The Paragon Report



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

October 1990

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From Atari Annual Report

The Atari PC Line

Early in the year Atari began to ship the first significant volumes of the 80286 based PC compatible, the PC4. Atari is now shipping a range of PC compatibles, and during the second quarter of 1990, the company will add the ABC386SX to its family.

The ABC386SX is Atari's entry into the field of affordable 32-bit compatible PC's. Built around the 386SX high performance microprocessor, the ABC386SX has a clock rate of 16Mhz. Its five display modes include EGA, CGA, MDA, MDA, HGC, and VGA, providing a range of resolutions from 320 x 200 colour 720 x 350 monochrome.

With one full megabyte of RAM, expandable to 8 Mbytes on the mother board, the ABC386SX has all the memory needed to run today's sophisticated software applications.

The ABC386SX comes standard with 3.5 inch 1.44 Mbyte floppy disk drive and / or a 5.25 inch 1.2 Mbyte floppy disk drive and a hard disk drive. The system also has serial and parallel ports, an analog video port, and 3 AT/XT expansion slots. The unit has a 101 key AT style keyboard.

More ST Power

The basic ST system has been enhanced. In addition to all the proven features of the original model, the new STE has increased palette of 4096 colours. Its sound has also been expanded by the addition of two digital stereo audio outputs. The two stereo outputs allow users to play digitised samples directly from their computer without any costly synthesizer equipment. The STE has been made into a very powerful game system as well. It can accommodate up to 6 joysticks, or paddles, or a light gun. Horizontal and vertical scrolling combined with its new enhanced digitized sound, and extensive colour palette, provides realistic arcade excitement.

As a broad application, affordable business tool, the STE has made a very successful entry into Atari's established European markets and is planned for the U.S. market in the second quarter.

TT030 The Power Train

The 68030 based TT030 is the top-of-the-line system as Atari begins the 90s. Previewed during the last quarter of 1989, this 16Mhz powerplant is designed to be a fully functional workstation at PC prices. Incorporating Atari's own expanded Rainbow TOS operating system, the TT will also run the industry standard UNIX V.3.1 operating system with X-Windows and an easy-to-use user interface. The new unit privides six video display modes including 1280 x 960 high resolution monochrome. Since the system also features enhanced colour graphics and

has a palette of 4096 colours, its 320 x 480 mode is able to create superb TV-like images with up to 256 colours on the screen at one time. Among the many built in highlightes of the TT030 is an industry standard VMEbus. This allows the TT030 to accommodate such local area network standards as Ethernet. A complete range of peripherals will be available to support the system.

Stacy The Portable

For people on the go, the Atari Stacy puts all the power of Atari's popular ST into a self contained, portable package.

Available in a variety of MEGA configurations, the Stacy includes built-in floppy and hard drives, plus all of the standard modem, printer and MIDI ports found on the ST.

Beneath its top cover is a large backlit 640 x 400 high resolution supertwist liquid crystal display. In addition to its full sized keyboard, the Stacy has an integrated Trak-Ball controller. The unit features Atari's latest Rainbow TOS operating system and is driven by the Motorola 68000 microprocessor.

Music and Motion Pictures

The unique combination of Atari's precision operating system, its built in MIDI ports, ease of use, and affordability, has made the Atari computer an essential instrument in the music and movie industry.

For David Grusin, 1989 Oscar winner for his musical score in the Milagro Beanfield War, the Atari ST is a major asset in his work. Having also earned three Grammys including one for the Fabulous Baker Boys, Grusin admits that, "the ST was indispensible in editing the vocals for both the motion picture and the soundtrack."

Scott Gershon, sound effects editor for Oliver Stone's Born On The Fouth Of July, agrees. His Atari ST was used to edit the audio for this major motion picture. Other recent pictures on Atari's marquee are TriStar Pictures Glory and Steel Magnolias, and Honey I Shrunk The Kids from Walt Disney Studios.

