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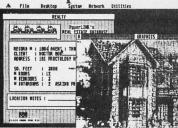
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- * MegaPaint can be used with virtually all printers. Supplied printer drivers can be easily edited to adapt to any printer.
- * Pictures can be loaded in MegaPaint's BLD format, standard IMG format, MS-DOS PCX format, Degas, straight 32K format, or STAD format (PAC). Vector graphics can be exported in CVG format.
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- * And best of all, MegaPaint is unbelievably fast!

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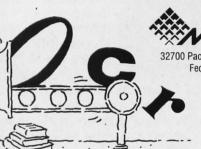
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Welcome to a very special issue...

DTP—Desk Top Publishing. This month we explore the options offered to Atari owners in this growing part of modern computing.

With an overview of the two major players—*PageStream* and *Calamus*—Steve Blackburn and I are supplemented by guest articles on other facets of the DTP world.

We postponed a number of other articles this month and cut others down in order to include what turns out to be a healthy list of Atari Dealers. Some pessimists will have you believe that there are only a handful of places in the USA to find Atari computers. We decided it was necessary to immediately refute this creeping doomsaying with our own researched list of dealers—six pages of 'em. We'll be sharing this list with other magazines, developers, and user groups in an effort to refine it further and provide even Atari itself with a better, more complete and accurate list than ever before. The resulting network can only benefit by knowing where— and who— and how— the Atari spirit can be found.

Next month, we'll have our regular ensemble of columns and features. Our particular focus will be on Telecommunications, and will include a *Resource of Atari BBS systems* across the USA and the world. We'll look into what the pay services have to offer, and will probe the unsavory world of software piracy. Reviews will include the best of the terminal programs and BBS system software. We'll also have a report from the huge NAMM music show, where Atari is to make a big push of MIDI support and is expected to make announcements of new deals and corporate realignment.

-John Nagy, Editor in Chief, AtariUser Magazine

News & Suff...

AtariUser NewsEdge

February 1992

Top Stories Pratt Leaves, Informer Staff Leaves, Atari at the Winter Consumer Electronics Show.



Feature

Desktop Publishing Atari Style

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Atari people are lucky folks when it comes to Desk Top Publishing (DTP). We have our choice of two top quality applications and a smattering of others, all at prices below those of other platforms...

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Desktop Publishing on other Platforms	
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Real Soon Now	
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The Once & Future Option	



Departments...

Portfolio

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Desktop Publishing on the Portfolio? Well, not exactly. But new software allows you to incorporate screen shots from the Portfolio into your documents—and vice versa!

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North American Dealer Directory

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February 1992

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Desktop Publishing

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AtariUser NewsEdge

AtariUser Junior..?

It's January 20th and the new editor of ST Informer, Brian Gockley, says the January issue has gone to press—in a new format—a month-or-so behind schedule due to the loss of its staff. Beginning with its January'92 issue, Informer will drop its prized tableau format, opting for an AtariUser-style "book" format on newsprint—we're flattered.

Informer might be back (see related story—right) on its normal production track as early as their March or April issue. There's no new word on when, or if, the break-away staff will come out with a new ST specific publication. We wish both groups the best of luck...

Pratt Leaves Presidency

Rumors of Company Being Sold

Greg Pratt has left as president of Atari Corporation (U.S.) for a new position with Creative Labs, Inc., makers of the "Sound Blaster" series of sound cards for MS-DOS computers. After seven years with Atari and even more years before that with the Tramiel family at Commodore, Greg Pratt will leave the president and general manager responsibilities to a group of people within Atari including Sam Tramiel and Augie Ligouri, and there are no immediate plans to replace him. Greg was chief financial officer for many years at Atari, and was named President in November 1990 after the departure of Elie Kenan of France. Pratt gave a rousing talk on the future of Atari at the Chicago Computerfest by Atari in November, 1991 (reprinted in part in the January 1992 AtariUser), in which he indicated personal enthusiasm for the company. The agenda and goals outlined in his talk will continue uninterrupted, according to other Atari officials. Those close to Pratt inside Atari are both saddened by his decision to leave the company as well as personally happy for Greg, as the opportunity offered by his new position is very attractive and challenging. This move had been planned for "some time" according to Atari sources, and corporate direction and planning remain unchanged. Vice President of Sales Don Mandell will continue to supervise the sales organization, with marketing by Bill Rehbock, James Grunke, and Art Morgan under the direction of Sam Tramiel. A consolidation of the Atari U.S. accounting with Atari corporate accounting has been made, returning to the way the company operated in 1985. Pratt assisted in this change before his departure.

Meanwhile, the backstreets of the Atari community were abuzz with the word that Atari Corp was being, in fact had already been, sold by the Tramiel family. Other rumors had Atari and NeXT computers in some kind of acquisition or merger. Official comment from Sunnyvale is "Absolutely not." While recent stock position, debt/asset adjustments, and personnel changes may have triggered the rumor, we have been assured that Atari is moving ahead, not for benefit of observation by other parties, but to advance the company for the current ownership. Long range planning and medium range projects are continuing at full speed, further reducing the likelihood of any change of ownership at Atari.

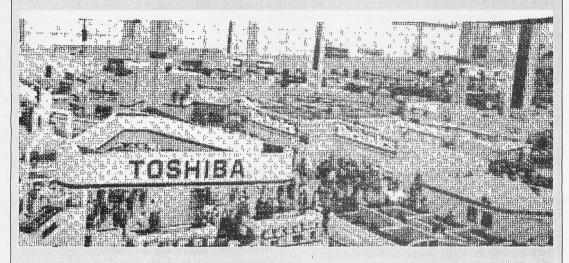
ST Informer Staff Quits

Rival Publication May Debut

The editorial staff of ST Informer, a popular monthly Atari tabloid format publication, walked off the job on Monday, January 6, 1992, and plan to create their own rival Atari magazine. According to Mike Lindsay, Oregon-based editor for ST Informer since its inception nearly four years ago, the breakup is the result of a long-standing disagreement over ownership of the magazine. Publisher Rod MacDonald has asserted sole ownership, while Mike and others had believed that the magazine was a three-way partnership. Rather than prolong the dispute, Mike, Darren Meers (layout), Chris Latham (technical), and many of the staff writers have decided to leave ST Informer and create their own new Atari magazine. Plans are far from complete at this time, but Lindsay says that they may have a premier issue as soon as February or March. Mike also indicated that although he expects that ST Informer will continue to publish, his new magazine will voluntarily honor all ST Informer subscriptions in the event that MacDonald does not choose to stay in the Atari marketplace. Of concern to many in the Atari community is the question of whether the fragile developer and dealer base can sustain yet another competitor for their limited advertising dollars during recessionary times. Subscribers, writers, and advertisers are asked to be patient while things settle.

Atari Equipment Lease/Purchase Plans

Atari Canada has released details on the new end-user leasing/financing. The packages include an educational institute, registered company employee purchase programs and non-profit agencies. The pricing structure, options and flexible payment plan ensures that a computer is within the budget of anyone even in these economically troubled times. Financing is underwritten by Commcorp Financial Services Inc., formerly Norex. CIBC Leasing Inc. is owned in part by the Canadian Imperial Bank of Commerce. Structuring is done on a lease plan with 24, 36 or 42 months with payments made by automatic bank withdrawal. On completion of all lease payments you own the equipment for \$10.00. You may buy out the lease anytime with no additional fees. For more information please contact Geoff Earle at Atari Canada (416) 479-1266. In a similar move, Atari US will shortly announce an arrangement with Business Credit Leasing Corp. to provide "Atari Financial Services" to companies and individuals. The plan is to be available through dealers, who can call 1-800-328-5371 for more information.



Las Vegas—The Winter Consumer Electronics Show was held January 9 - 12 at the Las Vegas Convention Center and several other locations around Las Vegas. Atari Corp. promoted the Lynx and had representatives at the Telegames, Inc. booth on the show floor. Atari usually promotes its computer products at COMDEX and uses CES to promote its entertainment products.

In conjunction with the booth, Atari Entertainment also sponsored two mixers on Thursday and Friday nights. These casual evenings were a huge success according to Tom Crosby, the Account Executive for Atari Entertainment's PR firm. The goal was to garner interest and then schedule meetings with buyers and other interested parties during the daytime in Atari's Hospitality Suite.

Dana Plotkin, Vice President of Marketing at Atari Entertainment, reported, with a smug smile, that the TV commercial campaign in the Los Angeles area during the Christmas season, was a huge success with "sales quintupling."

Telegames, Inc., announced a long-term relationship with Tradewest, Inc., a leading manufacturer of coin-operated arcade games. Telegames will now publish selected Tradewest titles for the Lynx. Double Dragon will be released sometime in July and Super Off-Road about a month later. Telegames also announced that The Guardians: Storm Over Doria, its long awaited RPG for the Lynx, will be completed during January and will begin arriving in stores sometime in March. —P. Kevin Horn.

Farewell to Valued Staff Member

Though happy for his new oppertunities, it's with heavy hearts that we bid Gantry Gappmayer, AtariUser's Coordinating Editor and Operations Manager for Ouill, goodbye. Gantry's the guy who's taken all your phone calls, solved all your problems, made sure you got your issues and on and on. It's only a partial farewell though. He'll be continuing to write for both AtariUser and Comp! But Gantry, it just won't be the same without you in the office every day...

New STBook Configuration

Atari's tiny STBook computer that replaces the STacy will not be built in a one megabyte configuration. Although the first production of developer machines may have one meg, all production built for sale will be 4 megabytes of RAM. This is because the design of the machine makes later upgrades impossible so all of the production units will be alike. Base price of the STBook will be just over \$2,000. Production was slated for January 1992, but appears to have slipped somewhat. Contrary to comments that there is no speaker on the STBook, it has a speaker located under the keyboard, behind the <return> key.

