHAREWARE \$20
RATING:	000

Andrew Wright looks at some more tips and tricks in his brave mission to help you get the best from your ST...

PART FOUR: ALTERING FILES

y now you should be well on the way to expert status with the joys of formatting disks, opening and reshaping windows and using your boot disk holding few fears. However it won't have escaped your attention that one boot disk isn't going to satisfy you for long. You may want to use a different set of AUTO programs and desk accessories for everyday use and alternative sets for special purposes. With the vast number of AUTO programs and accessories available for the ST, everyone will have their own preferences and no two systems are likely to be exactly the same.

If you happen to have plenty of spare disks, even more spare time and a fetish for file copying, you can make up as many different boot disks as you like. It'll take you hours but at least you'll have any system setup you like ready at hand when you boot up. Alternatively you can have one single boot disk with every one of your AUTO programs and accessories on it. All you have to do is boot up, disable the ones you don't want to use by renaming them to something else (figure 1) and then reboot. Hey presto, only those programs and accessories you specified will have been loaded!

The most efficient way to rename

Figure 1: two windows open on the same boot disk - note some accessories and programs are disabled.

229861 bytes used in 8 items NUDI PRG UIS_III PRG GDOS PRX M AUTO M GEMSYS MSETRIX2 ACC SPIRITED ACC
CALL_UIS ACX
IMGCOPY2 ACX
SPIRITED OPT
MSETRIX2 RSC 136586 771 82875 16 16774

accessories and programs is by changing the last letter of the extender to an "X". Hence you will have several files ending .ACX and .PRX on the disk but your ST won't recognise them as executable files and will ignore them at boot up. Changing them back is pretty straightforward - see the accompanying boxout.

Programs like the shareware Superboot and HiSoft's XBoot are designed to do all this and more. They offer sophisticated interfaces that let you select your AUTO programs and accessories with the click of a button but we'll come to them later in the series.

INSTALLING APPLICATIONS

There's often more to custom bootup procedures than just creating a of tea to be greeted by your chosen

few sets of accessories. For example, you can set up often-used programs like word processors and even utilities to run themselves. It is perfectly possible to put a disk in the ST's drive, switch on the machine, wander off in the general direction of the kettle and come back with a steaming mug program already up and running. You'll have to work out how to get the steaming mug of tea but I can certainly show you how to autoboot applications...

The best way is to create a special boot disk solely for the purpose, including the program you want to start automatically, any accessories you normally use with that program and any associated AUTO folder programs. Simply select the program file, look under the Options menu for Install Applications..., select the box marked AUTO and click on OK. Now save the desktop (again under the Options menu) and every time you boot up with that disk, the program will automatically start!

There's another side to the Install Applications... feature that comes in useful occasionally. Many programs you own will be associated with a

Figure 2: use your mouse pointer to select the program for which you want to install an associated file, highlight it until it turns black and look under the Options menu for Install Applications...





RENAMING FILES

Every now and then you'll find that you need to rename some of your files or folders. You may want to reorganise those word processor files with more logical names, change folders to represent their contents more closely or enable and disable certain AUTO folder programs and accessories on your boot disk.

Let's assume you've just got a disk full of nice colourful GIF images but the names are so obscure you can't remember which is which.

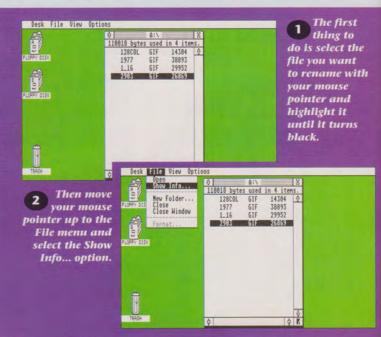


Figure 3: enter the relevant extender - in

this case it's GEM - in the space provided

and click on install. Now every time you

double click on a GEM graphics file, Easy

this feature to be more or less permanent,

Draw 2 will load automatically. If you want

save the desktop as we showed you in part 2.

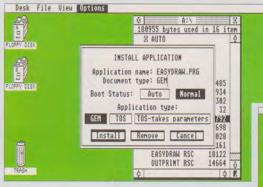
particular type of file. For example, Easy Draw 2 loads and saves .GEM files while That's Write documents have a .TW extension. You can actually use the same dialogue box (figures 2 and 3) to tell the operating system to load the full program whenever you click on a file with the nominated extension.

It is particularly useful for text files too - the chances are that if you go to the trouble of double clicking on a file with an extension like .TXT, you want to read or edit it, so you could link it to your word processor or text editor in a similar way. Unfortunately the ST only allows one nominated extension per program as you'll discover if you try adding DOC, INF and perhaps ME (from READ.ME files) extensions...

Or does it? Get out that text editor again and load up the DESKTOP.INF file. If you have an installed application you'll see a line something like this somewhere near the end:

#G 03 04 A:\EDHAK.PRG@ *.TXT@

This is where the information is stored. All you need to do is insert more similar lines, changing only the extension in each case. By saving the file back as your current DESKTOP.INF file and rebooting, you'll find that you can add a long list of extensions for each program. I wouldn't go mad as the ST doesn't take too kindly to very long DESKTOP.INF files



but as you can see, becoming an "expert" user is getting easier all the

desktop?

Figure 4: a new

229861 bytes used in 8 ite

CUSTOMISING YOUR DESKTOP

Once you've customised your boot disk, you can start customising other parts of the desktop. For a start you can move icons around the screen to suit your own preferences. Just select a disk drive icon and drag it somewhere else. As long as you then save the desktop, it will be in the same place when you boot up again (figure 4). The Atari GEM desktop default has icons down the left but the Apple Mac has them down the right side and many users actually prefer them along the top or bottom. It's all a matter of preference but having them top or bottom makes it awkward to use windows to full height. The other way of customising

your desktop is to rename the icons themselves. You can rename the floppy icons, A and B, by highlighting one or the other, and selecting the Install Disk Drive... option from the Options menu. In the resulting dialogue box, you can erase "FLOPPY DISK" and replace it with just about anything you like. But what about the TRASH icon? This needs a more techy approach but it

look something like Figure 5. A quick glance is all it needs to locate the offending text which can be changed to something more desirable. Just be careful not to use more than 12 letters or it could cause problems...

shouldn't be a problem. If you have

access to a text editor, run it from the

desktop and load in the DESKTOP.INF

file from your boot disk. It should

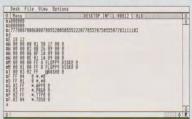
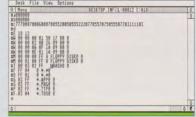


Figure 5: editing the DESKTOP.INF file. The horribly American TRASH can be changed to a more homely DUSTBIN or even a humorous alternative. I'll leave you to decide...





When you see this dialogue box, you're almost there. The text cursor will be positioned on the line showing the filename. You have several choices hit the <Esc> button and the entire line will be erased, allowing you to type in a new name for the file, or use the arrow keys to navigate backwards and forwards to edit only those letters that need changing. Once this is done, hit the <Return> key or click on OK and the deed is done.

Note that the Show Info... dialogue box offers you another possibility too which we'll look at briefly while we're here. If it is a very important file you can set its attribute to Read Only by clicking on the appropriate box. This means you can't delete it without returning to Show Info... and resetting its status to Read/Write. This is very useful and a much under-used feature of the ST's operating system.

You can also see the date and time a file was created and its size. If you happen to be trying to rename a folder, Renaming or examining a folder size.



you will see a slightly different state of affairs. Firstly TOS 1.02 and earlier versions can't rename folders so don't bother trying. Secondly, you can't alter the read/write status of a folder so the buttons will be greyed out. On the other hand you can see at a glance the total file size and the number of files in the folder - in this case there are 4 files totalling 110.018 bytes.

Note that the date and time shown here don't mean anything. TOS 1.04 machines like this one always start with the system date set at midnight on the 6th April 1989 unless you happen to have an add-on system clock. All you can tell from this is that the GIFS folder was created some 14 minutes after I switched on my machine!

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FINEART

In the first of a new series, Keith Berry documents his experiences using Degas Elite, the all-time classic art package.

hen Tom Hudson's Degas Elite, a somewhat more elaborate version of his earlier Degas graphics program, was released in 1986 the ST market was in its infancy and yet eight years later, how many of its contemporaries are remembered, let alone still used? The use of "illegal" calls to locations not within Atari's published confines has meant that upgrading to a later operating system, like TOS 1.62 in the STE, or even an increase in RAM capacity has eliminated the use of many an early piece of software. But Degas Elite continues to give of its best on a 4Mb STE - in all three

The user interface makes it a pleasure to use, and the compensation for a lack in some of the spectacular features of more recent software is its sheer geniality. If you bought Degas Elite some years ago and have stopped using it, scrape off the dust and give it another look. If vou've been an occasional user all along, spend a few minutes re-reading the manual - there is so much under the surface that you are guaranteed to have forgotten something. For instance, what is the result of holding down the <Alternate> key while the program is loading? Or why would you hold down <Control> during a Block Stretch?

WORKING WITH BLOCKS

Run through the drawing functions one by one – even if you are only into electronic doodling it's good to familiarise yourself with them again. Experiment with the Block functions in particular for these are *Degas Elite's* forte. All Blocks start the same way – press <P> to ensure that a multipoint function such as Frame is not

Flipped 3 ways

Rotated

Distorted

Skewed

Stretched

Block functions

Friendly Block Functions. The icon at top left consists of a simple design that was grabbed (<Esc> key remember?) and flipped three ways by just pressing the arrow keys. The whole icon was then manipulated using choices from the Block drop-down menu. <Alternate> left-click to leave the Distort and Skew functions.

selected, followed by the <Esc> key for the cross hair cursor. Move it to the top left of the rectangular area from which you wish to form the block, hold down the left mouse button and drag downwards and to the right until the area is enclosed. The copied block will now lift off the screen ready for pasting or manipulation. If you want to cut out (or move) the area, hold down <Alternate> while dragging.

To mark out a non-rectangular block, press <Esc> and hold down <Shift> while you click up to 25 times around the perimeter of the area. When the last point coincides with the starting point, the block will lift off. Again, hold down <Alternate> as well as <Shift> if the block is to be cut out of the picture. This method can be used for erasing too – just press and the floating block disappears, although you can press it again immediately afterwards to recover it should you change your mind.

If your intention is to flip the block, just press the left, right, up or down keys as many times as you like. Even with the block floating you can still right-click as usual for the menu screen, where you can double left-click on BLOCK for the dialogue box. This lets you decide whether you want the block transparent or opaque and whether you want it to stop at the edge of the screen or move freely. Click on "OK" and you can now use the Block drop-down menu to select the various other forms of manipulation. Try them all out - they are well worth experimenting with. Most exit normally but to complete the Skews and Distort you must hold down <Alternate> and left click. The flip functions work almost instantaneously but the others take longer, especially with large blocks.

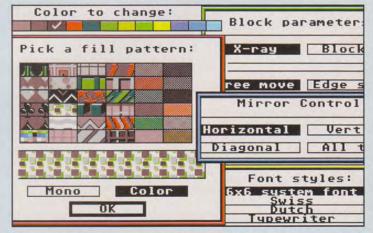
YOUR STARTER...

Having refreshed your painting skills you can now leave the winter gloom behind for a while and follow the step-by-step construction of a summer landscape.