A Partial list of popular bands and artists who rely upon their Atari ST systems today and are rapidly discovering the added convenience of the new portable Stacy include: Beach Boys, Blue Oyster Cult, Dire Straights, Earth Wind and Fire, Fleetwood Mac, Peter Gabriel, Debbie Gibson, The Go Gos, Dave Grusin, Hall and Oats, Ice House, Madonna, Dave Mason, Midnight Oil, Miami Sound Machine, The Moody Blues, New Kids on The Block, Donny Osmond, The Pointer Sisters, Lee Ritenour, Supertramp, Tangerine Dream, 38 Special, Ultravox, Van Halen, Whitesnake, Steve Winwood and Joseph Zawinual.

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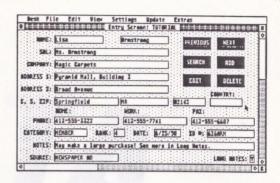
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Any software order or software list and PARAGON REPORT will be delivered to the above address within 24 hours. Please ensure the address is correct.

TRACKER/ST

Now Shipping..!

Paragon Computers is now shipping TRACKER/ST, an exciting new productivity program designed specifically for the Atari ST. TRACKER/ST is a unique application which combines the best features of mailing list, mail merge, and person-tracking software in a single integrated solution. Easy to use, and ideal for both home and business use, TRACKER/ST will appeal to a wide range of Atari ST owners. TRACKER/ST began shipping in April, and has received superb comments from early purchasers of the program.



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

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

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

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

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

Now Shipping...!



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Welcome to the tenth edition of THE PARAGON REPORT

The magazine of *PARAGON COMPUTERS* Pty Ltd. Australia's largest ATARI only dealer





THE PARAGON REPORT contains news, reviews and information for Atari ST users in Australia, New Zealand, U.S.A. Canada, Germany, England, Holland and Sweden.

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

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

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

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

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

Paragon Computers also offer a 300 dpi Post Script Laser printing service or up to 2400 dpi Imagesetter service for Atari ST, IBM Compatible and Apple Macintosh computers along with scanning (400 dpi), Optical Character Recognition, Video and Audio Digitising services for Atari ST users, also in house video tuition for beginners and in-home tuition on any aspect of the Atari ST Computer, including Desktop Publishing and Desk Top Video.

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

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

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From the Teknishun's Bench.

In a previous Paragon Report we talked about the dreaded "DATA IN DRIVE A MAY BE DAMAGED" message relating to problems with floppy drives. Those of you with a little bit more of the "readies" will know only too well that you can occasionally get that message with a hard disk. Hard disk drives are much more reliable than floppies; that is one of the main reasons (apart from higher speed) that people buy them but they occasionally suffer similar problems to the ones found with floppy drive systems.

The most common problem involves what is called a "soft sector error". A hard disk has thousands of sectors and hudreds of tracks. For example even a unit as small as a Megafile 30 (30 Megabytes storage) has 4 heads, 615 tacks and 63,960 sectors! When someone forks out hard earned dollars for a hard drive, you can bet that they intend to give it plenty of use so there will be thousands of read and write operations within the first few weeks. The combination of so many sectors and read/write operations means that there is a possibility, however small that data can be incorrectly written to cause a "soft error". Unlike "hard" errors which are caused by physical imperfections in the surface of the Hard disk platter, "soft" errors can be removed when the disk is reformatted.

Anatomy of a soft sector error. Sectors on hard disks are like the ones found on floppies, they are made in part of special data called the header as well as an area for you to put your data. The area for user data may also contain a small amount of special data 'CRC' bits which are used for error checking. CRC stands for Cyclic Redundancy Check, nothing to do with the stuff for freeing up rusty hinges.

If something unusual happens during the tiny fraction of time while writing to a particular sector then the user's data may get mixed up with the header/CRC data. The next time the computer reads that sector the numbers do not add up correctly and a bad sector is reported back to the user. Such events as a major power drop or a spike of Radio Frequency Interference (someone switching on a vibrator nearby) might cause such write errors.

With rare exceptions, these are the errors that you map out to exclude them from the area available for files when you run the markbad program on the hard disk utilities disk. Those rare exceptions are "hard" errors that might have been caused by a strong bump when in use (the cat jumps up and knocks the disk box down from the shelf and onto the hard drive). Usually a hard disk will have a few errors even when brand new because the special coating on the disk platter will contain the odd flaw or two.