Atari Corp has shown two plug-in adapters for the upcoming STBook notebook computer. A "book-bus"—standard ST Cartridge slot units will attach, when necessary, between any cart for the older series of computer and the new tiny STBook. A MIDI expander increases the MIDI capabilities of the BOOK by adding five standard MIDI jacks plus a SMPTE time code reference. The MIDI unit is planned for OEM production by Atari only, meaning that third party software and hardware marketers can buy them from Atari, custom made, to include with their own package. This may allow for the possibility of internalizing the "dongle" required for some high-line MIDI applications into the unit itself. Atari won't sell the expander direct to

consumers, but the market plan for the cart adapter is not final. Registered developers have all received the pin-out for the expansion connector, a superset of the MegaBUS that was in the Mega ST. As a result, other possibilities for the expansion port include networking, color video expansion, and data acquisition.

HP Palmtop Affects Portfolio Sales

How has the new HP palmtop been affecting the sales of the somewhat less powerful Atari Portfolio? Quite nicely. Bob Brodie stated that when the much pricier HP palmtop was released and promoted, the Portfolio sales went up 100% due to comparison shopping. A great many of the recent Portfolio sales have been directly to large companies. Recently, Sherwin Williams purchased Portfolios for their sales people, so they can find the right base-colors combination to mix custom paint!

Brodie Increases Accessibility

Atari's Director of Communications, Bob Brodie, has taken a major step to increase his accessibility to users. Bob opened his own BBS in December, operated from his home

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72767,2314.

News & Stuff

One Million Games Sold!

At the Las Vegas Winter CES Show, Atari Corp announced it has sold it's one millionth game cartridge for the Lynx video game system. The Lynx, which is the leading color portable and the only system priced less than \$100, has a library of 40 games. Atari's Entertainment Division President Larry Siegel said, "Consumers have responded to the value presented by the system and the games. With 75 titles available by the end of the year, we'll sell a million more." Atari's top selling title for the year was the award winning Ninja Gaiden, followed by Warbirds and Blue Lightning, Blue Lightning, an aerial combat game, experienced a surge of sales during the Persian Gulf War. Warbirds, a World War I dogfight game, is the first Lynx title to be in the top five games on the Software Publisher's Association listing of best selling games. By year end, 75 games will be available for the Lynx, including: Super Skweek, Lemmings, NFL Football, Baseball Heroes. Basketbrawl, Pit Fighter, Vindicators and Hockey.

■ Some of AtariUser's News and Press information is provided by the Z*Net International Atari News Service, a division of Rovac Industries, Inc., P.O. Box 59, Middlesex, NJ 08846, (908) 968-2024 voice, (908) 968-8148 BBS, GEnie: Z-NET, CompuServe: 71777,2140.

Canadian Atari Users Convention

On April 4th and 5th, 1992, Atari Canada and the Toronto Atari Federation (TAF) will host CAUC V.3, the Canadian Atari Users Convention Version 3. To be held in Toronto at the Skyline Hotel, the 1992 Canadian Atari Users Convention will feature a 15,000 square foot convention area, an additional 7,000 square foot display and exhibit space, and seven different meeting rooms that will host a wide range of seminars, demonstrations and mini-concerts, and a formal banquet. Basing their participation on the successful Chicago model, Atari Canada will assume many of the initial costs, including facilities and advertising. TAF will coordinate activities and provide volunteer help. Information is available from the Toronto Atari Federation, 5334 Yonge St., Suite 1527, Willowdale, Ontario, CANADA M2N 6M2.

in Livermore, near Sunnyvale, California. A FoReM BBS system, it is networked throughout the world to hundreds of compatible BBS's, so that most users have a local or nearby board with direct, if not instant, access to Bob Brodie. Operated with the support of the Z*Net Atari News Service, his board is called "Z*Net Golden Gate," and is FNET Node 706, open to the public 24 hours a day at 510-373-6792 (HST 14.4 US Robotics Modem). Bob's main participation in the FNET will be via the Z*Net Atari Crossnet Message Base, carried by 60 or more FNET boards. Other Z*Net support BBS systems are located in New Jersey, Florida, Colorado, New Zealand, Canada and soon in Hawaii.

TOS 2.06 Now Available

Bill Rehbock of Atari says that dealers should now be able to get TOS 2.06 as an upgrade part. The retail price on the two chip set is \$60 as 32-pin EPROM packages. Although most machines will allow easy plug-in upgrades, there are some STe's with 28-pin masked ROMs that are either soldered in or in 28-pin sockets that will have to be removed and have 32-pin sockets that will have to be removed and have 32-pin sockets installed. When going from the 28-pin package to the 32-pin package there are solder pads that need to be altered. Instructions will ship with the ROMs. The 1.44 megabyte drive kits will be coming soon as well, with a \$139 retail price for the Mega STe, and \$149 for the TT. The kits have a new drive, the AJAX high density controller, and will come bundled with the appropriate TOS for the computer.

New, Larger Monochrome Replacement

The new Atari SM147 is a 14" paper white monitor with a flat screen, designed to replace the venerable but now out of production SM124 for use on the ST computers. About the same dimensions of, or even a bit smaller overall than, the 12" SM124, the new bigger screen monochrome monitor will feature a tilt/swivel base and retail for \$259.95 (suggested). The new monitor will not have a speaker, requiring use of an external amplifier and speaker system. As the STe and TT series of computers have digital stereo sound, most users will find this arrangement desireable in any case.

Free Atari Gear

Keyboard Magazine is giving away \$30,000.00 worth of Atari gear, to include a TT, STe, Mega STe, MIDI software, a Hard Disk Digital Recorder by Hybrid Arts, and more. It's explained in Keyboard's Jan'92 issue, and the entry period will continue until the drawing in October, 1992.

New Programming Book

Taylor Ridge Books has announced the release of The ST Assembly Language Workshop, Volume 1, a novice's guide to assembly language programming on the Atari ST line of computers. Written by Clayton Walnum, the author of Cmanship Complete, The ST Assembly Language Workshop, Volume 1 teaches the basics of assembly language programming, starting with assembly language theory and building up to full-length programs. Covered in the 260page book are the most-used 68000 assembly instructions, programming style and technique, file handling, printer output, system clocks, color palettes, screen flipping, loading pictures, and more. A complete 68000 instruction reference is also included. When it's released later this year, Volume 2 of the series will cover GEM programming, with Volume 3 tackling various advanced topics. After studying all three volumes, readers will have developed the skills needed to write virtually any type of program on an ST. Even after reading only Volume 1, the novice assembly language programmer will be able to write full-featured TOS programs. The ST Assembly Language Workshop, Volume 1 comes with a disk containing all sample programs and assorted additional files. \$24.95, plus \$3 shipping and handling. Visa and MasterCard are accepted. Taylor Ridge Books, 203-643-9673.

New Auto Program Controller

Gribnif Software now offers "XBoot - The Boot Manager" for the Atari ST and TT computers. XBoot controls AUTO and desk accessory programs, configuration files for any program, and more. Full GEM-like mouse control in an environment that mimics NEODesk makes XBoot easy to use, and preset full configurations can be stored and selected with a click. File manipulation utilities are built in as well, allowing the user to revise his entire setup in the middle of a bootup. XBoot lists at \$39.95. A special introductory price of \$29.95 is available on orders placed directly with Gribnif Software, P.O. Box 350, Hadley, MA 01035, 413-584-7887.

GenEdit MIDI Controller

Hybrid Arts has released version 2.0 of their universal MIDI editor, organizer, and controller, "GenEdit." GenEdit allows you to load your patches in either or both windows on the program's main screen. Create custom banks for your synth, mixer, drum machine, effects processor, etc. Version 2.0 is a complete re-work of Hybrid Arts' popular program, with too many additions to list here. Hybrid Arts, 8522 National Blvd., Culver City, CA 90232, 310-841-0340.

XBoot

The Boot Manager

by Tassilo Nitz

You may already be familiar with the problem: The ever growing nightmare of AUTO folder programs and desk accessories. Pretty soon, you lose all control!

This is exactly where XBoot comes to the rescue. It lets you take control and create different setups, each having its own set of AUTO folder programs and desk accessories.

Each setup can also perform many other functions, including copying files, setting the date and time, and much more.

PRG 1/28 PROLVER 248IT REVOLVER CACHE200 TEMPLMON CLICK TIMESET CROOTS UIS_III FOLDR200 XBOOT FONTGOOS FONTLOAD FORMDOIT FSMGDOS GDOS MACCEL3 MACCEL3 PATCH1 OUICKST RAMDISK SORT 1 CLEAR 2 DRDER 2	# COLIPACE TASSILO NIT ACC 1/6 O CARDFILE V HEOCHTL V NEO_CLI PRO_CALC V STALKER V STENO	Default Minimum DTP Games WordPerfect Debugging Foreadsheet Arabesque Telecomm Color Mono	Undo New SET Rename SET Delete SET Autostart Commands File Tools Save SETs Exit Blitter 22/04/87
Maria	in.sys ar.sys	SORT 7	O 00:15

XBoot is very different from any other AUTO folder program, in that it is the **first** program that provides a real GEM style interface at bootup. This includes buttons, dialogs, alert boxes, plus full mouse control! In addition all functions can be invoked from the keyboard.

XBoot retails for only \$39.95. However, with this *limited time offer*, you can get it for just \$29.95 by calling:

1-800-284-4742

Need more information? Call us or write:

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ATARI ST SOFTWARE

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+	DC Desktop25.9	5	Knightmare	37.95
	DC Shower19.9	5	Lattice	168.95

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\$8.95 with purchase of any software package!