The first thing to do after loading is to sort out the colour palette. If you have a *Degas Elite* picture file handy with a palette similar to the one that you want, use "Load

Colours" from the drop-down File menu and click on its name at the appearance of the file selector. Otherwise you'll have to double-click on a palette colour for the Palette Menu and adjust the individual RGB (Red, Green and Blue) values for each colour in turn. It's easier and quicker to click on PICK for a colour chart of all 512 available colours and select one. The wide bar at the right of the screen appears in the colour of your choice, with its RGB value shown at the top, and you need only click on this wide bar for that colour to appear on your palette.

Sketch out the shapes of the picture as shown in the screenshots and captions to locate them on the screen. Composition makes or ruins a



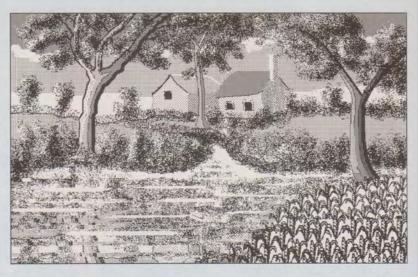
This composite picture shows just some of the function parameters that you can adjust. These dialogue boxes are available either from the drop-down menu or by double clicking on the relative function names in the main menu screen. Unfortunately there is no provision to save your adjustments as defaults.

picture so spend time moving things around at this stage until they appear balanced or just "look right."

Each art medium has its restrictions balanced by benefits that need to be used to the full. The watercolourist, for example, has to apply the light colours first, building up to darker shades and has little room for error – but has scope for range, brilliance and luminance of colour.

An oil painter works from dark to light, has the problem of slow drying paint but can just scrape errors straight off the canvas. The *Degas Elite* artist's restrictions are a fixed size and format of canvas, limited palette and low resolution. Against those we have an ability to edit, move, multiple copy or reshape our objects in a way that had been unequaled by any prior art medium, all without the expenditure of a drop of paint – make full use of it. Our pictures will never fetch thousands at Sotheby's, of course, but we can distribute

In high resolution mono, the use of colour has to be replaced by differing shades of fill pattern and you have to manage without the benefits of such useful functions as OUTLINE, CHANGE and STIPPLE.



to friends our "originals" cheaply and

For the purposes of adding bushes, hedges, and tree foliage to our landscape we can borrow the oil painter's dark-first technique. Using the Airbrush in black and dark green, form their shapes, burst by burst, being ready to press <Undo> at the end of each if unsatisfactory, or by airbrushing over again with the selected background colour. Double-

click on the menu's AIRBRUSH to obtain its parameter dialogue box and adjust the spray size and flow. If such spraying is new to you, select a spare workscreen on which to practice building up a bush and

STEP BY STEP



LANDSCAPE PAINTING

Follow this step-by-step to create a splendid country scene!



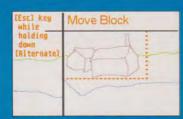
This is Degas Elite's friendly menu screen. Selections can be made either by clicking on the required function name or by typing in a single key code, the latter even from within a screen. Workscreen contents can be transferred just by dragging an active one onto any other.



Double clicking on any of the palette's colours brings up this dialogue box, from which the red, green and Blue constituents of a chosen colour can be altered to suit. Left clicking on "Pick" produces a chart from which you can read off the RGB value of a chosen colour.



We begin this picture by drawing a couple of old farm buildings, the horizon and the outline of a river bank. Just select DRAW and a suitable colour from the palette and draw in the shapes freehand using the mouse. The colours chosen are of little importance at this stage.



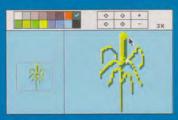
If need be, you can reposition any section of your drawing by pressing the <Esc>key when a large cross hair replaces your mouse pointer. Hold down <Alternate> and with the left button depressed, drag a box around your section. Move it around and left click it into its new position.



Double clicking on Airbrush produces this dialogue box for changing the size and flow of the Airbrush. Small and Low suit detail in the distance while Large and High are more effective for the leaves in the foreground. Experiment and practice on a spare workscreen first!



Here the middle tone and lighter foliage is added to the bushes and overgrown hedges, again with the lighter areas sprayed more to the left side of each to aid modelling. Remember that you are not using real paint – you can respray an unsatisfactory area as often as necessary.

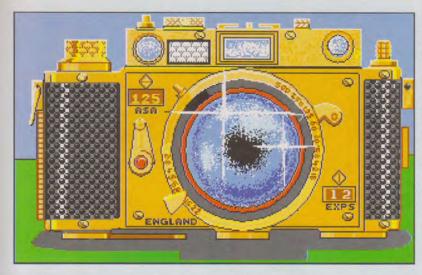


Press a number key for a new workscreen, <F1> for low-power magnifier, left-click and draw a bulrush. Rightclick for the normal screen, press <Esc> and tightly enclose it. Return to your workscreen and repeatedly "stamp" your bulrush in the river, starting from afar and moving nearer.



Let's add to the plain sky without disturbing the tree detail by double clicking on CHANGE and selecting the sky's colour. With CHANGE and DRAW shown as active, sweep another shade of blue across the sky and add white clouds. Similarly add darker reflections to the water.

Degas Elite Tutorial



The geometric shapes and colour fill patterns (which you can create, save and load) were used to depict this imaginary brass camera. Use was made of OUTLINE to highlight the upper surfaces with white and yellow. You can spend many enjoyable hours drawing pictures like this with Degas Elite!

notice the difference each change of parameter makes.

The lighter shades are then added in the same way but applied more to the left side of each bush or clump of foliage since the buildings' shadows show that the sun's illumination is from the left unless, of course, you have decided to apply the shadows to other areas.

In any other medium (apart from glass painting), adding more detail to

the plain sky at this late stage would be a problem, but *Degas Elite* has a function to solve this. Double click on CHANGE in the menu screen and when the row of colours appears, select the sky blue so that is marked with the tick. Check that CHANGE is active (in inverse), choose a darker blue and the largest brush size, and sweep the cursor right across the screen area, again being ready with the <Undo> key in case of error. Change colour to white and add the clouds.

The use of the Magnifier and Block Copy to create a patch of bulrushes is illustrated in the eleventh step. Ideally, of course, the rows of foreground plants should be larger, and several different plants should be drawn for the purpose to break up the uniformity. Please feel free...

With luck, you will have re-learned to appreciate (or learned to re-appreciate) Degas Elite and will go on to produce some fine pictures – the program is very capable. The Desk menu reveals that this particular program is only at version 1.1 yet it is hard to believe that such a triumph of user-friendliness is not the culmination of many years of ongoing development!



Select a suitable fill colour from the palette and click on FILL in the menu or press <2>. Then click on the arrows flanking the Pattern box until the plain one shows (patterns are harder to edit). Move the cursor inside the area to be filled and left click; if it leaks, press <Undo>.



From the row of "brushes" beneath the palette, select the largest one, dark brown and DRAW, then freehand draw three tree trunks. Right click to return to the menu screen, choose a medium brush width and draw in the smaller twigs. You can create and save your own brush shapes...



From the menu select the Airbrush (or press the <A> key), dark green from the palette and spray leaves onto the twigs – you can cancel each burst with the <Undo> key if it looks messy. Repeat the process using gradually lighter colours remembering that the light comes from the left.



When drawing bushes or hedges, notice that they are rarely just plain green – the areas in shadow inside the bush can be seen as well. These dark areas and a clump of vegetation growing on an silted up area in the river are drawn again using the Airbrush.



Detail is added to the buildings within the magnifier (press <F1> to <F10> for magnification range). With OUTLINE (<0> key) and White active, the mouse is left clicked inside the plain areas of the river for a halo effect. Lighter areas are added to the tree trunks using CHANGE.



More white is added, again using CHANGE, and some detail STIPPLED over. As you progress, save your picture under different filenames so that if things go awry you can recover the last version, or start again from an earlier stage to depict the same scene but in other seasons!

This month, Ofir Gal takes a look at several more ways of enhancing your system by using freely available utilities from your local PD library...

ne feature of TOS that escapes the attention of many ST owners is the use of environment variables. Unfortunately, this area has been totally ignored by Atari, only coming back to life in MultiTOS and the forthcoming TOS 5. Environment variables are also an integral part of Geneva and the soon to be released Mag!X. However, environment variables are supported by all versions of TOS, although perhaps not in an immediately apparent manner. But what is the environment and why would you want to change it?

The environment is a part of GEM that is of most use to hard disk



Figure 2: the Install Application dialogue box in the Falcon desktop allows you to set the program's current directory to the top window.

owners. By default, the environment contains a single variable which is left blank. This is the PATH variable which programs use to search for their resource and other associated files.

If this is empty, the program first searches the current directory and then looks at the root directory of the boot disk. Failing that, the program will then attempt to find its resource file on the root directory of drive A. It is possible to define a

Install Application Application name: HBASIC .PRG Function key -Document types BAS 🕏 Delete Command line: Use the ARGU protocol -Current directory--Application type-@ Program ● GEM ◎ GTP ◎ TOS ◎ TTP ● Window Install Cancel Remous

Figure 1: if your machine has an early TOS version, an alternative desktop like TeraDesk can be used to set the application's default directory.

different PATH variable that will the source code for a program and double-clicking on the file cause programs on the hard drive to search for their resource file. There are various reasons for doing so but to understand them, and so make use of them, you have to understand a little more about each source file. current paths...

THE CURRENT PATH

With the GEM desktop from TOS v2.xx and onwards, and also under many of the replacement desktops such as TeraDesk (figure 1), you can determine whether the current directory for an application is its own directory, or that displayed in the top

An example would be with HiSoft BASIC which is set to use the top window as its current directory (figure 2).

Opening a window that contains

BASIC editor which then looks in the current director the file settings. Using this idea, it is possible to have different settings for

OTHER ENVIRONMENT **VARIABLES**

Many programs use the GEM clipboard, a much neglected part of GEM. The clipboard can be used to cut some text or an image from one program and immediately paste it into another. Programs like Calligrapher, Atari Works, Everest and many others support the GEM clipboard in this way. Unfortunately, not all programs know where that clipboard actually is and look in the environment instead. Even more

Root Directory: The top path of a drive. Files outside of any folder are said to reside in the root directory.

Media Change: The process of changing a disk. This applies to floppy disks, flopticals and removable hard drives.

Environment: An area of memory where infor-

mation about paths and directories is held. By default, the environment contains a single variable called PATH.

Current Directory: The path where a program will first attempt to find its data files although only some programs follow this convention.



Figure 3: The simplest way of setting the environment variable is via the clever AutoEnv program and desk accessory combination.

unfortunate is the fact that various programs look for a different variable! The best way is to define all of the following variables: SCRAPDIR, CLIPBRD and CLIPBOARD. Even that may not be enough and one may have to resort to the Atari Clipboard CPX which is the original solution to this problem.

MultiTOS and Geneva both make extensive use of other environment variables which are documented in their manuals.

PROGRAM SPECIFIC VARIABLES

Many programs, commercial or otherwise, may use private environment variables. STraight FAX! for instance uses the variable STFAX to look for its fonts, phone lists and user settings. This is useful when running STraight FAX! as a desk accessory, because it removes the need to have all these file in the root directory of drive C.

Everest is another application that can use the variable EVEREST to look for its default settings. A program like Everest is often called from inside other programs like FAX or comms applications. Under such circumstances, Everest is unable to find its default settings unless this variable is defined.