I have found some soft errors that do not show on a markbad routine but nevertheless can stop a file from loading. This might be particularly true when loading data files from within an application rather than when using GEM. The file will have been saved during a previous session but will not pull in at a later time. It seems that some files can be recovered by quitting out of the program then dragging the damaged file to another partition of the hard disk. There will still be an error message during the file copy operation but if you click on re try a few times the file will often copy. Sometimes it can help to wait a moment or two between clicks on the re try button and I have found some improvement in "excercising" the stepper motor by looking around the hard drive, in various partitions and folders before beginning the copy operation. When the file is safely copied to another area of the hard disk we might be inclined to believe that the original file is located on a part of the hard disk that is damaged, right? I used to think so too until I found that copying the file back onto itself gave me perfect reliability. This made no sense at all until I read a file that is included with the ICD controllers. ICD make hard disk controller boards to connect standard IBM compatible hard disks to the ST and they say that the Atari controller does not do a full verify when writing to the disk (but theirs does). Atari seem to rely on the experience that says that hard drive mechanisms virtually never write errors and so get away without verify (imagine doing that with floppies!) but they can tolerate only very short DMA cables as just one consequence of this policy.

So it all makes sense, no full verify means we occasionally get a file written with borderline quality data structure. We can get it to pass the test with enough re tries on the read mode, but probably crash our application program in the trying. If we go back to GEM, copy using retry to another location then write it back onto itself we have in fact done a manual (human) verify and from then on our application can read the file from its original place. Very interesting, huh?

This brings another interesting fact to mind! Did you know that IBM compatibles do not format the hard disk when the format command is given but simply zero the main directory table? That is the equivalent of our ZERO command from the HDX utility that comes with the megafile drives. I reckon that any soft errors would still be on the hard disk after "FORMAT" when using a compatible. To format a compatible the way we do when we click on FORMAT in HDX they have to do a "low level" format from within the debugger program! Definitely not a job for the average user!

By Trevor for The Paragon Report October 1990

Dusseldorf Atari Show

By Phil Reeves Paragon Computers

With over 200 exhibitors from Germany, England, U.S. Belgium, France, Holland, Austria, Switzerland, Scandanavia, Soviet Union and Australia, (no that was not a spelling mistake). The 1990 Atari Fair was again a success for Atari Germany. With over 50,000 people attending the show during the three days, it was THE place to be for anyone owning an Atari ST Computer.

Several Highlights of the show included the new Colour Calamus SL Desk Top Publishing package running on the 32Mhz Atari TT with DMC using a huge optical disk for storage, Calamus SL was very fast with a new modular structure allowing many of the high end graphic packages to work in conjunction with the program, some of the modules that have been or will be released soon for Calamus SL include Logo Art, TMS Cranach, Line Art, Photo Art, Type Art, Vector Art, Outline Art and Font Editor, a full colour magazine called Cicero is already produced using Calamus SL, (needless to say yours truly bought every magazine he could get his hands on). Calamus is THE DTP package in W/Germany with Page Stream, Timeworks DTP, Fleet Street Publisher etc hardly getting a mention.

Apart from the release of the Atari TT for the second year at this show, Atari also released their new budget priced Laser printer, the SLM605, a compact, 300 dpi, 6 pages per minute, sitting 41 x 39 x 21cm the SLM605 looks like a very neat little unit, and despite what others may have said, the SLM605 looks nothing like the current SLM804 Laser printer, what a pity Atari didn't put in the provision for serial, parallel, Post Script and memory expansion boards.

Application Systems Heidelberg were showing a new database called Pheonix, this has to be the best database program I have ever seen for any machine, written by the same programmers that produced the highly successful Adimens database for the German market, Pheonix is set to be released in Germany at the end of 1990, with an English version some months after that, we hope. It was also very interesting to note that most of the exhibitors at the show were running demonstration software created with another Application Systems package called Imagic, a sophisticated demonstration creation program, in fact Application Systems even contracted Egbert Mittelstadt from Inline Design (a video / audio, computer animation company using Imagic

animation graphics) for the three days of the show to run a wall of 30 monitors running advertising for various products using the Imagic software.