Full 360 degrees of precision control • Amazing response for higher scores in fast-action game play • Left and right fire buttons.

ATARI ST SOFTWARE

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...by **Steve Blackburn** with
John Nagy

Choosing & Using ALAITI Acestical DITP

Atari people are lucky folks when it comes to Desk Top Publishing (DTP). We have our choice of two top quality applications and a smattering of others, all at prices below those of other platforms...

PageStream is from Soft-Logik, a US software company that started in the DTP field with Publishing Partner, the first real text and page layout system for the Atari. Partner grew into PageStream while retaining the look and feel of the original, which remains in the current incarnation. PageStream 2.1 was released in late 1991 and retails for \$299.95.

Calamus is a German product (by Ditek), but's marketed to the West by ISD of Canada. ISD is also responsible for much of the product development of the Calamus system. The current version (1.09N) retails for \$299.95 as well. Check dealers for discounting which can at times give a significant savings on either title.

Complicating matters for this overview is the fact that these systems are not at the same level of development. PageStream 2.1 is a newly released, upgraded product, a mature program that should be stable at this level for a good while to come. Calamus 1.09N is in fact a lame

duck, waiting to be replaced "real soon now" by "Calamus S" and "Calamus SL." New features that are promised should make Calamus an awesome system, competitive with or surpassing DTP on any platform—and more expensive. Calamus S and SL are a year overdue as I write this. Rather than to keep putting it off, we have to go with what you can buy today, although I'll mention when and where the newer Calamus versions should differ

significantly from the present features. Also see the sidebar on the new Calamus for more insight into the (near) future.

In our limited space, I'll concentrate much more on

exploring the meaningful differences between the programs rather than to try to explain the commonalities and basic precepts of DTP.

Documentation and Learning Curves

While mastery of either program is a hard-fought and possibly endless battle, PageStream is nonetheless easier than Calamus to learn. But, like religion, once learned, users turn into proponents of their "native" application, and PageStream vs. Calamus arguments are often as colorful as political debates.

While Calamus has a reputation for being hard to learn, a side effect to learning it is that you will be ready for some of the programs that are coming from across the great pond from Europe. The more powerful software coming to the Atari from the technominds of Germany typically have interfaces not unlike Calamus. Nobody said power would be an easy commodity to control—it *takes* lots of buttons. Calamus has *lots* of buttons.

PageStream provides you with a nice quick-start manual to get you used to some of the basic functions. The user manual not only explains the different features, but in many cases tells you how and when you would use them to your advantage. The manual includes a Table of Contents and an index that leads you to exactly where you need to go. In between is a wealth of information that is well thought out and well presented.

Calamus, on the other hand, had no index in the original manual. A separate index was released by ISD after the manual was printed, and should be included in later production copies or is available from ISD. In between the Table of Contents and the formerly non-existent index is a bit of confusion. Many functions are explained in odd

▼ PageStream can work with multiple windows and multiple documents, a feature that Calamus users will have to wait for.



I prefer PageStream. It's like a tool that fits my hand perfectly, so I don't have to constantly adjust my grip to use it. It doesn't make me feel stupid because I can't remember its unusual methods of doing things.

Before Windows, the typical program for the IBM PC was menu driven. You'd have a main menu screen with a list of choices, and the user hit the key corresponding to their choice. This might bring up another submenu screen. To me, that's how Calamus uses its icons. Some functions are reached only through several layers of icons. There's the problem of remembering which submenu contains a particular icon, and also just remembering what each icon does. I find PageStream's user interface to be much easier to use. It's functional, consistent, and most important, it's non-intrusive.

PageStream 2.1 has closed the gap on several of the advantages of Calamus. It now allows you to use PostScript Type 1, Compugraphic, or PageStream scalable outline fonts on screen as well as on your printer. You can even use PostScript Type 1 fonts on non-PostScript printers. All this means that now what you see on screen is now much, much closer to what you get in the printout. And the available manipulations of text outstrip Calamus and reach into the Outline Art realm without having to buy another expensive application.

I like being able to manipulate graphics without having to figure out if I need to create a vector graphic frame or a raster graphic frame. I can simply choose "Import Graphic" and paste the picture into the page where I want it. Many graphics can be edited or rearranged from within PageStream. I can also easily and painlessly use any of the

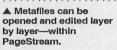
thousands of Encapsulated PostScript clip art images that are available

from literally dozens of sources.

Printing to the Atari Laser printer has gotten quite a bit faster as well. Calamus is still faster, but now the difference is usually measured in seconds rather than minutes.

I really like PageStream's extensive PostScript support. I can easily output to PostScript printers or to a disk file which I can send out to the local typesetter. I can print color, mechanical color separations, or fourcolor separations. Calamus can't, at least not yet. And to get color separations with Calamus SL, it will cost you double or more than PageStream 2.1, which already offers them. With PageStream's PostScript capabilities, I create proofs on my laser printer using Ultrascript, then modem the PostScript file to any of half a dozen different service bureaus that are within an hour's drive. They get the job finished

overnight so I can pick it up on the way to work the next morning. While Calamus S and SL may have PostScript output, you can't use it today. PageStream gives me more power for less price, and does it today. Michael Alfred





Miniatures, or a wall of a single (tiled) documents, can be printed as well as PostScript output to printer



"form language." For functions that were similar, they seem to have used the same basic paragraph to explain these functions, changing only a word or two to separate it from other functions that were in the same menu screen. I know that I have read parts of the manual over and over only to still say, "What .. ?" But every icon is explained, such as it is, in step-fashion, through the manual.

Available for an additional \$34.95 is "The Guide to Calamus Desktop Publishing" a 312 page book that helps the user with Calamus as well as with the separately available Outline Art and Calamus Font Editor. It's a well written, absolutely necessary guide to understanding the ISD line of products—everything the Calamus manual should have been and more. But while the content is outstanding, complete with tutorials and many do-ityourself examples, there's an index problem again. When you look up a subject, it tells you to go to the page you are already on. For example, if you want information on adding pages, it tells you to go to page 298. Page 298 is the index page you are looking at in the first place. Very useful? I don't think so.

Program Operation & Design

PageStream is a program that looks like it belongs on the ST. It needs a megabyte of memory, will run in color (low resolution), but is much more useful in high resolution monochrome. All of its functions are controlled from one set of drop down menus, icons and key combinations. Calamus on the other hand, has the look of a program from another world-difficult to comprehend perhaps, but ooooh so fascinating once you topple the language barrier. Calamus requires a meg or more of memory, and only runs in monochrome.

Calamus begins with a selection of six types of frames: text, vector graphic, raster graphic, lines, raster planes, and rotated text. You must choose the type of frame before drawing the frame on the page, and you can't convert between types once they are drawn. Import text or graphics into drawn frames, then manipulate the frames to control the layout.

Graphics can be cropped or resized but not edited in Calamus, and no actual drawing tools are included. To change font size or type, you must select a portion of the text by normal mouse-drags, then select the effect desired. No provisions are made for tagging portions of text to alter all like-portions together at a later time, at least in the current version (1.09N). Calamus text formatting changes are done by pasting "text rulers" at the point where a change is desired for tabs, justification, or line spacing. All text after the ruler in the frame (or later chained frames) is affected, so you need to paste a copy of an earlier ruler in order to end an altered area.

Grouping of different frame types is possible to allow movement of aligned images and text. Resizing of individual frames or groups will stretch the images, but text will not change in size or shape, instead flowing in whatever size you have specified for it regardless of manipulation of the frame. Text frames can be set to flow "around" graphic frames, but only in square-edge cuts, following the frame edge rather than any edge of a graphic in the frame. This may improve in Calamus S/SL.

A clipboard with multiple slots, coupled with powerful COPY functions, add to layout options. Copies of any frame can be either "real" (which is then independent) or



▲ The Calamus layout screen is like an iceberg; 90% of the menus are hidden until you activate

Feature

Desktop Publishing Atari Style...

The Other Guys...

DTP on other platforms

You often hear about "the big three" layout programs—*PageMaker* (Mac & PC), *Quark* (Mac & soon PC), and *Ventura* (PC & Mac). But why are their users so quick to dismiss something like Calamus that seems to be superior..?

...Two reasons (Atari is catching up fast with both)—PostScript and connectivity. PostScript is a page description language—governing the page and everything on it—text, graphics, and related stuff. It's not the best page description language, but it's feature rich and is *the* standard. Think of the page description language your program can use and produce as its fuel. PostScript is gasoline. (the three programs above all take full advantage of PostScript). Does your car run on gasoline or somethin else.,?

On the connectivity side, these programs are constantly updated, import/export hundreds of graphic and text formats, embrace thousands of professional fonts, and support is available everywhere. Most folks who live by DTP won't touch a layout program, no matter how good, that doesn't completely support PostScript and maintain broad

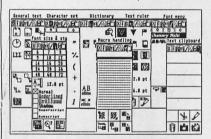
connectivity.

PageMaker is the most "visual." It's slow and slow—but more than makes up what it lacks in speed with elegance and deceptive power. Its "paste-board" metaphor (you're working on your page(s) just like you're sitting at your drafting table assembling a mechanical—your stories, pictures, and tools always in view and only one click away) makes PageMaker the graphic designer's choice. On your Atari, PageStream is loosely akin to PageMaker.

The techincal-editor's choice, *Ventura Publisher* is convoluted, confusing, awkward, and very, very powerful. It can manipulate, control, and catalogue text better than any other program in the stores (sorry Quark fans). It's great for long, wordy, complex documents. A "work-alike" and look-alike, *Timeworks Publisher ST* is an easy to use, stripped-down—very stripped-down—version of Ventura.