Many programming languages such as HiSoft BASIC and Lattice C also search for various environment variables to load libraries and other files.

Details are normally found in the manuals.

SETTING THE ENVIRONMENT

There are many utilities around to set the environment. *GEMRAM* which was included on the cover disk in issue 21 is one. The program loads the environment definition from a simple text file called *GEMRAM.ENV* which should be placed in the AUTO folder.

The text file can be created with any text editor or most word processors. Each line should start with the variable name in capitals, prefixed with an equal sign, and followed with a list of paths. The way most environment variables work is to check the listed paths in the order of appearance. So if a file is not found in the first path, the program carries on searching in the next one and so on. Paths should be separated by a semi-colon.

It is best to have a full stop as the first path in the definition of the PATH variable. This means that the program will first check the current directory, then the list of paths.

The environment cannot be changed after boot-up unless you are running under *MultiTOS* or *Geneva*. The exception to this rule is *AutoEnv* by Pascal Fellerich (figures 3 and 4). This small and useful utility comes with a desk accessory that enables you to modify and add environment

Current Environment Strings

PATH-.;C:\;D:\CAL\;D:\WERCS2\,D:\devpac3\bin\
#GERRAMSYS-C:\MULTITOS\GEM.SYS
EUEREST=F:\EUEREST\
STFAR-F:\STFAR\
TEMP=E:\TEMP\
INCBAS=E:\BASIC\NEW_HGT\;e:\basic\vmail\include\
TRPDIR-E:\TEMP\
NNPATH-F:\NN\
SHELL=H:\TOMSHELL\TOMSHELL.TOS
ACCPATH-C:\
GEREHT-PRG, APP, GTP, PRH.
TOSEHT-IOS, TIP.
TOSEHT-IOS, TIP.
TOSEN-C:\MULTITOS\MINIWIN.APP.
SHSHOW-F:\EUERSTZ3\EUERESTE.PRG.

Load Save Info Abort OK
EUEREST File Block

Figure 4: AutoEnv is accompanied by a desk accessory that allows you to change environment variables at any time without resetting the system.

variables at any time. AutoEnv is installed by copying AUTOENV.PRG into the AUTO folder and the ENVIRON.ACC to the root directory of your boot drive. A sample environment file called DESKTOP.ENV (figure 5) is also included in the package and should be copied to the root of the boot drive. After a reset, selecting the accessory enables you to view, edit and save the environment variables. The only problem with this excellent program is that the number of variables is limited to 15 but this should not be of concern to most of you.

SOMETHING COMPLETELY DIFFERENT

Most hard drives have a small LED to indicate drive activity, but some older models do not. This can be annoying – the light can be reassuring when saving or reading from disk. Some programs can spend many minutes accessing the hard disk without displaying any information about what is going on. This simple indicator lets you know that your system hasn't

Figure 5: creating a DESKTOP.ENV file is simple with a text editor like Everest. If you use a word processor such as First Word Plus, make sure you save the file as pure ASCII text.

crashed but is merely busy reading or writing to disk.

If your hard disk, like mine, does not have such an indicator, you'll be happy to learn that there is a simple solution in the shape of *DCFLight* (figure 6). This program can be installed from the AUTO folder or simply run from the desktop. Whenever it detects hard disk access it switches the floppy drive light on – at 752 bytes, this is a utility worth having.

DC F-LIGHT v1.0 by Keith Gerdes & Michael Vederman Copyright (c) 1990 Double Click Software Install Exit

Figure 6: DCFLight is a simply addition for hard drives without a drive activity indicator light.

Force Media Change installed. Copyright 1989 Living Software 97 N. Road, Bedford, MA 01730 This software may be copied freely, but not sold. (Donations always welcome!)

Figure 7: protect your data from an insidious ST system bug with Force Media Change.

FORCE MEDIA CHANGE

One of the many problems facing ST users is an elusive bug in TOS that can cause it to corrupt the contents of a floppy drive forever. The reason is that the system does not always know that a floppy disk has been changed. The following scenario may sound familiar...

You insert a floppy into the drive and load a file into your word processor. Next you insert another floppy and try to load a second file but the file selector still displays the contents of the previous floppy disk. This is caused by the media change bug. If you now attempt to save a file to the floppy, its contents will be lost forever.

The solution comes in the shape of FMC.PRG which stands for Force Media Change (figure 7). This causes the system to believe that a disk is always changed before writing to it which in turn causes TOS to check the contents of the floppy and update the information it holds about it. The program measures a mere 548 bytes and you won't regret installing it – in fact, you are more likely to regret not installing it!

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Nial Grimes rounds off our DTP series by spilling the beans on some tricks of the trade...

BENDING



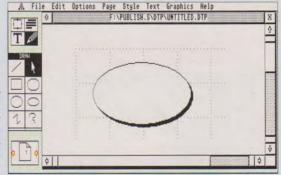
All graphic designers face a constant challenge in coming up with innovative ideas for page layouts. But as much as the DTP revolution has improved the publishing industry, it has also meant that everybody is working with similar tools. Without careful planning, one *Timeworks* document can look very similar to the next, and the next, and the next, and the next... The secret is to push past the limitations imposed by your software – to make your design just that little bit better.

Over the past few months we've examined how to use *Timeworks* and have looked carefully at the chemistry of a balanced page design. Now let's concentrate on wringing a few last drops of power from *Timeworks* itself...

A HEAD FOR HEIGHTS

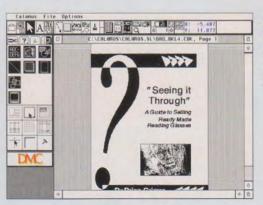
Probably the biggest restriction imposed by *Timeworks* is a lack of font sizes. GDOS isn't hugely flexible

Don't underestimate the internal tools - in many cases they can save you yet another trip to your graphics package.



TIMEWORKS TIPS

- *Timeworks* has a nasty habit of adding empty space to the edges of white-on-black pictures try laying an image over a tinted frame and you'll see what I mean. Use a medium-thick frame border to cover-up the problem.
- As an alternative to choosing "new" from the file menu to load a style sheet, just click on the main window's close box.
- Timeworks' default style-sheet is probably the most ineffectual layout on earth. To replace it with something a little more classy, adjust the column set-up and save it as DEFAULT.STY in the Timeworks directory.
- To add a new page to a document without messing around with menus, simply click on the right arrow by the page icon.
- If you can't be bothered with a virtual screen driver but need a bit of extra space, try using the main window's full box a second click returns the window to its original position.



Simple abstract shapes are an effective way to make your designs stand out from the crowd.

in the type handling department and the limited range of fonts can often put a real crimp on a design. *Textstyle*, at £14.95, is perhaps the easiest solution to this problem, but don't worry – there is a cheaper alternative.

The procedure goes something like this. Create a banner headline with the Calamus S demo, save it with the screen grabber and import it as an image into Timeworks; it's as simple as that. Not only is this approach cheap, it's also flexible. Once an image has been imported it can be stretched to fit a space exactly and edited pixel by pixel from within Timeworks. What's more, any other effects can be transferred in the same way - rotated text, cartoon-style caption boxes and plenty more besides! The key to using this method is to grab larger than you need and scale down thus increasing the resolution. Aim for at least double the size.

Working with white on black text is another effective way of lifting your work clear of the crowd. *Timeworks* has a much underestimated white text style that can be used to very good effect over black or grey tinted frames. To use the same trick with your grabbed *Calamus* headlines, simply load them into *GEMView*, click on the "Invert" button and import as usual.

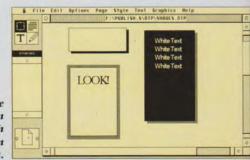
USE YOUR ILLUSION

Timeworks' own internal tools can be used to create some interesting effects too. Tinted frames are ideal for adding shadows to boxes and can also play an important part in abstract designs. Take a look at the fly-leaf of almost any book and you'll see how much impact a few simple lines and boxes can have!

Instead of overdoing the clichéd Timeworks tinted box, try using some other shapes. Many can be designed with the drawing tools, but if Timeworks really can't cope on its own, don't be afraid to employ the services of a more specialised program. Very often a feat that is impossible to achieve within the desktop publisher itself is only five minutes' work to Kandinsky and the result can be easily imported into a graphics frame. The same goes for Easy Draw 2, Flair Paint or any other package for that matter. When you find the same shape cropping up over and over again in your designs, copy it to a separate directory and use it as a foundation for a primitive library.

The same technique can be applied to other types of program too. Even good ol' *Degas Elite* makes a reasonably good job of rotating graphics and that's a trick that is only matched by the very latest version of

A wide range of trendy effects can be achieved with nothing more than tinted frames.



Calamus SL! Public Painter too another public domain classic - is capable of some stunning effects and this is just a small sample of the "alternative" uses that popular software can be put to. Take a look through your disk collection and I'm sure you'll find plenty more.

BEYOND TIMEWORKS

As you can see, there are very few restrictions that can't be overcome with a little bit of perseverance and hopefully we've given you some ideas for further experimentation. Nevertheless, the day may come when you will have to leave behind the comforts of Timeworks in search of scalable fonts, increased typographical control and even colour.

This needn't be the trauma it seems, because the grounding you have received from Timeworks will stand you in good stead for working with any of the popular ST desktop publishing packages. The techniques are the same, the terminology is the same - the only thing that differs is the interface. Having extracted the very best from Timeworks, you'll be in a far better position to make the most of PageStream 2, Calamus or Didot. Have fun...

MONITORING THE SITUATION

As you've probably discovered by now, the ST's screen resolutions were not really designed for full A4 desktop publishing. At "full page" size, text is almost unreadable and at "actual", your window on the page is minutely small - not ideal when each switch between views can cost valuable seconds.

MonSTEr is effectively a software large-screen monitor. It doesn't actually put more pixels on the screen, but instead fools your ST into thinking it's got a bigger display than it actually has. Your monitor becomes a "window" on a much larger "virtual" screen which can be moved by simply dragging the mouse. In mono, MonSTEr provides 1280 by 960 pixels and colour yields the same horizontal resolution, but only 480 pixels vertically. It works on most STs, but really comes into its own on the STE where hardware scrolling is used for ultra-smooth move-

Even more impressive is the program's shareware status -"Monster", as Nigel Kennedy might

> How about that for a large-screen display? MonSTEr provides over four times as much virtual workspace as a "standard" ST in high resolution!





BIG HEAD!

Life begins at 36 points! Let's bust Timeworks' font-size limitation with a little help from the Calamus 5 demo...



First lay out a nice large 1 headline in the font of your choice. The Calamus type controls might seem complex when compared to Timeworks, but persevere and you'll get the hang of them in the end.

Now use a screen grabber to 2 Now use a screen s snatch the headline to disk - remember, the larger you can make the text now, the better the quality will be in the long run. Imagecopy 2 is used in this case, but there are plenty of alternatives in the PD.





Load up the image into 3 GEMView and use the "Invert" button to make the good opportunity to crop out any unwanted frames or icons that crept into your screen grab

Finally import the headline into Timeworks and size to suit. The same technique can be used with any number of other packages - you might care to try out a rather nice Outline Art 3 demo that is creeping into the PD libraries as we speak!