Stand after stand displayed add on graphic boards and accelerator cards for the Mega ST, with the Matrix company leading the way with a 256,000 colour (on the screen at any one time) A3 colour monitor and board, Maxon also had an incredible video card called MGE using an Intel video accelerator for a real "jaw dropping" display. Jim Allen from Fast Technology U.S. was displaying Turbo 16 plus a new 68030 board, several other companies were running (see it with and without) demonstrations of various 68030 / Hypercache / 16Mhz 68000 combinations, all very impressive displays.

Tower Power is the IN word in Germany with 6 companies producing tower versions of the Mega ST (in a range of colours of course), Lighthouse Systems, Manhatten and Eikmann had the best three, Manhatten doing a nice mat black with dark perspex sides and a black keyboard to match. The Eikmann Tower had 2 x 3.5" floppy disk drives, 1 x 5.25" floppy disk drive, 1 x fixed hard drive, 1 x 44 Mb removable hard drive with provision for several more hard drives, most tower machines would take a Mega ST or 1040 STE mother board with plenty of room for expansion inside the case, on the other side was company that had reduced the size of a Mega 4 down to 6" x 6" x 1", in a box only a little larger than a packet of 10 x 5.25" disks was a full blown Mega 4 including all of the ports!!

Gribnif Software from the U.S. released the new version 3 of Neodesk (version 2 won the ST World Best Utility of the Year Award) at the show, with split window scrolling, file clipboard, built in icon editor, multiple resolution support, plus many other new features, you can even write notes directly onto the desktop, version 3 should be available in English by the time you read this.

CSS were displaying a Gigafile optical disk, this is a Sony 650Mb rewritable optical disk, with access times less that 90ms, the Gigafile can be addressed as just another hard drive, the 5.25" optical disk itself costs \$Aus 600.00 without the Sony mechanism, the mechanism itself is in the range of (if you have to ask the price then you can't afford it).

PC Emulators for the ST were everywhere, with Supercharger from Beta Systems, ATSpeed

Dusseldorf Atari Show

which is a 286 version of the V30 PCSpeed and ATOnce by Vortex another 286 emulator, although the 286 emulation was very impressive none of the 286 emulators were able to run EGA or VGA graphic modes which I thought would be essential for anyone wanting AT 286 emulation.

Some of the other interesting hardware modifications on offer for the ST included a capslock light with a led built into the caps lock key. A small circuit board that allows an IBM AT compatible style keyboard to be attached to any type of Atari ST including 520 / 1040 STE. A circuit board and modification to the monochrome SM124 monitor that turns the SM124 into a multisync grey level monitor so allowing colour software to be run on a SM124 in several grey levels. Alternative ST keyboard key tops. Third party hard disk drives from 30Mb all the way up to 250Mb. Several overhead projection systems were also in use on various stands displaying a large image of the high resolution mode of the ST in a quality that I have not seen before in this country or the U.K. For further information on these and other Atari ST hardware modifications, please contact Paragon Computers on (09) 221 3216

Retouche Professional from 3K also raised a few eyebrows with their 256 greyscale, photo-realistic retouching and halftone imaging desktop reprographics package that can read Macintosh, IBM, Amiga as well as the ST format images.

Biodata GmbH had the ST BioNet Ethernet Network system which now has gateways residing in the file servers, users are transparently connected to other networks via these gateways, with networks such as DecNet, Sun, Unix and Novell Advanced Netware, via Network File System (NFS). TCP/IP is also available, which allows an ST to be connected directly to an Ethernet network via the BioData ST Ethernet node, security, printing and electronic mail help position this Network system as the leading high end ST Network in Germany. Other Networks on display at the show were Lantech Systems, PAM's NET and Atari Germany's own Network system.