Quark Express bridges PageMaker and Ventura. It has much of the elegance (and problems) of PageMaker, and much of the text control (and problems) of Ventura—but not all of either. Where Quark outshines its competitors is drawing tools, grouping, and layering. Detractors say it tries to do too much while not doing anything simply and quickly, but many love its feature-rich approach. Quark's nearest Atari relative is Calamus (SL).

For what it's worth, most of these users are just as defensive of their layout programs as we are of our Atari computer... PageMaker mavens can't believe anyone possessing even minimal sanity would ever use Ventura, etc. Having the luxury of multitasking and product diversity, serious PC & Mac desktop publishers also have a different 'tude when it comes to page layout... They don't want their layout program to do everything. Preferring to use a killer illustration program, killer photo/paint program, and killer word processor, they use a layout program just to put the pieces in place—letting each tool do only what it's best at. —Steven W. Lesh



▲ Here's the series of Calamus menus under the single main icon for TEXT. "virtual" (which retains a link to the original and will change when and as alterations of the original frame are made).

PageStream's approach is to have only two—well, sort of three—kinds of frames. Graphics can be imported to a frame or loaded as a "picture window" where it fills the entire page as a background. You don't need to worry about graphic types, as PageStream will import a wide variety of formats automatically. Once placed, any

graphic or group of objects can be sized, cropped, rotated, twisted, mutilated, etc. Drawing tools allow freehand addition or touching up of details or entirely original graphics.

Text frames work about the same as in Calamus, as the second type of frame. PageStream allows a smart text wrapping option that flows text around irregular objects that are within a graphic frame. Then there is "text as an object," where you just place the text cursor on the page and start typing without a frame at all. The result is text as a vector, a box that can be later resized or stretched or twisted, with the matching effect on the text within the box. Grouped text and graphics can be moved, sized, and rotated together and full integrity of the entire group will be maintained, the text obediently following and adjusting with the rest of the graphic.

Tags are used for repetitive text formatting, allowing easy global adjustments if you re-think your document look late in the game. Mark all headlines with a tag, and change every headline at once by adjusting only the tag.

Worksavers—Templates, Style Sheets & Macros

The more complex the software, the more important it becomes to have ways of executing complex but repetitive activities.

Our DTP players each have solved this in very different ways.

Calamus allows you to create text macros, single key strokes that perform a text function for you that might otherwise require stepping through layer after layer of icons, clicking away merrily. Fonts, sizes, and text rulers can be controlled by macros.

Additionally, Calamus uses an ASCII (plain text) file that assigns keystrokes to functions. Use it as it comes, with keyboard equivalents for most icon functions, or just edit the file and list the keys you want assigned to the function in the file named Calamus.HLP. When the program runs, your new keyboard equivalents are ready to set in motion when you hit your key combination.

A master page setup pre-formats additional pages automatically. Calamus allows you to save your layout, i.e. the empty frames, lines, raster planes and standard components, as well as individual pages. You can insert whole pages into another document or just the components that make up your page.

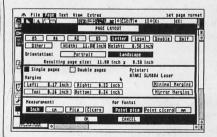
PageStream offers most of its functions from the GEM bar or via fixed keyboard combinations. The Function keys can be set to perform a series of sequential actions, redefined anytime you need to. PageStream allows you to "save template" which basically saves your page as an empty format, ready to later pour in text and graphics to create a similar document. The style sheet goes further, defining with the document's tags, which tell the program which font/size to use when you load the text. Better yet, if you change a tag definition, everything in the document changes to match at one time.

As in Calamus, PageStream's master page option is useful to define recurring objects, line rules, page numbers, and headers/footers.

Screen Formats

PageStream does almost everything by using drop down menus and dialog boxes—easy to find and understand, but perhaps tedious when you know where you want to be.

▼ An internal Calamus dialog box offers page and layout options.



Why Calamus..?

The DTP program I started with was good, but it had a major flaw: after spending hours on a project, my final printed copy was always different than what was on screen. I'd spend more hours adjusting the document. That experience led to search for the right program—which led me to Calamus

Calamus offers the closest thing to a true a WYSIWYG (What You See Is What You Get) display that is available with today's technology. What I see on the screen is exactly what comes out of the printer, and that's important. Professionals in the print industry are uniformly impressed with the screen detail offered by Calamus. Less time used in layout equals bigger profit margins, so this is a pretty important feature when the DTP is your bread and butter.

But even with a full page monitor and a precise screen representation, it's always good to have a hard copy proof in hand. I now

use the Atari laser printer, but started with a 24 pin printer. When I got serious about DTP, I bought a Deskjet, Output time was between 3 to 5 minutes for a full page. For me, however, even that was too slow and once I saw the combination of Calamus and the Atari laser, I bought the laser. Full 300 dpi proofs or finals were available to me in 60 seconds or less. Screen redraw time is quick as well.

I found that even with my lack of formal training in layout or design, I could come up with good work through trial and error. The speed at which Calamus operates allows me the freedom to experiment and still make a profit.

A project I did last year was the CEPS brochure for Atari and the Professional Systems Group. This six-sided brochure needed to be completed in roughly three days, with changes up to the last minute. Seventeen photos and eight screen shots had to be accurately placed among the text and other displays. If it hadn't been for Calamus, it wouldn't have been done in time.

But one of my most fascinating projects was with STart Magazine. Transcoast Systems, with whom I was employed at the time, was chosen to train the staff at Antic. We took a week to train their staff, and soon they changed the entire production of STart from a Mac based DTP program to Calamus. They even were able to cut back almost 30% on production staff.

Today I live in Sacramento and manage Computer Warehouse Superstore, and although I don't do as much professional DTP, I still use Calamus almost daily for many things. Come on over... see all those signs, guess what computer and software did that! Quickly and accurately. —Ike Eisenschmidt

Functions in Calamus are accessed via nested icon submenus-hundreds of icons, sometimes several levels deep. Calamus offers you the icon's name, function, or a several-word help tag that appears in the GEM bar when you pass the mouse over icons, helping you understand which is which. While this is fast if you know your way, it can take a while to find elusive functions that you are not familiar with.

The hallmark of quality DTP is "what you see is what you get" (WYSIWYG, sometimes pronounced "wizzywig"), meaning that the screen accurately represents the print output. Tradeoffs are often made in accuracy in favor of speed of display, especially at reduced scale (full page) representations.

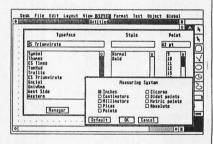
I created the sample page as described in the quickstart manual provided by Soft-Logik. I created another page with Calamus using the same basic design (two columns of text, 1" x 7" black box with white outlined letters inside, and one line to separate the column). This page was then used to compare imaging on screen, in the output, and performance times, all on a standard ST. TT times are blazingly faster, and probably eliminate time as a criteria in selecting software.

PageStream screen representation of graphics is very accurate, but the more graphics on the page, the longer the redraws upon any alteration of the page. It can be painfully slow when your page gets complex. Making changes to the page, or going from a magnified view to full page completely redraws the screen, a very slow process. The actual time for screen redraw (from "actual" size to "full" size) in PageStream for my compound page was a yawning 16.5 seconds.

Overall, Calamus is much faster on screen redraws, and the graphics display accurately. Actual screen redraw under the same conditions as above was 2.6 seconds. Calamus also allows you to "turn off" display of frames by type. If you aren't working on raster frames, you don't need to display the contents of them, which speeds up Calamus even more. When you start to print, if you forget to turn all

precise screen representation of what you'll get from your printed copy.

A Even tilted text in Calmus gives ultra-



▲ PageStream's font manager selects the font and sizes.

of them back on, Calamus asks you if you want to print just the visible or all of the frames on the page, making proofs quicker too.

Calamus uses only one file per font and does not use "hinted" fonts (where they change slightly when scaled in order to maintain readability). It uses the same scaling system to display them on the screen as it does to put them on paper. The result is absolutely the most accurate screen representation of the text as can be offered. When the screen is set in a one-to-one ratio with the printing device, each and every pixel is shown exactly as it will be printed. Precisely, with no guessing. Text can be

made into outlines, rotated, shadowed, underlined and super/subscript. You can also change the fonts from white to black and every shade in between, or vary the outline thickness. Compugraphic brand fonts are available from ISD, plus there are hundreds of commercial, shareware, and public domain Calamus fonts available from a variety of different sources (as there are for PageStream).

PageStream's display of text varies widely depending on the font selected. It operates with separate screen and printer fonts when using native PageStream fonts in an effort to keep things as fast as possible, but at the loss of smooth screen display. PageStream can also now use a variety of font types including "hinted" Compugraphic fonts and any PC format PostScript font, but performance will slow down on screen in proportion to the detail it is displaying. PageStream is more flexible than Calamus in attributes applied to a selected font, with Backslant, Bold, Double under, Italics, Light, Mirror, Reverse, Strike Thru, and Upside Down. However, the WYSIWYG declines with every addition of detail or effect applied. As a result, if using the unique and advanced features (let's say, twist and outline with mirror and shadow), what you see on the screen may bear little relation to the clean output that will actually be available. A sample printout will be required to

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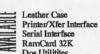
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Calamus S/SL

Real Soon Now, version 4...

Calamus, as overviewed in this article, is about to be totally revised. Still unavailable after over a year of missed premier dates, AtariUser has been told that the English manual for Calamus S/SL (the replacement for Calamus 1.09N) is now in the printing stages, and that the long wait should be over at almost any moment. Unfortunately, our DTP feature couldn't wait any longer, having been postponed several times already while waiting to include the new Calamus. Rest assured, we will feature a lengthy review of it when it does arrive, with another quick comparison with the competition at that time.