TOOLS OF THE TRADE

Textstyle: £14.95 - The ST Club (0602 455305)

MonSTEr: £2.50 - Floppyshop (0224 586208)

Calamus S Demo: £1.25 – The ST Club (0602 455305)

Kandinsky: Free Trial - ST Review Cover Disk

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In the last part of our Replay Stereo tutorial, Mike Robinson looks at the FX section...

eplay Stereo is capable of digitally filtering samples. There are two groups of filters, both located under the Filter menu title. In addition, Replay can generate an FFT (Fast Fourier Transformation) display which can be useful in analysing a sound. Filtering can be used to correct and improve samples or even as a form of synthesis, creating new sounds from existing ones. Using a notch filter, for example, can sometimes transform the sound characteristics.

USEFUL PICTURES

Better known as FFTs, Fast Fourier Transformations are 3D graphic representations of sound and can be very helpful when editing. Replay Stereo can generate FFTs and display them in a window. Load the FLUTE.AVR file and then select FFT from the Filter menu. Replay cal-culates for a few seconds and then displays the FFT - line by line, it builds a 3D-like graph.

The FFT graph displays the frequency or pitch of the sound. With the flute sample there is a clear "mountain" around the 500Hz mark - much of the flute sound lies in this frequency spectrum. The small "hills" to the right of the peak region are the harmonics that give the flute its breathy sound. The third coordinate

The FFT display of the Flute sample. The main part of the sound is at the 500Hz region while the harmonics can be seen around the 1kHz mark.

represents time. The hills in the foreground are at the very beginning of the sound while the one in the background is at its end. A sound that gradually swells in would look like a mountain about to be

The peaks and troughs along the left side of the image represent the vibrations in the sound of the flute, or vibrato as it's known in musical circles. Click the right mouse button to return to the main window.

FILTERING

Filtering is an integral part of sampling and sound synthesis. Replay Stereo provides a selection of filters and most are adjustable. The filters are divided into two groups - Fast and Slow filters, both categories

being accessible from the Filter menu. The fast filters are simpler to use. The Low Pass filter works by only allowing low frequencies through, effectively making the sound less bright. This is the same as turning the Treble control on a hi-fi system down to minimum. Band Pass works like Low Pass, but allows you to specify a frequency band while High Pass filters out the bass part of the sound - the opposite to Low Pass.

A Notch filter lets you to filter out a specific frequency which can create unnatural and interesting sounds in some cases. Boost is the opposite of Notch and simply amplifies a given frequency. It can be used to give more depth to bass sounds, or add sparkle to a dull sample.

After setting a filter, it is possible to get a display showing the effect of

the filter by pressing the Response button.

BOOST

Load the CABASA.AVR sample from the cover disk and have a look at the FFT display - the sound is far more complex than the flute sample. There is no apparent regular pattern, and the sample seems to use the entire frequency range. A closer look shows that most of the energy is in the centre, at around 5 to 6kHz.

Using the Boost filter, it is very simple to boost that frequency and bring out the main character of the sound. Go to the Fast Filters dialogue box and select Boost. Next type in "5000" at the frequency field. Click on Filter and after a few seconds the filtering process is complete. Audition the sample by pressing Play; you should notice that the sound is a little brighter. Press the Filter button again. This boosts the 5kHz range again. If you play the sound now, you will hear that it is much brighter.

It is interesting to look at the FFT display of the modified sample. The previously small peak at 5kHz is now much higher. While that's the end of the tutorial, it's only the start of the fun - by experimenting, you'll find that the Replay Stereo software can manipulate sound beyond your

wildest dreams...





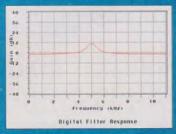
Load the Cabasa sample from disk. It's a rather random sound with a rich frequency content. A sound like this is so complex that our ears perceive it as noise and not a musical note.



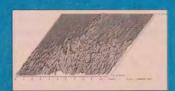
By boosting the 5000Hz frequency range, the sound can be given more presence.

QUE PASA CABASA!

Time to see the effect of working with Replay Stereo's filters...



By selecting the Response button, the effect of the filter is immediately shown. Exit this mode by pressing the right mouse button; select the Filter button to incorporate the filter.



The edited sample now sounds brighter and the effect of the filter is clearly seen in the FFT display.

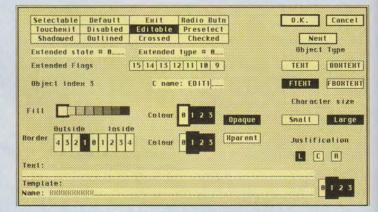
CREATING A DIALOGUE BOX

Using K-Resource from last month's cover disk,Ofir Gal gets you started with buttons and dialogue boxes... EM, and in particular the AES, has many features that a programmer can tap into. The complexity and flexibility of the AES is surprising considering that it was written back in 1984. A correctly written GEM program will happily run on any TOS machine, regardless of resolution, screen acceleration or GDOS versions. This month I will take a closer look at the centre piece of all dialogue box handling – namely, FNform_do.

DO THE FORM

FNform_do is simple enough to use as shown last month. It does, however, provide you with a host of internal functions which you then don't have to worry about. Editable text fields and radio buttons are the subject of this tutorial.

You will be surprised to learn how simple it is to create and use complex



This FText object has the editable attribute set which means that FNform_do will treat it as an editable text field. While not visible, the text line contains 10 underscore. Note how the template line is structured.

dialogue boxes in your programs. As with the previous tutorial, the aim of this one is to show the techniques involved as opposed to writing any specific program.

FNform_do is, in fact, a loop. The AES loops around waiting for an event, such as a mouse click or a keyboard action, to occur. In the case of keyboard input there are two things that can occur.

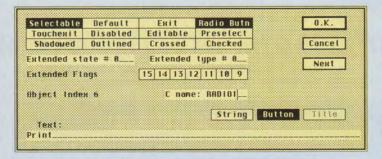
If the key entered is a form control key then FNform_do acts by closing the form and exiting when the <Return> key is pressed. If the key pressed is the <Tab> or <cursor> keys, the cursor is moved. Otherwise, the character entered appears at the cursor position although if there is no cursor to start with, the key is simply ignored.

DISPLAYING A CURSOR

This may lead you to wonder how a cursor is displayed in the first place. This is quite simple - you just need to create an editable object. The AES only allows FTEXT and BOXFTEXT objects to be editable. Fortunately, this is taken care of by K-Resource when creating editable objects. On the cover disk you will find the file GEM2.RSC and its associated files. The resource file contains a single form with a variety of objects, including three editable field called EDIT1, EDIT2 and EDIT3. Load the file into K-Resource and study the form carefully.

Now create a program using the examples in listings 1 and 2 from last month. You may have noticed that FNform_do takes two parameters. The first is always the tree address as explained in the last tutorial. The second parameter is used to place the cursor in an editable object. Always make sure that the object is editable, otherwise the AES may get "upset" and crash (you mean it sulks?... Ed). If there are no editable objects in the form, simply pass zero as before.

To display a cursor in the first object, FNform_do should be called with EDIT1 as its second parameter (see the listing). Once the cursor is



The Print Radio Button. A radio button is just like any button, but instead of being an exit object, it has the Radio attribute selected.

MISSED THE FEBRUARY ISSUE COVER DISK WITH KRESOURCE?

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displayed, FNform_do will let you move it with the mouse and enter text into the fields via the keyboard. A useful feature of the AES is the use of validation characters; the Name edit field can take any character while the two below only allow numbers.

ALL ABOUT EDITABLE OBJECTS

Editable objects have their editable attribute set and FNform_do checks for this before allowing the cursor to be positioned on the edit field. These objects are very versatile and their functionality can be further enhanced by using the excellent Let 'em Fly utility as given away on the cover disk of issue #21. Let's take a closer look at these objects.

An editable object has two fields: text and template. The text should normally contain a series of underlines and be as long as the maximum entry length allowed by your program. The template can contain a heading as used in the example for Name:, Tel: and FAX:. The template then includes the validation characters. The number of characters must he the same as in the actual text field and determines which characters will be allowed by FNform_do. Apart from limiting text entry to numbers, there are various other validation codes such as only allowing legal file name characters, which is used by the file selector, for example. The actual text the user has entered can be retrieved for use in a program, but we will have to leave this until next time. First you have to become familiar with the structure of objects...

STRUCTURES

GEM was written in C and as such it uses a special kind of array which is possible in C called a "structure". While BASIC does not support structures directly, it is possible to access these structure to retrieve information about objects. In many cases this information will be the text the user has entered into an editable field, or possibly whether a button has been selected. Each object uses 24 bytes for its structure and the



Installing the system patch Let' em Fly automatically adds keyboard shortcuts to your buttons.

objects follow one another. The first structure starts at the base address of the form. So to get the start address of an object structure, multiply the object index by 24 and add the result to the tree address as returned by FNrsrc_gaddr. This is not as complex as it may seem!

The most common thing is to check the part of the structure known as ob_state. This contains 16 bits, each of which may be set or cleared; if bit 0 (the first bit) is set then the object is selected while if bit 2 is set then the object is displayed with a check and so on. Under TOS versions prior to 4.xx and MultiTOS, only the first six bits are used. An object may have more than one of this set – for instance, it could be both selected and checked.

GETTING INTO A STATE

Let's say that we want to know the state of the button labelled Print in our example dialogue box. The button's index is RADIO1 in the header file, RADIO1 happens to be value 6. We already know the address of the tree which is returned by FNrsrc_gaddr into the variable tree&. The start of the object structure of the Print button is 6 x 24 bytes away, or in other words:

ob_struct&=tree&+RADIO1*24

The *ob_state* lies 10 bytes past the beginning of the structure and its memory address can be obtained by:

ob_state&=ob_struct&+10

Now that we know where the ob_state is in memory, we can simply PEEK that memory location for the

```
LISTING
DEFINT a-z
LIBRARY "gemaes"
'$option k50
'$include gem2.bh
                           'this may need to include
                           'the full path
IF FNrsrc_load("GEM2.RSC")=0 then
 junk=FNform_alert(1,"[3][Error while loading|resource file.][ Abort ]")
 SYSTEM
END IF
junk=FNrsrc_gaddr(0,FORM1,tree&)
junk=FNwind_update(1)
junk=FNwind_update(3)
form_center tree&,x,y,w,h
form_dial 0,0,0,0,0,x,y,w,h
junk=FNobjc_draw(tree&,0,10,x,y,w,h)
res=FNform_do(tree&,EDIT1)
form_dial 3,0,0,0,0,x,y,w,h
junk=FNwind_update(2)
junk=FNwind_update(0)
ob_struct&=tree&+RADIO1*24
ob_state&=ob_struct&+10
state=PEEKW(ob_state&)
IF state AND 1 THEN
  PRINT "Print button was selected"
FISE
 PRINT "Print button was not selected"
END IF
junk=FNrsrc_free
```

value as shown below:

state=PEEKW(ob_state&)

To find out if the button was selected when *FNform_do* exited we need to AND the state value with 1.If the result is 0 then the button was not

selected; any other result means was. In the example program there are two radio buttons. It handled by *FNform_do* because the buttons were set to radio buttons in *K-Resource*. The program then uses the technique outlined here to check whether the Print button was selected.

VALIDATION CHARACTERS

The AES supports a variety of editable text validation characters. Used sensibly, they prevent the user of a program from entering invalid data such as a question mark in a file name, or a letter in a phone number. The validation characters are shown in table 1.