Atari ST related books and magazines were everywhere at the show, I saw at least 5 monthly magazines dedicated to the ST, with one magazine even dedicated to hardware only modifications for the ST. I couldn't help but subscribe to all of them to help me keep up with the latest information for my ST. After the show, I visited a large Atari dealer in

Dusseldorf and counted over 100 different Atari ST related books on the dealers shelf (if only I could read German). I even bought the German version of Turbo C developers package including the Debugger from the Borland stand at the show (now where's that German to English dictionary?)

Print Technik, the German scanner and digitiser company were having a ball with their end of model sellout of the Universal flatbed scanner, they had bought up every one of this model scanner in Europe and I saw over 90 flatbed scanners disappear from their stand in just the first 2 days of the show.

Leading U.K. ST programming language publisher HiSoft were demonstrating the latest version 5 of their very popular Lattice C Compiler. This package supports all of the ANSI keyword extensions: const, enum, signed, void, volotile and its own additional storage class keywords to allow mixed model programming: far, huge and near. Along with WERCS resource editor and Devpac ST2 assembler and debugger.

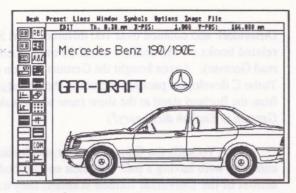
The Atari ST is definitely regarded with respect in Germany as a serious business and even industrial application machine, it does not suffer from the "games machine" image projected in Australia, the United Kingdom and United States, and proves that the correct marketing and advertising can change the whole concept of the Atari ST. In fact out of the 200 exhibitors less than 6 were games orientated, with of course Atari U.K. having the largest games display at the show.

By Phil Reeves for The Paragon Report October 1990

further Information on the ST related products mentioned in this article is available from:-

Paragon Computers. 17A. 5 Short St Perth. W.A. 6000 Ph (09) 221 3216

GFA Draft 3



Atari made it's name back in the late sixties with the now forgotten PING PONG arcade games machine. Then came the Atari home video games machine that made Atari the money which help start them off with the old (and much loved) eight bit 400, 600XL and 800XL computers. All this adds up to why the name "Atari" still relates to GAMES MACHINE!!!

Along came the ST computer range, a REAL serious FAST computer with (at the time) huge amounts of RAM memory, the GEM user interface (Only now are the IBMers getting this type of interface, with WINDOWS and the like) and a price that most people could afford. But despite all of its benefits to the user the ST was still tied with the GAMES MACHINE title.

The Europeans were the first to see the the advantages of the machines speed and took DTP to new heights at an unheard of price. This was the stepping stone the ST needed. Now, Atari's slogan "Power without the price" has finally come to professional CAD software.

There are many professional CAD packages available for the ST. However the affordable priced titles seemed to lack the drawing operations required, and true "professional" titles can cost more than the ST itself.

Enter GFA DRAFT 3, this package is from the much acclaimed GFA stable and offers the best of both worlds. ALL the DRAFTING functions that the best can offer at a PRICE which make some ordinary DRAWING packages look expensive.

Like most software that comes out of Germany, it is a little different. It's dialogue boxes take you by surprise at first, not that there is any thing wrong with them, there just different. The interface is still the much loved GEM window, with one very cleaver addition, the scroll bars can be switched off. This may not seem much but in practice it gives the

user around 5% more useable screen area. The two column "toolbox" that runs down the left of the screen can also be "hidden" with the use of the TAB key, giving the whole screen apart from the dropdown menu bar along the top.

Draft 3's full list of features could take up the whole page, so listed below are some that makes this package great.

GFA DRAFT 3 has the expected page views AO, A3, A4 and then a 137 x 86 mm, all icon selectable. The part picture zoom factors can be preset from .125 to 9.99 in eight steps, again a click of the mouse and there it is. Nothing that any good CAD programme can't do but the speed at which it does it impresses.

GFA DRAFT 3 is limited to only 10 drawing levels, unlike many other packages that have 256. I don't think this is any disadvantage, as I have never had the call to use more than around 7-8 levels.

Macros can be called up from the COMMAND mode, which can interpret both HPGL (Hewlett-Packard Graphic Language) and BASIC. This can make difficult mathematical functions operate from a pre-defined and saved file.