In the meantime, Calamus 1.09N represents a very good approximation of what to expect in the new Calamus. Operation and layout of features are far more the same than different, according to those who have beta-tested S (the monochrome direct replacement for 1.09N) and SL (the color-enabled high end version). Version S and especially

SL will be slower (mostly on the screen redraws) than 1.09N, because they are doing lots more manipulations on the page. Much of the delay in release has been due to changes to speed up the performance. Nevertheless, use of the SL version will likely be agonizingly slow if used on a regular speed ST, with a TT or accelerator being far preferred.

Major features of the new version include FULL COLOR (on SL only), multiple windows and documents, many more options on text presentation, plus rotation of most or all kinds of frames. A modular approach to features allows the growth of the product by individual feature, letting the buyer decide what he needs and wants to pay for. Added features within standard operations are everywhere.

Pricing now looks like \$69.95 for upgrading from Calamus 1.09N to Calamus S, and "possibly" \$200 for 1.09N to SL. Retail for purchase of S and SL are not settled, mostly because the new modular approach to features allows the original purchase bundle to be configured in a number of ways. Expect Calamus S at near \$300 and SL at under \$800, but with more modules than via the upgrade path. The outright purchase package of SL will normally include an auto-tracing module called SPEED-LINE, Compugraphic Fonts, the advanced word processor PKS Write, Vector Line ART modules, etc.

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▲ New features within familiar

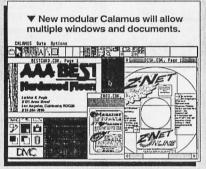
framework in Calamus S/SL include

text effects like skew and compress.

on You

Many exciting new modules will become available with time, and Calamus S/SL allows loading them on the fly as required. A multi-media module will allow you to directly connect your video camera through an interface to the TT into Calamus SL, and capture magazine-quality images in real time in either color or monochrome.

PKS Write will be enclosed with every Calamus S and SL, upgrade or not. Speed-Line may sell separately for \$49.95, and the Vector Line Art module may be \$99.95. The Vector Line Art module is not an upgrade to Outline Art, although it may meet the needs for drawing for most users. A far more advanced version is planned for later release. —John Nagy ■



tell if the effect is actually what you envisioned.

Printer Performance & Output

I printed both sample documents as I described earlier. The page from PageStream took 4 minutes and 46 seconds to start to emerge from my laser printer. Calamus was

spitting out the page after only 18 seconds. That's a major difference. The quality of the output itself was similar from each system, with each one producing stunningly clean and vivid output. A small advantage in text clarity went to PageStream in fonts under 10 points, only when using hinted fonts.

Users of dot matrix printers can expect similar differences in starting times, but actual printing time per page will be slower on a mechanical printer. Differences in

output appearance should be even less significant with dot matrix printers, and each will produce passable documents and graphics this way. However, the reason to have a proquality layout application becomes defeated if you can't get pro-quality printing.

Here's where PageStream inches ahead of the current Calamus. PageStream allows you to save in PostScript and send your PostScript files to a service bureau to be filmed. Calamus doesn't save in PostScript, although a (very) few Linotronic service bureaus can accommodate Calamus with an ST interface. Calamus S/SL is expected to have a PostScript output module that may end this real-world advantage of PageStream.

Uh, Color ..?

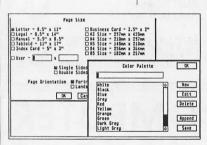
Color layout in Calamus 1.09N is tedious, in that it really does not do color at all. No seperations-you must overlay colors, and keep track on your own how each overlay will interact when printed. Calamus S will be the same, but SL will finally support color seperations in a complete package.

Meanwhile, at far below half the price of the prospective Calamus SL, PageStream 2.1 has full color separation and layout power now. It's no treat to use on an ST that can't show the color properly, but on a TT, the color functions are professional quality.

Likes & Dislikes

PageStream Roses... It's just plain easy to use. Tags make long projects easy to play with. Full manipulation of size, shape, tilt, twist, etc. of any and all frames gives unlimited layout possibilities. Color separations, spot color, PostScript output capabilities are fascinating and offer the possibility of high quality printouts from service bureaus around the country.

PageStream thorns... It still crashes on occasion, so I heartily recommend saving your work as you go. The mouse pointer flickers quite a bit, and becomes uncomfortable after a while. Printing times can be long! For me, this is a major problem, especially when I want to use PageStream in order to get its great text features. The fancier I get, the harder it is to tell what I have without printing. This stretches the project out. Screen redraws are also very slow when using fonts that look good on the screen.



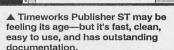
▲ Dialogs let PageStream users select page and color printing options.

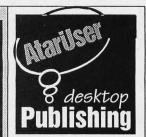
The Once and Future Option...

In 1987, Timeworks brought revolutionary new power to the Atari with their "Publisher ST," based on the still developing Ventura Publisher on the IBM platform. Publisher ST offered a new level in layout control, and went further to provide true PostScript output for professional printing work, plus support for home printers through Atari's GDOS font and printing systems.

Five years later, Timeworks Publisher ST (TWP) is old but not obsolete. Available at \$69, even less at many dealers, it still offers the power of true DTP plus an easy learning curve. As a first try at a publishing package, it remains an outstanding choice. *PSAN*, the newsletter magazine of many Northwest Atari clubs, has been done on Publisher ST for years by editor Jim Chapman, and his product has always looked great. Until a year or so ago, it was the system used to lay out CURRENT NOTES, another magazine for user groups in the Washington DC area and subscribers around the world.

PHYSICS STORES MESSENGER PROBLEM TO THE PROBLEM AND THE PROBLE





Features of TWP include a reasonably accurate WYSIWYG display with satisfactory re-draw time, graphic importing that allows cropping and resizing, plus ability to draw free-hand, a feature not found in current top line DTP offerings. A paragraph-oriented style sheet makes global redesign of font and size attributes easier than on all other systems.

On the down side, TWP uses GDOS fonts unless you are using PostScript, and this limits font sizing to those bitmapped fonts that you have in your GEMSYS file, and the ASSIGN.SYS and GDOS system is confusing at best. Print times are also horribly long, with a page inching out of a dot printer at three minutes or longer per page. Worse, you have but a single printer installation available; to change printers, you must re-install the entire program, only to find that the character spacing will have changed subtly, just enough to cause page ends to be different. Touching up after a test printing is also required, as the screen representation is "almost" correct, but alignment of text with boxes or graphics is less than predictable from the screen.

Timeworks has upgraded the Publisher series on other platforms, now calling the line "Publish It," but until recently had ignored development on the Atari machines. GST Holdings, the UK company that did the original TWP, has a new Atari version that should be imported soon. Major improvements include multiple documents and "maybe" FSMGDOS support, making its font handling similar in power and quality to that of the upper-crust publishing packages. We haven't seen this one ourselves yet, but Version 2 of the Atari TWP is now selling in the UK for about \$198 in US dollars with upgrades for about \$65. Contact Lorri Marton, Electric Distribution, Meadow Lane, St. Ives, Cambridgeshire PE17 4LG; telephone 0480-496666; upgrade line 0480-496575; FAX 040-496189. GST has also upgraded their 1st Word Plus word processor to version 3.2.

Overall, the original TWP has proven to be a great learning platform while offering a fair complement of features and adequate output. At the price, it's a "can't miss" opportunity to find out if DTP is something you need more of. If the upgrade becomes widely available, it may be a major player, but more information will be necessary. In roughly the same price range, PageStream and Calamus might prove to be more powerful for the money. —John Nagy

Calamus Roses... What I see is What I Get. Every Time. Screens look great and redraw reasonably quickly. Printing time is incredibly fast, much faster than any other software on any other hardware. The Calamus.HLP file's ability to create the keyboard equivalents to my liking works great. Crashes are rare.

Calamus thorns... So much mouse clicking is required to get anywhere! Wrapping text around graphic images is difficult to do. I can't make a table or a graphic and really integrate text permanently without using something like Outline Art at extra expense. I can't draw freehand at all. I can't rotate graphics. I can't really do color. (Most of these shortcomings are addressed in Calamus S and SL, but many at extra expense.)

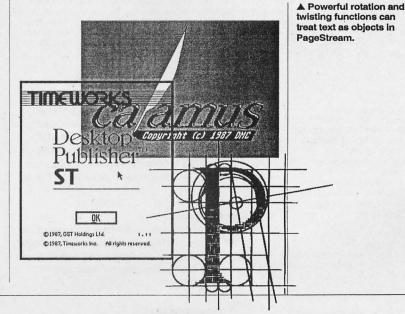
Are there any conclusions ..?

In my profession as a photographer, volume and quality are words that I live with on a daily basis. Calamus fits the way I work. It's a fast, powerful program. I can make as many changes as I want and I can print as many pages as needed at a productive pace. I love seeing my work flying out of the printer, I consider it a necessity, considering how many revisions I usually need during the day. Multiply an average of 4-5 minutes of extra waiting times the number of actual printouts you may make in a day and you will see what I mean—20 printouts times x 4.5 minutes=90 minutes extra each day, just waiting! I could, of course, reduce the delay to a negligible amount by working on a TT. If you are doing DTP for a living, the cost of proper tools is not much of an issue.