The validation characters P, p, F and f are normally used for paths and files respectively; the upper case P and F also allow wild cards while p and f do not. These also automatically convert lower case input to upper

It should be noted that the use of any validation characters other than X, F and f under TOS 1.00 can cause a crash if the user attempts to enter

n underscore.	
	TABLE 1
Character	Explanation
X	All characters allowed
	Same as X, but all lower case characters are converted to upper case
	Only 0-9
A	Only A-Z and space
	A-Z, a-z, characters with ASCII values 128-255 and space
N	A-Z, 0-9 and space
n	A-Z, a-z, 0-9, ASCII 128-255 and space
P	A-Z, a-z, 0-9, ASCII 128-255, \:?*
р	A-Z, a-z, 0-9, ASCII 128-255, \:_
F	A-Z, a-z, 0-9, ASCII 128-255, :?*
F	A-7 a-7 0-9 ASCII 128-255

OBJECT STATES

The current object states that are available under all TOS versions are as in table 2.

To find out if an object is outlined, AND its state with 16. If you want to know if an object is both shadowed and selected, all you need to do is AND its state with 33 which is the sum of the shadowed and selected masks.

TABLE 2

State	Bit	AND mask
Selected	0	-1
Crossed	1	2
Checked	2	4
Disabled	3	8
Outlined	4	16
Shadowed	5	32

After kicking off GEM last month, Jon Ellis takes his introduction a tad further...

OPEN AND SHUT...

o master GEM programming it is important to get a feeling for how GEM works. In a sense, this is much more useful than struggling to remember little things such as exactly how many and what type of arguments each GEM function takes. This is what compiler documentation is for

Bearing this in mind, let's revisit the function that performs most of the GEM housekeeping work: initialise_GEM(). GEM is divided into two major parts – the VDI and AES.

Although these two operating system resources are connected (the AES relies on the VDI for its input and output), as far as our programs are concerned, they are best treated as separate entities.

GEMMING IT UP

Before a program can use a GEM function it must register its intention with the system. This might seem a little odd, but there is a rational explanation. Even a basic ST system, without MultiTOS, makes use of a basic form of multi-tasking in the form of desk accessories. This gives us a potential problem: how does GEM keep track of which calls originate from which programs? By forcing programs to register before they use any GEM facilities, the system gets a chance to set up internal structures that allow it to tell which application made a particular function call.

In a similar vein, the system also

requires that programs that have registered for access to GEM facilities give notice before they terminate. This allows GEM to tidy up its internal records and free resources ready for the next program.

THE GORY DETAILS

Enough theory, let's look at the practicalities of the process. Listing 1 shows how to correctly initialise both the AES and the VDI. When both parts of GEM are to be used, the AES should be initialised first.

To register for access to AES functions, all a program has to do is to call the appl_init() function. This returns a number called the application identifier which uniquely specifies the program. You can think of this as being similar to opening an account with the AES and receiving an account number. Your program will probably never have to do much with the application identifier, but behind the scenes, the Prospero GEM bindings will use it in all AES interactions. Finally, before terminating, a program that has previously called

appl_init() must call appl_exit() to
close the AES account.

So much for the AES: let's turn to the VDI. Unfortunately, this is much more complicated. As we saw earlier, the VDI is based on the idea of the workstation. To use the VDI with the screen we need to open a virtual workstation for the screen. The incantation required to do this is a bit involved: first we have to find out what the physical workstation handle is, and then ask the VDI for a virtual workstation handle for that physical workstation. Now, since the AES has been drawing dialogue boxes and the like on the screen for the Desktop, it must know all about the screen VDI physical workstation. So, to find out the physical handle, we simply ask the AES for the information. The AES function graf handle() returns the data that we need, along with some other data. The graf handle() call may seem a little odd: look at the New C Features boxout for an explanation.

Once we know the physical handle, we open the virtual workstation using the VDI call v_opnvwk().

This function is very complicated in that it takes 12 items of input and produces 58 items of output (if you really want to know the full background, read the Prospero documentation!). The "handle" variable contains the physical workstation handle when v_opnvwk() is called, and on return contains the virtual workstation handle which is the thing that we wanted to start with. If for some reason the virtual workstation cannot be opened, a handle of 0 is returned as an error signal.

At this point the work of the function is largely done. The remaining few statements just get hold of some useful values such as the size of the screen and the number of screen planes (which determines the number of colours). Some of this information comes for free with each v_opnvwk() call, and the rest is obtained using another VDI call: vq_extnd().

SHUTTING UP SHOP

Having got everything set up properly, we can then use the AES function

UNDERSTANDING THE AES AND VDI

THE VDI

The VDI is the part of GEM that handles drawing. It contains calls to do basic graphics such as plotting points, drawing lines and so on. In addition to these, it also allows control over the colours, patterns/fills used and provides basic text display with effects like bold and italics. With GDOS loaded, the VDI can process text in different fonts and point sizes. The combination of VDI and GDOS lets a program use a printer or plotter for graphics output.

In plain English, the VDI or Virtual Device Interface enables a program to draw graphics on any supported hardware device (screen, printer and so on) using the same function calls. The VDI handles the translation of these calls into something that the output device can understand. The part of the VDI that does this is called the device driver.

As far as programming goes, the workstation concept is important. To output a VDI graphic on a device, a program opens the VDI workstation that corresponds to that device. When this is done, the VDI gives the program a number, called the handle, which the program quotes in each VDI call that it makes to draw the graphic. This ensures that output is sent to the desired device. When the interaction is over, the workstation is closed.

Workstations come in two flavours: physical and virtual. Physical work-

stations refer to the actual hardware devices. Virtual workstations are used when several programs need to have access to the same physical workstation at the same time. This is true for the screen, so most programs just concern themselves with virtual workstations when displaying graphics on the monitor.

THE AES

In contrast to the complexity of the VDI, the AES is a little easier to bend your mind round. The AES provides calls to display and animate dialogue boxes and

menus on the screen. Windows, resource files, file selectors and mouse pointers are also under the control of the AES.

Another important role of the AES

the AES.

Another important role of the AES is its control over application scheduling. The operation of desk accessories is handled by the AES. Under MultiTOS, a new multi-tasking AES is used to allow you to switch between applications.

NEW C FEATURES

The graf_handle() call in the alert box program may strike you as a little odd:

```
physical_handle = graf_handle(&char_width,&char_height,&dummy,&dummy);
```

The point here is that <code>graf_handle()</code> needs to return five items of output information. We already know how to cope with one item, using the "return" statement, and this is used for the physical handle. The other data must be communicated by a different route. The conventional way is to make the caller of a function tell it where the extra data can be put. In other words, the function receives input pointers showing where it can write its output. There are several functions in the ANSI C library that use pointers for this purpose.

In this case, we pass <code>graf_handle()</code> four variable pointers. Two of the four items of data are potentially useful (the width and height of a character), and the other two we don't care about. However, <code>graf_handle()</code> still has to have a place to put these answers, so we pass the address of a variable that we have created just to receive the unwanted data ("dummy"). In fact, to save space, we pass the address of the same variable for both unwanted items: <code>graf_handle()</code> will happily write the second item over the top of the first item.

form_alert() to display an alert box on the screen. All that messing around for just one line of useful code!

Once the user has clicked on the button in the alert, the shutdown_GEM() function is called to close the virtual workstation and tell the AES that all the work is done. shutdown_GEM() also includes support for something we're going to need soon: resource files.

NEXT TIME

In this tutorial you've learnt about the hellos and goodbyes required to write a GEM program in C. You've also received a decent grounding in some fundamentals of how GEM works. Next time, we'll put this knowledge to use by returning to our back-up file purging program and beginning the construction of its GEM interface.

```
LISTING 1
** Function to initialise GEM. The program is registered
** with the AES, and a VDI virtual workstation opened.
** The application identifier, workstation handle and various
** other useful pieces of information are placed into global
** variables. The function returns TRUE if all went well, or
** FALSE if the initialisation failed.
** Usage: int initialise_GEM(void);
*/
int initialise_GEM(void)
    short work_in[11] = {1,1,1,1,1,1,1,1,1,1,2};
    short work out[57];
    short physical_handle, dummy;
    if ((ap_id = appl_init()) == -1)
        return(FALSE);
    physical_handle =
graf_handle(&char_width,&char_height,&dummy,&dummy);
    handle = physical_handle;
    v_opnvwk(work_in,&handle,work_out);
    if (handle == 0)
        appl_exit();
        return(FALSE);
    VDI_active = TRUE;
    screen_width = work_out[0] + 1;
    screen_height = work_out[1] + 1;
    vq_extnd(handle,1,work_out);
    screen_planes = work_out[4];
    graf_mouse(ARROW, 0);
    return(TRUE);
```

```
LISTING 2
** The program starts here...
void main()
    if (initialise_GEM() == FALSE)
        return:
    form_alert(1,"[1][|A GEM program written|in Prospero C !|][ Ok ]");
    shutdown_GEM();
}
** Function to shut down the GEM resources used by
** the program. The function relies on the values
** placed in the global variables by initialise_GEM().
** If initialisation was successful, shutdown_GEM()
** must be called before the program terminates.
** There are no arguments and no return values.
** Usage: void shutdown_GEM(void);
*/
void shutdown_GEM(void)
    if (resource_active == TRUE)
        rsrc_free();
    if (VDI_active == TRUE)
       v_clsvwk(handle);
    appl_exit();
```

NEW GEM LIBRARY FUNCTIONS

Many GEM functions have complicated argument lists and requirements. We only have the space to give a thumbnail sketch of selected functions in these tutorials. See the Prospero GEM library documentation (all 500 pages of it!) for more details.

graf_mouse(): This AES function is used to set the shape of the mouse pointer. Each shape (arrow, busy-bee, pointing hand and so on) is specified by a code number. The function can also be used to control the visibility of the mouse and to customise the pointer shape.

form_alert(): Displays an alert box in the centre of the screen. The program passes two arguments – one that specifies which button should be activated if the user presses return, and a string containing text and layout information. The function returns the number of the button that was chosen, starting with 0 for the left-most.

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This month sees the start of a new series with Graeme Rutt roving around the main UK bulletin boards, starting with << Internet>>...

Figure 1: the main menu screen with keyboard shortcuts in square brackets.

	rnet>> 82 =82.24 / 88.46 DN	11
		_
R822 C837 88:18 OFF ONL REP	L NUR	
(D)Batabace:	System Motices	
[6] Online Games Breas	[2]Extended Bulletins [13]Shareware Support [14]Visiting Systop Rocess [15]BBS Rocess Levels [C]Chat to Systop	
[B]Belp System (Rwailable (rom RMV prompt)	[B]Bye (Legeff)	
c 4. 1993 4:50 PM nnected: 0 minutes. 30 minutes remaining		
IN NEMU - [Return] for options >> _		

Figure 2: on-line help with 14 topics on offer.