While talking about HPGL, GFA DRAFT 3 is supplied with conversion programme with allow GFA DRAFT 3 files to be converted to and from the industry standard DFX.

Auto dimensioning and scaling are a breeze, scaling is preset via the dropdown menu from 0.1 upto 1000.0 set by keyboard input. The auto dimensioning can be used with or without construction lines, with the same function can also display angles in degrees either inner or outer. Just select the two lines requiring dimensioning and click, it could'nt be easier.

Draft 3 also makes life easy when it comes to exact placement of lines etc, by being able to set both the mouse and the cursor keys at different step sizes (e.g. the mouse at 0.5 steps and the keys at say 0.05) you are able to "fine tune" the placement of any object with ease.

Again like most of the top "pro" packages, coordinates info is available in three modes; ABSOLUTE, RELATIVE and POLAR, selectable via icons.

GFA Draft 3

Draft 3 comes with a limited library of symbols that can be called for when needed, (the ten "F" keys can be assigned to the most used symbols) making drawing less tedious.

Apart from the usual objects like circles & segments, rectangles, ellipse & segments, 3 point arc's. Draft 3 has a SPLINE function that allows upto 180 different points to be defined, and then Draft 3 calculates a curved line on the set points. The list goes on and on.

This is true GEM/ST software, where a professional could PRODUCE without constantly referring to the 223 page manual. Although to get 100% from the package one would need to look up the finer points.

Draft 3 is so EASY TO USE, my 14 year old who is doing tech drawing at school took about ten minutes to settle down with Draft 3 and was doing ISO metric drawings within twenty minutes. It's all very well being able to manipulate a drawing on the old computer screen, but what about the hardcopy? Well you guessed it, that lives up to the rest of the package. GFA DRAFT 3 will output to most available professional plotters, big or small.

For smaller print jobs I was impressed with the output from the old dot matrix, until I tried it on a HP desk jet!! That you will have to see for yourself, you would think I was exaggerating if I said it was as good, if not better than the output from a plotter.

The software is supplied on two double sided discs, with a multitude of printer and plotter drivers. Of which, a single double sided work disc can be prepared. Like most ST software packages, Draft 3 will run VERY successfully from a single, double sided floppy disc system.

Just think, a truly professional CAD system (excluding a AO plotter) for under \$2000.00!! "fantasy" you say, as most good software packages would cost around \$1200.00 alone. The pricing of GFA Draft 3 at \$295, and with a one meg STE and a high res mono monitor makes this fantasy a reality. This really opens up a new market for the ST. I know it sounds to good to be true but the facts are there. Call Paragon and arrange to try GFA Draft 3 out, you won't be disappointed.

Reviewed for The Paragon Report October 1990 by Peter Feszczur.

Just saving time!

The Mega ST as an aid to rubber stamp manufacture.

"Saving Time", is how Ken Raston of The Rubber Stamp Company sums up the advantages of using an Atari Mega ST desktop Publishing system to help make the scores of rubber stamps he produces each week.

"Previously, I had to get my typestting done by an outside bureau and do laborious paste up work before creating the finished bromides," he said.

The time-saving benefits of using the Atari system instead of conventional methods mean greater throughput.

Ken's installation comprises a Mega ST computer with 4Mb main memory (RAM), a 30Mb hard drive, a Hawk CP14 scanner and an Atari SLM804 laser printer.

"Company logos can be scanned into the computer and I add lettering, if necessary using Calamus Outline software," said Ken.

"Outline allows text to follow a curved path which is handy for producing company seals.

The resulting laser printed artwork is photographed to produce a negative which is fixed to a soft rubber sheet.

Exposure to ultra violet light through the clear areas of the negative harden parts of the rubber, leaving the softer unwanted portions of the sheet to be scrubbed away in a washout tray.

Finally, with further UV hardening, the finished stamp is mouted into its handle.

After investigating competing DTP systems (some costing around \$30,000), Ken opted for the Atari equipment supplied and installed by Paragon Computers of Perth for a total investment of less than \$12,000.

For further information please contact.