By the same token, it's a good idea to own and be fluent with both programs. They each offer things the other

doesn't, and different projects require different tools. You can buy both programs for the price of one program on other computer platforms. —Steve Blackburn with John Nagy





tariUser • February 1992

NEW CARDS FROM ATARI: As this column goes to press, Atari is releasing several new ROMcards for the Portfolio. The first one is Portfolio Chess. This is one tough player, and allows you to select your own skill level. The Instant Speller, a program to spell check your documents is also here now, as well as a Limited Edition "Terminator 2: Judgment Day" Card, in conjunction with release of the movie on videotape.

Tiny, Tiny Desktop Publishing

The Portfolio Chronicles...

¶ Desktop Publishing on the Portfolio? Well, not exactly. But new software allows you to incorporate screen snapshots from the Portfolio into your documents—and vice versa, sort of...

PGCAP is a new program that will "capture" a screen image on the Portfolio and save it to a disk file. This

Terminate and Stay Resident (TSR) program requires less than 1K of memory, and is activated by pressing <ALT-S>. This will copy the contents of the screen to a file on your disk. Depending on the screen mode, the file extension will be .PGT if in text

mode, or .PGF if the screen's displaying graphics. The main filenames will be "SCREENA", "SCREENB", etc., to allow you up to 26 screens per session.

TIP Each time you start PGCAP, it resets the filename back to SCREENA. Be sure to save the original images before starting a second session.

Portfolio Chess= Portfolio 00:00:00

Donald 00:00:00

Portfolio 00:00:00

▲ The new Portfolio
Chess card offers these
graphics, captured via the
PGCAP utility. This image
is in the common .IMG
format, allowing the
integration of Portfolio
screens in any document
using common DTP and
word processing software.

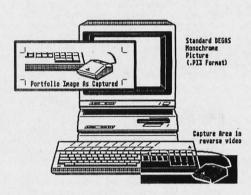
PORTFOLIO ALERT ■ Are you lost in a maze of twisty tunnels, all alike? The Original Adventure game, Collosal Cave, has been packed onto a ROMCard for the Portfoliol \$49. Contact the Monterey Bay Whaling Company, (408) 475-4290. ■ 256k, 512k, and 1 Meg Memory Modules are available for the Portfolio from DIP systems in England. They work just like RAMCards, and measure 20°50°70mm. Contact DIP, 32 Frederick Sanger Road, Surrey Research Park, Guildford, United Kingdom, GU25XN. (0483) 301555. The prices (in pounds, check exchange rate when ordering): 256k - 182.56; 512k - 252.13; 1 Meg - 373.87. ■ Another Portfolio newsletter, but with a difference: a disk. David Stewart, editor of the "Re:Port Newsletter," publishes bi-monthly. Re:Port will give you insights into how the Portfolio works and provides at least two programs on disk (3.5" or 5.25") per issue. Re:Port also offers discounts on Portfolio products. Newsletter/disk subscription, \$50 for six issues. Re:Port Newsletter, 1618 South Beech Court, Broken Arrow, OK 74012.

B.J. Gleason is an instructor of Computer Science at The American University in Washington D.C., and he's been programming for over a decade. He's the author of over two dozen utilities and games, including PBASIC 4.9, the 'freeware **BASIC** interpreter designed specifically for the Portfolio. His Email address is BJGLEAS@auvmamericanedu and his Compuserve ID is

Once you have captured the screen images, you use PGCONV to convert them into a form that can be used by a desktop publishing package. PGCAP will import .PGC, .PGT, and .PGF files and export .PGC, .PGF, as well as .IMG (Gem) and .WPG (WordPerfect). The chess image above is from the Portfolio that has been converted into an .IMG file.

And Back Again...

The reverse is also now easy. PGF Maker is a program for the Atari ST that lets you make screens by simply cutting a part of any DEGAS format monochrome ST screen. Now making company logos or any graphic for use on the



Any graphic that your ST can show in monochrome can now be converted for display on the Portfolio. Here, the window of PGFMAKER is about to collect a part of a standard ST screen shot. Any mono DEGAS pic can be used. DEGAS or other editing software for the ST can be used to rescale any image to the size required for PGFMAKER before clipping.

Portfolio can be done using scanners and graphic editors on the Atari ST, then clipped to Portfolio screens with no loss of resolution. The results are quite impressive. Bruce Coleman programmed it in GFA Basic, and asks a shareware fee of \$10. PGF Maker is available on the telecom services or directly from Bruce at 456 Archglen Way, San Jose, California 95111.

Animation

On the Portfolio? Yes! Don Messerli, of the Software Vinyard, has been working furiously on an Animation Package for the Portfolio, and the results have been staggering. Depending on the complexity of the image, the package is able to display anywhere from 16 to 20 images per second on the Portfolio's LCD screen. To see the results of his labor, download PGFLIX, the animation package, and either DOMINOS.ZIP or HORSE.ZIP, the mini-movies. Mr. Messerli has also released a tool so that you can create your own animation, called MKPGX1. Word on the street has it that the APORTFOLIO forum is going to host a contest for the best PGFLIX animation in February or March.

A 24-hour online Portfolio marathon, now named "the Port-a-thon" will start 3:00 PM EST, Friday, February 21. During this 24 hour session, several Portfolio experts, including Atari User Columnist B.J. Gleason, will be available to answer any questions that Compuserve members might have about the machine. Also promised to be available for questions are Don Messerli, creator of the PGC/PGX graphics and animation programs for the Portfolio, Ron Luks, sysop of the Atari Portfolio Forum, and Don Thomas, Atari Advertising Manager for the Portfolio. Type "GO APORIFOLIO" on CompuServe for more information. —B.J. Gleason ■

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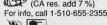
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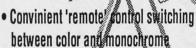


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any other

Atari Dealers in North America

How Accurate is this List..?

Developing and maintaining a dealer directory is difficult and time consuming. They come and go, and not all "dealers" get their product from Atari Corp. Many buy from distributors and other second and "grey" sources. So... In March of '90 we obtained the latest copy of a highlevel "confidential" list of almost 1000 North American Atari dealers. We were amazed and delighted. But... After two weeks of careful analysis, hundreds of dollars in phone

calls, lots'a red-lining, howling with laughter, and tossing out stationary stores with Atari brand calculators, we quickly pared the list to about 100 "known" and 400 "possibles." (several locations on the list were but minutes from our offices, none were real and one was a vacant lot! Worse yet, several dealers who routinely advertise nationally weren't even on the list!). Being optimists, in April we mailed out over 800 questionnaires to known and possible Atari product outlets asking them to respond whether or not they dealt Atari computers. We received

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Nebraska, has
more Atari
Dealers that Los
Angeles...

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ENGLEWOOD CO 80112 EAST HARTFORD 06108 CT **EAST HARTFORD** CT 06108 **EAST HAVEN** CT 06512 **FAIRFIELD** CT 06430 HAMDEN 06517 CT **NEW HAVEN** CT 06510 **NEW LONDON** 06320 CT NEWINGTON CT 06111 STAMFORD 06902 33309

FORT LAUDERDALE FL FORT PIERCE FL 34950 GAINESVILLE 32609 **GAINESVILLE** FI 32607 MIAMI FL 33172 **NORTH MIAMI** 33161 FL PANAMA CITY FL 32405 SARASOTA FI 34233 33634 TAMPA FL 33610 **TAMPA**

ATLANTA GA 30340 ATLANTA GA 30305 CARROLLTON GA 30117 replies from about 200, 81 of whom indeed carried Atari computers. (Some of the responders said they had never carried Atari product.) More phone calls...

Knowing Atari folks ignore anything that comes in the mail (might be bills), in May we mailed another 400 (reworded) questionnaires attempting to contact those who hadn't responded or whom we weren't able to contact by phone, and other suspected locations. Our writing staff worked hard to follow-up on leads in their region. More responses. More phone calls.

By June we were much poorer and had a list of about 100 known (whom we'd known about all along) and another 150 or so likely dealers. In July our numbers settled at about 200 outlets across North America were you could actually get (or at very least, order) Atari computer stuff. We've been constantly updating since then.

Your Mission...

Here's were you, our faithful reader, comes in. Check up on us! Let us know if a dealer in your area no longer exists,



Which city has
the most Atari
Dealers..? New
York with 7,
Chicago's next
with 6, while
Birmingham (AL),
San Diego, San
Jose, Simi Valley
(CA), Lincoln
(NE), Oklahoma
City (OK), Dallas
and Houston (TX)
all tie for third with
three apiece...