Terminal Setup Misc 0*0° 00:01:23 #02.66 / 00.46 DM R025 C008 00:11 OFF ONL REPL NUM	O < <internet>></internet>		1
Information is available on the following topics: ACCESS - BBTIMES - CHRT - DATABASE - EMAIL FILES - GAMES - MESSAGE - SURVEYS - UTILS MACROS - PAGING - QMAIL - STACKING Enter the name of the listed item you need help with. MOTE: At any topic/subtopic prompt, entering ? will repeat the current topic. Hitting Return by itself exits MELP	Terminal Setup Misc 000 00:01:23 #82.66 / 00.46 DM		1
CONTRACTOR OF THE CONTRACT OF	R025 C008 00:11 OFF ONL REPL NUR		
Topic?			
Topic?			1
Topic?	and a		t
0		11.	+

FLYING WWW.

Ars the central hub for the Turbonet network, <<Internet>> runs Turbo BBS software and is aimed directly at Atari users. Ben, the sysop, is courteous and knowledgeable – his help to new sysops is the stuff of legends.

To use <<Internet>> fully you have to register your name, password and a few other details. All new users should be validated after midnight on the day they register. After that, your access level is handled automatically – the more messages sent and files uploaded, the greater the access you'll gain.

Most commands use single letters although there is a provision for macros – a number of commands stacked up and covered by a single keyword. In most cases, **q** will take you out of a menu and back to the main screen (figure 1) or a previous menu. There's also a help system (figure 2); type **H** or **Help** at any prompt to enter it.



Figure 3: Special Interest Groups are catered for.

MESSAGING

<<Internet>> sub-divides its message areas into special interest groups (SIG) – general, ST user and communications. The first has topics as diverse as chatting, private sales and computer languages. The second deals with Atari related matters and the last has an area devoted to the support of Freeze Dried Terminal as

well as having sections for comms chat and BBS questions.

Selecting T from the SIG menu (figure 3) sends you through the message echo list, allowing you to toggle echos on and off for reading. Once you've done that the easiest method of reading messages is to hit A from the SIG menu – this will read all new messages. Otherwise, select a SIG and then an echo number to

bring up the echo menu. N is the most common choice, reading all new messages in that echo while E invites you to send a message.

Select E from the main menu to enter the private mail menu; R reads new mail. To send mail, hit S and then select either L, R or I. These send mail to users on the same BBS, the Turbonet network and the internet global network, respectively.

FILES

Now, onto the files section, **F** from the main menu. There are six to choose from – select an area to enter the menu. To look for a file to download, hit **L** or **S** (the latter gives a shortened file listing) and then choose a scan method; **A** lists all files in that area and **N** brings up any new files.

While scanning through the list you can mark a file for download after each page of files by hitting . When you come back to the file area hit again and follow the prompts to download.

Alternatively, hit <D> from the area menu, select a single file name or number and follow the prompts. In both cases make sure the file transfer protocol you choose is the same as the one you have set up in your comms package!

To upload, select area 11 from the main files menu and hit <U>. Follow the prompts and bathe in the warm feeling of having given...

If you have any problems with comms, please feel free to get in touch with me by E-mailing sabbath@cix.compulink.co.uk.

INTERNET DATABASE

Hitting <D> from the main menu brings up the database section; the first half covers system news and the second, the database proper. You will find text and data files available on a number of topics. In particular, check out the Shareware Support Base where Ben keeps details and the latest versions of all the shareware programs that <<Internet>> supports.

SYSTEM INFO

Phone Number: 0296 395935 (Aylesbury) Sysop: Ben Van Bokkem Times: 24 hours

Speeds: v32bis (14400) with v42bis Turbonet: 100:100/0



Mark Baines introduces the last in our series of recommended Atari-specific bulletin boards...

STANDARD

INFO: Dial-in: 0394 271550 (Felixstowe)

Sysop: Karl Foley

Times: 10pm - 8am (24 hours expected if enough callers)

Speeds: Up to 14,400bps with V42bis

NeST 90:102/105 TurboNet 100:105/4 AtariNet 51:502/5 FidoNet 2:2501/101 Internet: centron.standard.com



STandard is a new BBS taking all the message and file echoes from the four main networks and also with access to the Internet and over 6000 Usenet newsgroups. Users can have their own Internet address and full read/write mail and conference access to the Internet for free! Also, you can have FTP access (although not live), requesting files from any other Internet computer in the world which are obtained for you and downloaded when you next log

For OLR users there is QWK mail door with already compressed files and the usual on-line games such as Space Empire Elite. Jekyll file transfer is available and point access for budding comms enthusiasts. All this for free - this BBS has to be tried!

D N A BBS

INFO: Dial-in: 010 353 1 454 9029 (Dublin, Eire)

Sysops: Martin Shortall and Kieran Reilly

Times: 24 hours

Speeds: Up to 14,400 bps with V42bis

Network addresses imminent

D N A is the only Atari-based BBS in Ireland and one of the few featuring anything of interest to Atari users. It is trying desperately to support Atari users who are generally neglected by Atari and retailers - the Atari User Group of Ireland (AUGI) has a support section. The BBS isn't connected to any networks but this is imminent. The board is very active and has 2 lines.

There is a large file area (600Mb hard drive and 128Mb optical drive) and more to follow with no download ratio for callers outside of Ireland. Jekyll transfer protocol is supported and there are many on-line games. Kieran is a MIDI expert with his own recording studio and other technically knowledgeable callers frequent the board so help is always at hand.

VESTERBRO CON

INFO: Dial-in: 010 45 31 232717 (Denmark)

Sysop: Morten Iversen

Times: 24 hours

Speeds: Up to 14,400 bps with V42bis and ZyXEL 16,800 bps

NeST 90:1500/105 TurboNet 100:120/5 FidoNet 2:234/179 VikingNet 45:100/5 RPGNet 105:450/16

Vesterbro is a new board that takes a wild variety of message areas from many networks. It specialises is in catering for board gamers, especially Avalon Hill games. A new Play-by-EMail Diplomacy game has been started and new games can be founded upon request as Morten will accept any ideas for new areas.

Users can upload their saved positions for computer board games for others to think over. An Opponents Wanted section is also available! If board games are your interest then Vesterbro Con is your BBS...

THE MAGIC CASTLE

INFO: Dial-in: 021-430 3761 (Birmingham)

Sysop: Mick Coleman Times: 24 hours

Speeds: up to 9600 bps with HST

14,400 and V42bis NeST 90:103/0 FidoNet 2:255/400



Mick has been running The Magic Castle for six years now and so has vast experience of bulletin boards and networks. In fact, it is rumoured that Mick is the oldest sysop in the business! New users are particularly welcome and Mick is very willing to provide a helping hand.

There is a large file area mainly for ST and Falcon computers, but there are some PC and Amiga files as well. It offers a QWK off-line mail service and the usual on-line games areas. The News items are updated every week.

Mick is an active member of CommUnity (the Computer Communicators' Association) and details can be found here concerning this important organisation.

ONE TO ONE

INFO: Dial-in: 0200 27183 (Clitheroe)

Sysop: Stephen Peters Times: 8pm - 9.30am (24 hours expected soon) Speeds: Up to 2400 bps

One to One has the exclusive BBS Chess Challenge written by the sysop and Julian Sergeant. Here you can pit your skills against other players with an easy

to use chess logging system. There are always people waiting to play against you; simply enter your move and call again to receive the counter move! All moves are logged and easily accessed. If you have a game in progress you are taken directly to the Chess Board saving time and money. There is no limit to the number of games in progress and with chess being very much in the headlines at the moment this is a BBS worth a call for all you promising chess

There are file areas for ST, PC and Amiga and new users have a generous download ratio. The local message areas are fast moving but are not networked at the moment. VIP members (one-off £5 payment) get unlimited downloads and a postal service for big files.

ASK THE EXPERTS

You ask the questions – ST Review's panel provides the answers...

SIMMPLE...

Three questions. First, with an eye towards the software piracy people, is it acceptable for me to use a back-up of my copy of Cyberpaint in my computer but at the college where I work instead of my home? We run a video course in the music dept. where I am a technician and I would like to use Cyberpaint for titling purposes. It is easier to take in my own ST than pull out one of the STs we have in the studio and I have the one backup which would normally stay at home.

Second, we purchased from you a 2Mb upgrade for the ST in our main studio rig which I fitted without problem. I found that both the college and my ST appear to have two 0.5Mb SIMMs and two blanks. At the moment the college ST has 3Mb installed (if they are indeed half Mb SIMMs) of which it can address 2.5Mb. Since I do a fair amount of work, it would be useful if I could use the spare SIMMs from the college ST in my own ST. Is there any software, like SIMMFIX2, that would allow this? I have tried with and without SIMMFIX2 to no avail and since I can't afford to buy an upgrade I hope you can help.

I am very impressed with the difference that the extra RAM has made, not least since we use *Notator* at college with a BJ10 printer and you have to choose between fonts and songfiles on a 1Mb machine.

Finally, are Atari really supplying the Falcon with the same crappy Atari mouse as the pictures I have seen would suggest?

Andrew Dunford, Surrey

The general rule is that the software should only be installed on one machine at a time. If you are running floppy-based systems at home and at work, there's no problem. It can only be running on one machine at a time so take the working copy of the disk to work in the morning and home again at night. Hard drives alter the picture so you must delete it from one machine's hard drive when you intend to use it on another as if it is installed on a hard drive, it counts as running on a computer.

The only SIMMs that can be used by Ataris are 256Kb or 1Mb SIMMs, so it seems likely that you have two of each in the college machine (which I suspect is an STE) for a total of 2.5Mb. With a program such as SIMMFIX you should be able to access it all. You could remove the two 256Kb SIMMs from the machine at work and upgrade your own machine to a full megabyte but only if it is an STE too and one with only two 256Kb SIMMs in it already (in other words a 520STE). This would give you a full megabyte at home and 2Mb at work.

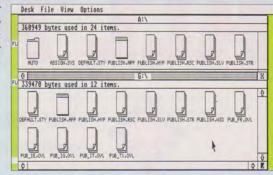
The answer to your final question is, sadly, yes, though if that's the only thing that's putting you off, I'm sure you could do a deal with your supplier...
Andrew Wright

WRITE PRINTER

Could you please help me with a problem that has cropped up while using Write ON!, given away with issue 13. I have a Star LC-10 printer which insists on printing a heart character before a pound note sign.

character before a pound note sign. This occurs when using "Pica 10cpi", but not when using "HelBol14". I have tried altering the dip switches, changing the printer driver to Epson LX on installation of the program and removing desk accessories. None of these seem to make any difference. The only thing I can think of is that the printer is receiving a special code

Folders 'n' files – how to set up a RAMdisk for Timeworks...



it shouldn't be. If this is the case, is there any way of fixing the problem and how exactly do I do it?

May I also take this opportunity to offer the traditional, but well deserved, congratulations on the quality, style and content of your magazine.

G Barrs, Chippenham, Wilts

Compo assures us that many Write ON and That's Write users are printing pound signs on LC10 printers without any problem. "Pica 10cpi" is an internal printer font, whereas "HelBo" is a Write ON graphical font, so it is not surprising that your unwanted heart character only appears with the former. It may be caused, as you suggest, by using the wrong printer driver for the current LC10 settings, so try the following: O Set the LC10 to its default configuration using the DIP switches. It should be in "LC10" mode.

Reinstall Write ON using the LC10 printer driver.
Older LC10's had some bugs in their "firmware" that is the

in their "firmware", that is the ROM-based software which drives the printer internally. If this is the cause of the problem, you will need to obtain the latest ROM chips from Star to update it. Richard Lane

EASY SET-UP

l am the proud owner of the Easy Draw 2 and Easy Tool 2 cover disk. I bought the manuals and the LQ800 printer driver. However, no matter

how often I read the various instructions, or how often I try, I cannot get it all on one disk nor can I split it on to two disks and make it work.