Ken Raston.The Rubber Stamp Company 1919 Albany Highway Maddington. Western Australia. Phone (09) 493 2730

Harlekin Review



This desk accessory should have really been called pandora as it is a desk accessory that has a myriad of functions and possibilities.

Well where do you start with such a friendly, very configurable, well presented program. Well first off I must complain about the hard disk installation procedure its too easy simply put in the floppy start up the install program click on install and it's done for you (borringghhh how am I supposed to impress a novice user with my wizardry).

Secondly I must complain about the manual its far too lucid and readable for even a 13 year old could understand it.

The last straw as far as I am concerned is the program its just far too easy to use, reconfigure and get useful work out of. Don't you just hate perfection. That is no word of lie this program does what it sets out to do and more. Some say what use

is such an array of programs under the one banner anyway (roll on the non-power user). Harlekin in combination with Flair Paint, and DTP package on a 2 Meg upgraded STE is starting to unleash a great deal of the ST's power to the serious user. The potential of this set up is

enormous edit and save text, format normal and extended disks, print to spooler, manipulate and save graphics, typeset a document, transmit and receive files, check up on your personal diary and the list goes on without re booting another program.

Lets now get down to tin tacs on this and itemise the account so to speak.

The Text editor

A slick and very useful program that has the same editing capabilities and better speed than First Word. Allows the user to edit and save text files whilst in an application particularly useful for DTP.

The Communications program

A simple but effective terminal program that does Xmodem transfer as well both the 128 byte and 1K varieties. It also has an autodialer facility on it and allows you to send command strings etc with the numbers it also has a capture buffer as well.

The Scrapbook

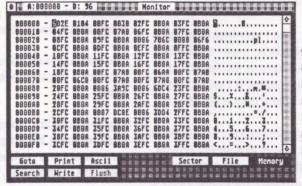
This is a configurable diary that the user can tailor to their own needs. The scrapbook is just that and it works around the concept of notes that are produced by the text editor which can be any length. It also has a calendar and other associated functions.

The Printer filter

The printer filter captures and converts all ASCII characters from the ST to the printer. It is useful for accessing the full capabilities of your printer and does this by using pre-defined custom made hex files that drive your printer.

The Monitor

This is a full blown disk and memory editor and allows the user to manipulate fully any of these. It has a search facility and also a goto facility. It allows the user also printout any of the sectors or memory locations for later perusal.



The Macro Processor

This module allows the user to use macros with Harlekin and can use both commands and text. It allows a dynamic macro to be used which allows the user to record and play back a series of commands and keystrokes.

The File utility

This allows you to do all of the usual copy, rename, move and delete files and folders. It also shows the amount of free space on the disk.

Harlekin Review

The disk utility

This allows the user to format and copy disks with any of the following formats both single and double sided 80,81,82, or 83 tracks and 9 or 10 sectors. It also has a special feature known as a small FAT that allows more of the disk to be used.

The ASCII table



This displays the full complement of Atari ASCII characters and allows you to insert these into the text using the macro processor. It gives you the decimal and hexadecimal value of the key as well.

The Ram disk

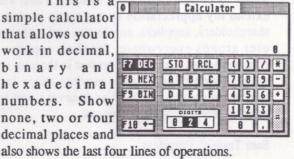
This a reset proof ramdisk and hence is very useful for this alone. It also has an autoload feature that is useful and well thought out. Rather than saving and reloading the files as separate files it creates a contiguous file and writes that to the disk instead therefore the speed of reload is greatly increased. You can assign the ramdisk to any drive C through to P.

Clock

There are three clocks contained in this section the normal system clock, the countdown clock, and the alarm clock. When either of the countdown or alarm clocks go off there is both a message and a tone produced. The clocks themselves are also reset proof and hold their values even when ST crashes.

The Calculator

This is a simple calculator that allows you to work in decimal, binary and F7 DEC hexadecimal F8 HEX numbers. Show none, two or four decimal places and



RS232C

This quite simply allows the user to change the RS232 parameters such as baud, parity handshaking etc.

Spooler/Printer

This allows the user to set up and use a print spooler this is particularly useful when using a program that prints out large files. It also allows you to set the printer parameters as well as the type of printer you are using.