	Preferred Systems Sherrill's Datacraft Inc.	1532 PARK HILL DR 516 CHICKAMAUGA AVE 11660 ALPHARETTA HWY	GAINESVILLE ROSSVILLE ROSWELL	GA	30501 30741 30076
-	Mr. Software Nadines Music Inc 2	3131 N NIMITZ HWY 251 LALO ST	HONOLULU KAHULUI	HI	96819 96732
	Basic Computer Center Musical Instrument Center Hig's Hideout	418 N ORCHARD ST 391 W BROADWAY ST 630 LEO LN	BOISE IDAHO FALLS POCATELLO	ID ID ID	83706 83402 83204
	Digital World Guitar Shack (North) Guitar Center # 30 Computer Excess Coz Computers Guitar Center #32 Guitar Center #32 Guitar Center-Central Jaf Dta Systems Software Plus Sound Post-W Mars Merchandising Financial Applications Corp Micro Ram Computer System Inc Randee's Music Compu-Seller West Guitar Shack (South)	711 W ARMY TRAIL BLVD 31 E GOLF RD 8250 SOUTH SISERO 4549 N MILWAUKEE AVE 3705 N SOUTHPORT AVE 5820 N MILWAUKEE AVE 3228 N CLARK ST 2217 W 109TH ST 6212 N WESTERN AVE 25 CALENDAR CT 1041-B E SAINT CHARLES RD 15411 CICERO AVE 3459 N UNIVERSITY ST H-242 CHERRYVALE MALL 220 1/2 W MAIN ST 3416 CHICAGO RD	ADDISON ARLINGTON HTS. BURBANK CHICAGO		60101 60005 60459 60630 60613 60646 60657 60643 60659 60525 60148 60452 61604 61112 60174 60475
THE REAL PROPERTY AND PERSONS NAMED AND POST OFFICE AND PASSAGE AN	Software Plus Computer Works Computec Mid City Music Inc. Moore Music Computer Corner Bits N PC's Synthesizer Music & Audio Data Innovations Inc ADN Computer Center	731 W DUNDEE RD 116 W CARMEL DR 1727 W LUSHER AVE 1121 N 1ST AVE 4200 E MORGAN AVE 6720 E STATE BLVD 8224 BASH ST 6302 E 82ND ST 127 N FRONT ST 3614 MISHAWAKA AVE	CARMEL ELKHART EVANSVILLE EVANSVILLE FORT WAYNE INDIANAPOLIS INDIANAPOLIS RISING SUN SOUTH BEND		46032 46517 47710 47715 46815 46250 46250 47040 46615
	Digitel Inc	1639 S MERIDIAN ST # 6	WICHITA	KS	67213
The Party and Person	Computer Systems Management Audio World Inc. Hi-Tech Computer Systems Inc.	1815 N DIXIE HWY # 4 239 VILLAGE CTR 673-F KNOX BLVD	ELIZABETHTOWN HARLAN RADCLIFF	KY KY	42701 40831 40160
1	Software Centre	3780 VETERANS BLVD.	METAIRIE	LA	70002
	E.U. Wurlitzer Systems Support Corp. Steve's Quality Inst. The Computer Bug Logic Electronics AVR Group Computer Zone The Bit Bucket 2 Audio Video Research The Bit Bucket 1 Kurlan Music Center Home Computers Co Rich Sound Inc.	360 NEWBURY ST 106 AUDUBON AVE 18 WATER ST 113 RUSSELL ST 79 PROSPECT ST 5 WALNUT TER 28 E WASHINGTON ST 621 BOSTON POST RD 106 MAIN ST 1294 WASHINGTON ST 17 E MOUNTAIN ST	BOSTON BRAINTREE DANVERS HADLEY MILFORD NEWTON N. ATTLEBORO SUDBURY WATERTOWN WEST NEWTON WORCESTER	MA MA MA MA MA MA MA MA	02115 02184 01923 01035 01757 02160 02760 01776 02172 02165 01606
Atarı	Home Computers Co Rich Sound Inc.	1055 TAYLOR AVE 5719 BALTIMORE NATIONAL PIKE	BALTIMORE BALTIMORE		21204 21228

Atari Dealers in North America

■ How Accurate is this list?—cont.

just opened, or is a "black hole"—i.e., not on our list, or shouldn't be on our list. Let us know if they stock computers and/or software, or if you can order through them. Leave your updated information on our phone line normally used for new subscriptions... 818/332-6428. We'll publish your "AtariUser's Reader-Verified Guaranteed Support Directory of Places You Actually Buy, and Take Home Right Then, Atari Computer Stuff."

groups, there are about 100 stores and VARs who each disburse an average 100 AtariUser copies every month. These are the folks who always stock and support Atari computers, peripherals, software, and related servicescome-hell-or-high-water.

About half of the locations on this list don't carry a decent selection of hardware or software. Most nationallyadvertising mail-order locations are not included in our list. Many locations don't stock a large variety of products, but

	4

Though most of our distribution i		s on what you want.	prod	acia, out
The Electronic Clinic	4916 DEL RAY AVE	BETHESDA	MD	20814
Delta Data Systems	7715 COLUMBIA GATEWAY DR	COLUMBIA		21046
Toad Computer	556 BALTIMORE ANNAPOLIS	SEVERNA PARK		21146
Wheaton Music	11230 GRANDVIEW AVE	WHEATON		20902
Ann Arbor Music	PO BOX 2509	ANN ARBOR	МІ	48106
MIDI to Go	916 N EUCLID AVE	BAY CITY	MI	48706
Wonderland Music 2	13519 MICHIGAN AVE	DEARBORN	MI	48126
Rentertainment	22205 KELLY RD	EAST DETROIT	MI	48021
Softhouse Computer Center	32647 FORD RD	GARDEN CITY	MI	48135
Minicomp Systems	3615 29TH ST SE	GRAND RAPIDS	MI	49512
Superiorland Computer	130 W WASHINGTON ST	MARQUETTE	MI	49855
Music Box Studios	42383 GARFIELD RD	MOUNT CLEMENS	MI	48044
Wonderland Music 1	GREEN & EIGHT SHOPPING	OAK PARK	MI	48237
Skipped Disc	5100 MARSH RD	OKEMOS	MI	48864
Command Computer	28630 RYAN RD	WARREN	MI	48092
Rite Way Computers	11557 E 12 MILE RD	WARREN	MI	48093
Rodger Dodger Music	154 BLAKE RD N	HOPKINS	100000	55343
Alpha Tech Computers Inc.	2901 WAYZATA BLVD	MINNEAPOLIS		55405
American Pro Audio	4806 PARK GLEN RD	MINNEAPOLIS		55416
Guitar Center-Mnpls	2059 SNELLING AVE N	ROSEVILLE	MN	55113
Randall's Home Computers	6166 HOWDERSHELL RD	HAZELWOOD		63042
Four Star	4617 S JACKSON AVE	JOPLIN		64804
The Computer Road	7837 B WORNALL ROAD	KANSAS CITY		64114
Computers Plus	3453 S CAMPBELL AVE	SPRINGFIELD	МО	65807
Coast Computers	2953 PASS ROAD	BILLOXI		39531
Data Professional Corp.	4615 WOMACK CITY	JACKSON	MS	39209
Selective Software	47 APPIAN WAY	ARDEN	NC	28704
Computer Studio	West Gate Shopping Center	ASHEVILLE	NC	28806
Appalachian Computers Tech	304 1/2 NC HIGHWAY 105 EXT	BOONE	NC	28607
TDS Computers	2710 HILLSBOROUGH RD	DURHAM		27705
Software Plus Computers	345-L WESTERN BLVD	JACKSONVILLE	NC	28546
Micro Data Technology	1761 26TH AVE	COLUMBUS	NE	68601
Dietze's Music	1208 O ST	LINCOLN		68508
HOBBY TOWN	220 N 66TH ST	LINCOLN		68505
Hobby Town 1	CONISTOGA MALL - S. WING	LINCOLN		68508
Hobby Town 3	11011 ELM ST	OMAHA	NE	68144
Music Place	234-3 ROUTE 73	BERLIN	NJ	08009
Computer Consultants	897 ROUTE 130	CRANBURY	NJ	08512
KBS Systems Inc	105A BASSETT HWY	DOVER	NJ	07801
Sam Ash Music 0	1831 ROUTE 27	EDISON	NJ	08818
Computer Systems Consultants	897 US RT 130	HIGHSTOWN	NJ	08520
New Moon Computing	6 Ammar Dr	MATAWAN	NJ	07747
Software Spectrum	267 MAIN ST	MATAWAN	NJ	07747
Citadel Computers	325 HIGH ST	METUCHEN	NJ	08840
Software Spectrum	171 SPRING ST	NEWTON	NJ	07860
Software Spectrum Sam Ash Music 2	386 SOMERSET ST	NORTH PLAINFIELD		07060
David Phillips Music	E-50 ROUTE 4 377 IRWIN ST	PARAMUS PHILLIPSBURG	NJ	07060
Victors Music	235 FRANKLIN AVE	RIDGEWOOD	NJ	08865 07450
			NJ	07450
Lunceford Electronics	1806 BELLAMAH DR	ALAMOGORDO	NM	88310
Software City	3980 S EASTERN AVE	LAS VEGAS	NV	89119
Wiser Electronics	3001 F CHARLESTON BLVD # F	LASVEGAS	MIL	00104