I would appreciate your help and advice. I own an STE 1040 upgraded to 2Mb, an external disk drive and a Citizen Swift 200 printer.

Uwe Meinke, Sidcup, Kent

The instructions in Issue 15 stated that you should create a backup of the Easy Draw 2 program disk, using the dedicated cover disk

backup program, and delete the OTHER_PR.OGS folder. You should then copy the EZ_TOOLS folder and EZD_ACC1.ACC file from the Easy Tools disk onto the new disk.

If you have added a new LQ800 printer driver too, you'll have to make even more space. Try deleting the file FX80.SYS in the GEMSYS folder, the DRAWINGS folder and the TUTORIAL.PIC folder to make even more room – you can always load them from another copy of the disk in your external drive.

If that fails, try formatting a disk with 82 tracks and 10 sectors, using any good PD formatting utility, and copy the relevant files onto that. That should do the trick. Andrew Wright

RAMMED HOME

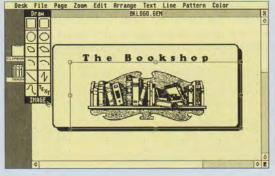
I found the December 1993 Issue to be an excellent one. The free utilities booklets was also very informative. However, I have tried

unsuccessfully to load *Timeworks* onto a RAMdisk as suggested on Page 12 of the booklet. Having deleted the Auto folder, *GDOS* is not available. Can this be the reason it will not run from the RAMdisk? I would appreciate some further advice on this aspect as I would certainly like to speed up *Timeworks* and cut down on disk swapping, but cannot yet stretch to a hard disk drive.

GC Andson, Bangor, Co. Down

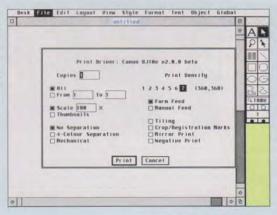
Let's take you through the procedure. I'll assume you have a ready-to-run copy of Timeworks sitting in front of you.

First, install the RAMdisk on your Timeworks Startup floppy (the exact method will vary depending on which utility you are using) and reboot the machine. When the desktop appears, open a window for drive A and copy the contents – excluding the Auto folder and files which end in .HLP – to the RAMdisk. Now pop the Fonts disk into your drive and copy PUBLISH.WID to the same



Tight squeeze
- Easy Draw 2
and Easy Tools
2 can fit on a
single disk but
it's tight...

Good support –
both the
Canon BJ-10ex
and DeskJet
510 are well
catered for by
ST software.



location. You are now ready to run PUBLISH.APP.

The above procedure will need to be repeated whenever Timeworks is used, unless you automate the process with a utility such as COPY.TTP (details of which can be found in Maxidisk's documentation). I'm not sure exactly what you mean by "deleting the Auto folder" but just to clarify: on account should any files be removed from your Timeworks Startup disk. Nial Grimes

BUBBLING UNDER

which I bought about 4 years ago, and which I find a great help in my work. At the time of purchase I also bought

a Star LC10 multi-font printer which has served me well. However, I recently saw the results obtained with a bubble-jet printer and I decided to have one – but which one was the question. I was advised that I couldn't go wrong with a Canon BJ200, so I phoned Footprint Computers and I was advised that the bubble-jet I wanted was not compatible with my Atari – they don't speak the same language. Can you advise?

Can you also tell me if there would be any advantage in changing my black and white screen (Atari SM124) for a colour one?

Reverend Jack Campbell, Irvine

The recent dip in printer pricing certainly makes bubble-jets an extremely attractive buy. Having contacted Canon, I can report that the BJ200 should work with most ST packages under Epson LQ emulation, albeit at a compromised resolution. However, a far better option is to take the "tried and tested" route.

A good starting point is the Canon BJ-10ex which will work with all of your current software under Epson – that is, LC-10 – emulation and can also be driven to a higher resolution by most modern packages (PageStream and Calamus to name but two). Another reliable buy is the DeskJet

510 which is supported by the vast majority of ST software these days, but does lack the Epson emulation. The best policy is always to get hold of the printer "drivers" you need before buying the printer.

As to whether you should change from an SM124 to a colour monitor, it all depends what you want to use your machine for. The ST supports three screen resolutions - 320 by 200 pixels in 16 colours, 640 by 200 in 4 colours and 640 by 400 in mono which requires a special monitor: the SM124. Low resolution is ideal for colour art packages and the like; high resolution is superb for serious applications. Even if you connect an expensive multisync monitor to the ST, it will not display more than 640 by 400 in mono unless you begin to look at graphics cards... Nial Grimes

SPENT CARTRIDGE

l'd like to ask about a peculiar aspect of GEM that I have never seen written about. I was installing a RAM disk the other day and to install its icon on the desktop I clicked once on drive A then went to the options menu "Install disk drive...." and carelessly typed in "c" but not in upper case. The drive appeared but when I opened it was called "cartridge" and I couldn't "show info". I have TOS 1.62 and

2Mb RAM. Could you please explain what's happening?

And another thing. Not being a hard-disk owner but liking alternative desktops now and again, is it possible to get *Teradesk* or *Gemini* (or *Geneva* or *Mag!X* in the future) burnt into my ROMs? Or on a cartridge? Don't suggest TOS 2.06 as I don't like the 3D buttons!

Mark Tyson, Manchester

Lower case "c" is reserved for use with a cartridge. Originally, it was anticipated that many programs would be distributed on cartridges but only few actually did of which Fast BASIC is still in use. As programs grew in size, the 128Kb limit was simply inadequate.

Cartridges are now used as copy protection for the likes of Cubase and Notator music programs, video digitisers, battery-backed clocks and even networking STs! However, since the cartridge contains Read Only Memory (ROM), it cannot be used as storage space.

TeraDesk and Gemini are two excellent replacement desktops while Mag!X and Geneva are multi-tasking operating systems – the latter doesn't even include a desktop! None of these can currently be burnt into ROM or a cartridge – in fact, they are all too large to fit into a cartridge's memory.

TOS 2.06 is a possibility since it features a much-improved desktop and is relatively bug-free. It doesn't have 3D buttons; these are a feature of the Falcon's operating system and of MultiTOS and Geneva. As you sound concerned about the time taken to a load a replacement desktop program, I suggest using TeraDesk as it is the smallest and yet has many useful features. It was also on our last cover disk!

A long term solution that will not only speed up your loading but also enhance many of your STE's features is a hard disk. These beasts are now cheaper than ever before and should be seriously considered... Ofir Gal

TERROESK File Diew Options E:\BRSIC\+.*
142867 bytes used in 68 items 9 13:19:44 FALCSAV2 TOS 14112 14-81-94 14-81-94 14-81-94 18-84-93 28-84-93 FALCSAU3 TOS 13954 13:55:38 FALCSAVE FALCSAVE 13:51:58 15:17:88 87:52:28 81:86:54 FREE FREE HRD 427 RSC BRS TOS 3524 688 11986 81:86:52 81:26:48 81:26:54 82:39:46 28-84-93 88-11-93 88-11-93 23-88-93 FREE HOBENCH IHBUF DMP 82:39:46 81:21:26 13:31:14 13:31:14 OUTRUE DMP 23-88-93 PCICONS PCICONS 83 23 PCICOHS 88:28:26 81-18-93

Definite plus – check out TeraDesk for a desktop with lots of features.

DOS IN TOS?

My STFM only has 0.5Mb of RAM. Your Readers' Offers pages mention a price of £35 for an upgrade to 1Mb but here in Ireland an

upgrade to 1Mb costs £70-£80. In issue 13 it said that the offers are only open to people in the UK but in issue 22 it doesn't. Is this a mistake or am I able to purchase an upgrade from you? I need this upgrade because many of your cover disks require 1Mb of RAM.

Secondly, could you explain what a printer driver is?

Thirdly, a friend of mine has MS-DOS on his PC which I am very good at using. Could you please tell me if it is possible to get MS-DOS 5 for the ST?

Finally, I am currently using First BASIC at the moment to print letters. Could you please tell me the best printing program, PD or otherwise, for 0.5Mb that will run in medium resolution as I am using a colour TV at the moment.

Ross Maguire, Dublin

You can take advantage of our offer but you will have to find a way of paying in UK currency. I'd suggest using a credit card or Switch card if you have one but, if not, you can arrange for your bank to provide you with a cheque in Sterling drawn on a UK bank. You will undoubtedly end up paying more than the £35 a UK user would pay but you will still save on the £70-£80 asked for in Ireland.

A printer driver is a data file containing a conversion table. This allows a program that wants to print something, such as a word processor, to look up its own code for a particular operation – such as bold or underlined text – and find the code required by the printer to make it happen. It is needed because many printers use different control codes and a program has no way of knowing which sort of printer happens to be attached.

MS-DOS only runs on PCs just as TOS only runs on Ataris. However, you can fit an emulator board into your ST – prices range from £65 for Compo's PC Speed – and run MS-DOS 5 that way.

You deserve a medal for persevering with First BASIC and actually printing letters from it! A word processor is what you need. There are public domain ones available from most PD libraries, the best being ST Writer Elite which you could certainly try out. However, I'd recommend something like Write ON! from Compo on 0487 3582 if you want more powerful features. Andrew Wright

Got something to say? Just drop me a line... and think about what you can buy with the £25 cheque for the Star Letter...

LETTERS

VALUE FOR MONEY

I recently took advantage of your memory upgrade offer to boost the memory of my Atari ST from 1Mb. The conversion was made slightly more complex by the presence of a 28MHz accelerator board (very worthwhile if, like myself, you do a lot of DTP work) that I had previously installed

Unfortunately all did not go as planned. The board itself was a very tight fit onto the MMU socket and when tested the conversion didn't work. After much fiddling I managed to get the computer to work but only with 2Mb of RAM before the computer stopped rebooting when reset. I traced this fault to damage to the MMU socket caused when fitting 2Mb RAM so the computer was sent off to Go Direct shortly before the Christmas break.

I was extremely pleased and surprised to have the machine returned to me this morning, by courier and with no sign of a bill to pay! Not only that, it had two utility disks with it! This is exceptional service in my experience with computing firms and I wish to express my gratitude to them (I've sent them a thank you letter) and to yourselves for selecting such a firm for your offer service.

The extra memory, combined with the accelerator board and *NVDI* have turned my humble little Atari into a much more useful work station but I feel that it is a shame that Atari themselves never really produced a range of affordable, higher specification machines than the ST. The bare machine I'm writing this on has cost me £500 (so far) plus another £500 for the monitor and hard drive.

Next school term I hope to buy Apple Macintosh machines for the school I work at. They will be LCIIIs, using 25MHz 68030 processors and come with 4Mb RAM, Apple colour monitors, 80Mb hard drives and 1.4 Mb disk drives, all for £650 before VAT! The new 68040 LC 475 which has more than twice the processing power of the LCIII is not a lot more. I would like to stick with Atari but I can see myself buying an Apple Mac or a Power PC eventually simply on a "performance per £" basis.