3001 E CHARLESTON BLVD # E

LAS VEGAS

NV 89104

Wiser Electronics

NV 89502

RENO

STATE COLLEGE

PA 16801

!	Computer House-Accutek	155 GLENDALE AVE	SPARKS	NV	89502
ł	The Computer Celler	911 CENTRAL AVE	ALBANY	NY	12206
:	Sam Ash Music 2.5	1669 E 13TH ST	BROOKLYN	NY	11229
ı	Computer Service Group	4005 SHERIDAN DR	BUFFALO	NY	14226
ı	Sheldon Productions	260 MILL RD	BUFFALO		14224
:	Instrutech	425 MEACHAM AVE	ELMONT		11003
	The Software House	6720 PITTSFORD PALMYRA RD	FAIRPORT		14450
I	Sam Ash Music 4	113-25 QUEENS BLVD	FLUSHING		11375
i	Sam Ash Music 1	124 FULTON AVE	HEMPSTEAD		11550
	Musicland	163 N WELLWOOD AVE	LINDENHURST		11757
ı	47th Street Photo	36 E 19TH ST	NEW YORK		1,0003
I	Dr. Sound	142 WOOSTER ST	NEW YORK		10003
-	J & R Music World	23 PARK ROW	NEW YORK		10012
ı	Leigh's Computers	1475 3RD AVE	NEW YORK		10038
ı	Mannys Music Store	156 W 48TH ST	NEW YORK		10026
1	Martin Audio Video	423 W 55TH ST	NEW YORK		10036
н			NEW YORK		10019
	Sam Ash Music 3	160 W 48TH ST			
I	Village Computers	687 BROADWAY	NEW YORK		10012
I	Msi Service Inc.	ROUTE 347 NESCONSET SHOP	PORT JEFFERSON		11776
:	Bits, Bytes, And Pieces	6583 ASPEN CIR	RED CREEK		13143
ı	Brighton Sound	315 MOUNT READ BLVD	ROCHESTER		14611
	House Of Guitars	645 TITUS AVE	ROCHESTER		14617
i	Dan Dishaw Music	2608 BELLEVUE AVE	SYRACUSE	NY	13219
I	Buddy Rogers Music	7225 MONTGOMERY RD	CINCINNATI	OH	45236
ī	Sylvan Enterprises Computers	8250 WINSTON RD.	CINCINNATI	OH	45231
:	Computer Success	5025 OLENTANGY RIVER RD	COLUMBUS	OH	43214
ı	Microtyme	4049 MARSHALL RD	DAYTON		45429
	Rising Star	2901 KENMORE AVE	DAYTON		45420
1	Maumee Valley Computer Center Inc.	851 S CLINTON ST	DEFIANCE		43512
i	Kristy's Computer	1533 WEST RIVER	ELYRIA		44035
	Absolute Music	13 W MAIN ST	FAIRBORN		45324
ı	Rosewood Music	116 S MAIN ST	FINDLAY		45840
I	D & P Computer Supply	15317 AVON BELDEN RD	GRAFTON		44044
i	B&G Electronics Inc	15729 MADISON AVE	LAKEWOOD		44107
ļ	Computer Centre	116 W SOUTH BOUNDARY ST	PERRYSBURG		43551
ı	Midtown Tv	27 MIDWAY PLZ	TALLMADGE		44278
ı	Video Computer World	2408 W LASKEY RD	TOLEDO		43613
Ī	Music Box Wonderland Music	50310 VAN DYKE	UTICA WEST BLOOMFIELD		48087
:	Software Plus	33084 NORTHWESTERN 4541 E MAIN ST	WHITEHALL		43213
i					
-	Info 1 Computers	NW 50TH & PORTLAND	OKLAHOMA CITY		73112
ı	Info One Computer	3703 NW 50TH ST	OKLAHOMA CITY		73112
I	Larsen Music Co.	4001 NW 63RD ST	OKLAHOMA CITY		73116
ī	Simtek Inc	804 E TAFT ST	SAPULPA		74066
÷	Firey Bros Music	4818 E 11TH ST	TULSA		74112
1	Shelton Computers	2823 W 64TH PL	TULSA	OK	74132
-	IB Computers	9244 SW BEAVERTON	BEAVERTON	OR	97005
	Key Advantage	48 W 18TH AVE # 4	EUGENE	OR	97401
	Viewtouch Computers	4001 POTTER ST APT 66	EUGENE	OR	97405
	Medley Music	1041 W LANCASTER AVE	BRYN MAWR	PA	19010
	Music Sweet Music	1917 RAILROAD ST	CARNEGIE	PA	15106
	Eight St. Music	1023 ARCH ST	PHILADELPHIA		19107
3	The Home Computer Store	12008 BUSTLETON AVE	PHILADELPHIA	PA	19116
	Lou Cossa Music	428 LAĆAWANNA AVE.	SCRANTON	PA	18503

642 WARING AVE

5081 S MCCARRAN BLVD

✓ The Great States of Alaska, Delaware, Iowa, Mississippi, Montana, New Hampshire, North Dakota, Vermont, and Wyoming have no Atari Delears at all...

What's an Atari
Dealer most likely
to be named..?
We made a
composite of the
most oft used
monikers...
"Micro-Middisk
Electrohobby
BitSoft AudioTech
Systems
Connection (#4)."
Uh, opening soon
at a mini-mall
near you!

Software Infinity

Cimarron Computers

AU Resource

Atari Dealers in North America

✓ How many dealers use the word "Atari" in their title..? None...

✓ What is the preferred street for Atari Dealers ...? Main, of course...

Computer Garden	106 W CAREY ST	WILKES BARRE	PA	18705
Rhode Island Music	70 BROAD ST	PAWTUCKET	DI	00000
Software Connection Inc.	101 W NATICK RD		RI	02860
Software Connection inc.	101 W NATICK RD	WARWICK	RI	02886
Micro Computer Depot	224 O'NIEL CT STE 14	COLUMBIA	SC	29223
Encore Video Productions	811 MAIN ST	MYRTLE BEACH		29577
Concurrent Technologies Corp.	60 OLD HIGHWAY 25	TRAVELERS REST		29690
concurrent recombinges corp.	OU OLD HIGHWAY 25	THAVELENO NEOT	30	23030
Great Plains Sales	RR 1 BOX 37	WESTPORT	SD	57481
Dataworld Inc	10001 KINGSTON PIKE STE 59	KNOXVILLE	TN	37922
Micros-To-Go/Dataworld	10001 KINGSTON PIKE STE 59	KNOXVILLE	TN	37922
Shiloh Music	5313 LEBONON ROAD	OLD HICKORY	TN	37138
Music Makers	517 B SOUTH LAMAN	AUSTIN	TY	78704
Sheffield's Emporium	4938 S STAPLES ST	CORPUS CHRISTI		78411
Brooks Mays Music Co	708 W MOCKINGBIRD LN	DALLAS		75247
Computer Discoveries	12801 MIDWAY RD STE 201	DALLAS		75247
Master Video Systems Inc.	4015 SCOTTSDALE DR	DALLAS		75244
Jenkins Computer	9348 DYER ST STE F1	EL PASO		79924
Megabyte / Tops	3716 KATRINE ST	HALTOM CITY		79924
Drum Keyboard Guitar Shop				
Megabyte Plus	5626 SOUTHWEST FREEWAY	HOUSTON		77057
Megabyte Plus The Floppy Wizard	5181 FM 1960 RD W	HOUSTON		77069
Megabyte Computers	217 MEMORIAL CITY	HOUSTON		77024
AB Computer	907 MELBOURNE RD	HURST		76053
	1732 N MAYS ST	ROUND ROCK		78664
Blunk Enterprises	1015 W HILABRAND	SAN ANTONIO		78201
nternational Computer Distributors Megabyte Computer	3010 BEACON FLD	SAN ANTONIO		78245
Megabyte Computer	109 W BAY AREA BLVD	WEBSTER	IX	77598
J & J Computers	250 E 6400 S	MURRAY	UT	84107
Bits & Bytes	443 N BLUFF ST	SAINT GEORGE	UT	84770
Armadillo Bros.	753 E 3300 S	SALT LAKE CITY	UT	84106
C-System	3325 SUE ST	SALT LAKE CITY	UT	84115
H & T Computer Service	5401 ASHLEIGH RD # 3712	FAIRFAX	1//	22030
L&Y Electronics	13644-C JEFFERSON DAVIS HWY	WOODBRIDGE		22191
EXT Electronics	13044-0 JELLENSON DAVIS HWY	WOODBRIDGE	VA	22191
Xanth Corporation	14100 NE 20TH ST STE 105	BELLEVUE	WA	98007
Infinite Grafix	816 PEACE PORTAL DR	BLAINE		98230
Butlers Computer Service	28717 PACIFIC HWY S	FEDERAL WAY		98003
Bits, Bytes, And Nibbles	306 NORTHTOWN SHOPPING	SPOKANE		99207
Vamtach Computer & Flor Condens	1004 C OLDE ONE DA OT	ADDIETON	100	E404=
Kamtech Computer & Elec Service 2	1004 S OLDE ONEIDA ST	APPLETON		54915
Regenberg Music & Pro Audio Mayfair Computers	6615 UNIVERSITY AVE	MIDDLETON		53562
Cascio Music	6562 W BROWN DEER RD	MILWAUKEE		53223
Wisconsin Instrument & Control Inc	13819 W NATIONAL AVE 3196 N MAIN ST	NEW BERLIN OSHKOSH		53151 54901
Bare Bones Software	940 4TH AVE STE 222	HUNTINGTON		25701
And in Canada				
PC Enterprises	35 Mount Royal Ave	Hamilton	ON	L8P 4H7
The Computer Shop	3515-18 STREET SW	CALGARY	AB	T2T 4T9
High Road Computers	1283 Main St	Smithers	BC	VOJ 2NO
Ali Computers	1158 OGILVIE RD	GLOUCESTER	ON	K1J 8V1
Chiang Computers	1056 BANK ST	OTTAWA		K1S 3X2 M5T 2X1 M4Y 1Y3
0 1 1 1 1 1	71 MCCAUL ST	Toronto	ON	M5T 2X1
Compustore Ltd. Savetech	504 Youngstreet	Toronto		

Micro Computer Depot

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

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	-
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Phasar 4.0	\$69.95
Pro Data	\$109.95
Word Flair II	\$109.95
Word Perfect	\$164.95

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Cardfile 3	\$29.95
Neodesk 3	\$49.95
STalker	\$39.95
STeno	\$23.95

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	0
Devpak ST	\$99.95
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FTL Modula-2	\$149.95
WERCS	\$79.95
FORTH	\$69.95
Prospero C	\$129.95
Mark Williams C	\$144.95
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GFA BASIC and	call for
Companion Products	current
- Company	bricing



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







The Back Page

Starting Now—Free Classifieds!

ALERT Yes, we're still ammasing our AtariWatch 92 calendar. Be sure to notify us of any goings-on that you would like people to know about! We're now offering FREE, that's right, free private party and user group classifieds. We'll be placing them on a first-come-first-placed basis, so be sure to get yours in as early as possible (by mail only). Companies are required to pay for their ads (details to the left.)

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ST Games Silent Service II Mega Lo Mania Utopia 8-bit Software AtariWriter, AtariWriter+ Book Keeper SX Express

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