JJ Rutter, Hartlepool, Cleveland

I cannot knock the fact that for graphics and DTP, the Mac is king. And not just because of the potent nower a Mac stocks under the hood - it's down to the available software. I certainly don't hide the fact that ST Review is produced on a Mac system. When EMAP first investigated the magazine, it considered using a TT with Calamus SL but came to the conclusion that it was impractical to produce a magazine upwards of 150 pages with such a system especially as all film output was handled out of house by firms running Mac systems.

What I will take issue with is your belief that an Atari computer

would lose in a "performance per £" test. I own a Falcon with an internal 60Mb hard drive and although I haven't purchased a VGA monitor yet, the total cost for such a system would be around £900 all in. Until recently, my Mac had a 50MHz 68030 processor and guess what? The Falcon knocks spots off it. Screen redraws are much faster, courtesy of NVDI, and almost all of my standard ST programs run without trouble including art packages, music programs, word processors and utilities. The Apple Mac doesn't have the equivalent of NVDI; if you want faster screen redraws, you have to buy a more powerful processor. My Mac now sports a 40MHz 68040 - and this accelerator effectively cost almost as much as two Falcons put together! If you run a DTP program on your LCIII, it will certainly appear pedestrian when compared with your ST and its 28MHz accelerator.

Of the three glossy ST titles, I am the only editor who is an Atari enthusiast – I even have my original, seven year old 1040STF which my son and daughter now use! While I may use Macs for work, I still never cease to smile when working with an ST or Falcon – user-friendliness in a box...

ST REVISITED

Amidst the apparent despair in the ST community at Atari's current state I felt compelled to offer a few positive ST vibes from my own experience.

I've owned a 520 STFM for the last 5 years. I began using it for word processing, circuit simulation and programming in C and Assembler as part of my Electronics Engineering course at university. For a few years the ST adequately met my needs. During this time I was able to quell any jibes about using a "games" machine by giving examples of the truly professional PD software I was using. All was well until I was forced into developing applications for PC platforms. It was then no longer practical for me to write code on the ST and as a result I was forced to put

Over the last few months I've been working on a UNIX system with a variety of languages. As I found my workload increasing I decided to invest in a system to use at home. I began by looking at the PC market,

GOT SOMETHING TO SAY?

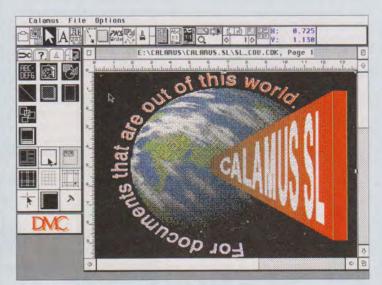
ST Review is your magazine and putting pen to paper gives you direct contact with us. As editor, I read every letter that you send and carefully select the ones for publication. I receive far more letters than can be printed, so make yours interesting if you want to see it in these pages!

It may simply be that you have a constructive criticism about an article in *ST Review*, or that one of our columnists has inflamed you with his honesty. Whatever the reason, drop a line to me, *Vic Lennard*, at:

Points Of View, Atari ST Review, Europa House, Adlington Park, Macclesfield SK10 4NP.

Please do not send stampedaddressed envelopes; personal replies cannot be entered into.

All mail received is considered for publication unless otherwise stated and we reserve the right to edit letters where necessary without altering the context.



Nice idea – ST Review was originally going to be produced with Calamus SL on a TT!

CARING AND SHARING

As a superannuated geriatric (ST Wrinklie), I was interested in your November feature about piracy because it took me back to the early days of wireless and the gramophone. I can just remember the time when the announcer used to say: "Here is the News, BBC copyright reserved".

Gramophone records could be played in the home but not in public; if you wanted to play the Teddy Bears' Picnic at little Willie's birthday party in the church hall, you had to get a licence from the Performing Rights Society who then allocated the money between musicians, singers and composer.

The basic copyright laws have not changed much over the years but the administration has been simplified. No longer do you have to notify every record played from church halls to the BBC; lump



Super shareware – programs like GEMView are worth their weight in gold but we have to be prepared to pay for them...

E25STAR-LEWER

sum payments are the order of the day. I believe that PRS share the money out on the basis of popularity ratings.

Nowadays there appears to be little objection to you recording off-air as long as the recording is for your own private use. Start distributing them or using them for business, though, and the law will descend on you.

These modernised procedures signal recognition of the fact that you cannot legislate for what people do in the privacy of their own homes and that laws which cannot be policed have to be abandoned. Now, let us see how all this is relevant to computer software.

I can see how the shareware system started but from the many sour remarks I see on "Readme" files, I get the impression that it does not work as well as it ought to. Certainly, it is a sad fact that if you put people on their honour to pay, you will be disappointed. Sooner or later, I suppose, programmers will get fed up working for a pittance and will go on strike. Perhaps a fairer way of paying them would be to use the methods of the entertainment

At less than £2 each, PD and shareware disks are incredibly cheap and I believe a levy up to £1 each could be charged without much effect on sales. After deducting their own expenses, distributors could pass

the remainder on to a central clearing house, comparable with the Performing Rights Society.

Distribution of the money would need sorting out but it should not be difficult for distributors to extract details of which programmers' creations they had sold from their own accounting systems. In most cases it would be simpler than the entertainment industry because programmers largely work alone – there would be no 80-piece orchestras claiming shares of the money!

There would be complications and problems I am sure, but if it led to happier programmers and thousands of clear consciences, then it ought to be debated. Rex Boys, Westmancote, Tewkesbury

The ethos behind shareware has always been "try before you buy" and the idea you are advocating would adversely affect that. But it is also true to say that a programmer cannot rely on someone's conscience to make them cough up a few pounds, hence the reason we get aptly-named "crippleware" where certain functions are only enabled on the full version. I've seen practically every trick used to annoy a user including a registration dialogue box that sits doggedly on the screen for thirty seconds every time you load up!

There certainly is an argument for placing a small levy on a PD disk, although this has the immediate problem of how do you divide the money between the various programs on the disk? By file size? Such a procedure could lead to administrative difficulties to say the least. But rather than poo-poo the idea, I'll throw it open to you, the readers. Drop me a line and let me know what you think...

however, with the software and hardware I needed the total cost was prohibitive.

I then had a look through some of the current ST magazines available and discovered that the "serious" (from experience I've found this word to be a bit misleading) ST-using community was still alive and kicking. After a bit more investigation I was astounded by the quality of the ST PD software produced over the last 18 months. I discovered that at a minimum cost I could emulate my UNIX system (at least in appearance) and program in GNU C and LISP, all on my ST! Furthermore all my text files and source code could easily be ported. And, of course, I'd be able to use all my old software.

So, for the price of a memory upgrade and a mono monitor I am now able to work from home. A small price to pay when compared with the alternatives. I find that many computer users confuse bells and whistles with ease of use and assume that without owning the most powerful machine they can acquire they will be disadvantaged. There must be innumerable 486 PC owners who use their system for nothing more than word processing.

All credit goes to the ST users and programmers who make such dynamic use of a great machine.

Nick Forde, Manchester

I couldn't agree with you more Nick. The issue with Prospero C on the cover disk was a complete sell out and while I'd love to think that everyone bought it for the excellent editorial in the issue, there is little doubt that such a powerful programming language inspired many sales.

Atari added many of the so-called "bells and whistles" with TOS 2.06 including menu shortcuts. But it has been left to third party developers to show what the ST is really capable of as those of you who installed WinX and Let 'em Fly from a recent cover disk of ours will have discovered.

Swings and roundabouts. The ST's operating system is open enough to be subjected to extreme programming abuse in a way that is impossible under either Windows or System 7 on the Mac. Long may it continue!

DOUBLE VISION

I had just returned home clutching my copy of the Christmas edition of ST Review. It was starting to snow as I settled down to a good read. I read through to page 34, then turned the next page and... déjà vu! Hadn't I just read that ten minutes before? When I turned to the editorial on page 6 I was pleased to read that the

magazine had grown to 116 pages. What I didn't expect was that the first 34 pages would be duplicated!

Is this, as I surmise, an error on the part of your printer, and if so, am I missing 34 different pages? Also, was this a limited incident, or fairly widespread?

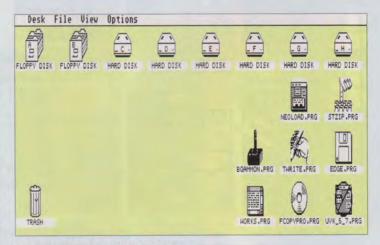
I enjoy all the articles in *ST Review* and always seem to come to the end of the magazine all too soon; even more so in this edition! Hope you can enlighten me on this.

Keep up the good work with the magazine. The balance of informative

items and games reviews, serious and fun use is just right. The thread of humour running through the mag is a tonic in these bleak times.

D Fenton, Cumbernauld

"Ooh err missus" as our Frankie would have said! As yours is the only such letter I've received, I can only assume that this is an isolated incident. I certainly hope so – but I can't help wondering if there's someone out there with a magazine that has pages 35 to 66 at the front!



Bells 'n' whistles – TOS 2.06 is one upgrade that is well worth investing in.

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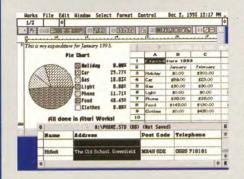


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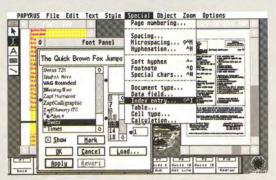
The comprehensive, up-to-date, integrated business package for any Atari 680x0 computer with 2Mb of memory and a hard disk. Atari Works contains a word processor, a spreadsheet and a database in one program, so that swapping between the applications is a piece of cake!

The word processor contains all the normal editing functions plus the drawing of lines & boxes, graphic import, spell checker and thesaurus, mail merge etc.

The spreadsheet is as powerful as many people will ever need - organise your data clearly and simply as text, percentage, fixed or floating-point or currency and then, using the 53 built-in functions, create interdependancies between your information. Then display the results graphically with pie charts, line graphs etc. and cut/paste these into the word processor!

The database is a joy to use; create as many fields as you need and position them on your form using the mouse. Once the data has been entered you can sort it, match records, find specific entries and produce reports, all quickly and simply. It is easy to import data from other databases and export data for use with the mail merge facility of the word processor.

All modules support the new SpeedoGDOS and are fully integrated - Atari Works is probably the most powerful integrated package yet seen on the Atari computers.

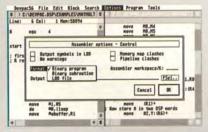


Papyrus

If you need a high-end word processor with many desktop publishing features then Papyrus is the new package for you.

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100111101 Programming



DevpacDSP

Another new programming package joins the HiSoft family of languages for the Atari 680x0 computers. DevpacDSP is a complete development system for the Motorola 56001 digital signal processor used in the Falcon030.

DevpacDSP consists of a fast 56001 Remember that we've also updated our assembler, fully integrated with our other programming languages for the friendly GEM editor, which supports Falcon. Devpac 3.10, Lattice C 5.60 and macros, conditional assembly, include HiSoft BASIC 2.10 all contain extra files and direct production of .LOD libraries/include files for the Falcon, an files or Falcon binary plus an extended debugger that works in all easy-to-use GEM-based debugger for disassembling and stepping through Falcon resolutions and much more. The Modern Atari System Software book (free your code, modifying registers, setting with Lattice C 5.60) gives full Falcon developer documentation. breakpoints etc.

[6]

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