The Control Panel

This is like many of the PD control panels you will find except it has a built in screen protector in this case seen one seen em 'all.



Information

This tells the user the specific memory usage of their current configuration.

Well that about sums up the accessories found in the package. Now finally a word about the config program you can change the parameters of Harlekin by invoking the config program at desktop level. You can then do a myriad of things and you can configure Harlekin to your requirements. You can also save and use different config files for different applications. This review although brief and somewhat simplistic should give the user an insight into the accessories potentials. In less than 48 hours I have reviewed the package, used it to write its own review and uploaded it to the Paragon BBS for the Paragon Report editor using the package.

> By Craig Valli The Paragon Report October 1990

From Atari Annual Report

Imaginative Directions

In the fall of 1989, Atari launched the first full featured MS-DOS command compatible portable palmtop computer the Atari Portfolio. The advent of the Portfolio ushered in an entirely new dimension in computer practicality. It operates on 3 AA batteries with an approximate life of 4-6 weeks of regular use. The Portfolio provides its owner all of the power of a computer anywhere - on a plane, a classroom or in a hotel room. The systems credit card sized memory and program cards take the place of disks, allowing the user to store data and enter programs. A number of Portfolio programs soon to be release include: DOS Utilities, Finace, GW BASIC, as well as a spell checker, a math / engineering program, a modem package and a chess game, with many others to come.

The growing popularity of this new product and the concept of portable computer technology is an area we intend to persue. Projects are underway to develop even more elaborate portable systems.

Video Games

The new, portable, Atari Lynx system represents a major leap in video game technology. It has a unique full colour, high resolution graphics LCD which allows for the best arcade hits to be produced for the Lynx. Lynx was recognised as a revolutionary achievement by the trade when it was first introduced at the Consumer Electronics Show in Chicago last summer. Shipments began just prior to Christmas in New York City and Tokyo and these two test markets were sold out.

The Lynx features a full colour liquid crystal display driven by a 16-bit graphics engine. A palette of 4096 colours permits as many as 16 colours to appear on screen at once, creating extraordinary graphics. The system also has a 32-bit audio processor with 4 channel sound to enhance the game action. AA batteries enable the game player to enjoy arcade excitment on the beach, in the schoolyard and in the car. The unit comes with a headset jack, an AC adaptor, and a Comlynx cable so that, depending upon the game, as many as 16 players can compete with one another.

Software support for the new Lynx has been equally impressive. In less than four months, six top games titles were released. The most recent, Gauntlet-The Third Encounter, is a 1, 2, 3 or 4 player game.

The future for the Lynx product category is extremely bright. We recognise that the success of this important product depends chiefly on software. I am pleased to say that our video games software group is

currently producing exciting titles, which include some arcade hits. As many as 25 new games are planned for release by Christmas, and new hardware peripherals are presently under development.

Building for the year ahead

In addition to our portable Lynx and Portfolio Systems, new product development for our flagship ST line is continuing. Volume shipments of the STE, an enhanced general application system. began during the fourth quarter. In 1989 we also introduced the versatile TT030, a 68030 based computer which will run the TOS operating system in native mode, as well as having the option to run UNIX V.3.1. Shipments of the TT030 will start during the second half of 1990, while shipments of the Stacy, an ST compatible laptop, began at the end of the first quarter of 1990.

As we enter a new year, our biggest opportunity still awaits us. Earlier plans to enter the U.S. market were impeded by lack of product availability caused by the DRAM situation. With this and other interferences behind us, we are eagerly preparing for the American market. A multi-million dollar advertising plan for both Atari video games and computer systems is now being reviewed and our sales force is being prepared to cover this vast and lucrative arena. We also view the recent changes in Eastern Europe with great optimism. We plan to use our strong European presence to enhance our position in this new market place.

With increased business comes the need for larger facilities. Our German subsidiary is now in the process of building its own 110 thousand square foot office - warehouse facility in Schwalbach, a suburb of Frankfurt. I want to extend my thnks to our colleagues at Atari France, who last fall suffered a devastating fire which began in an adjacent building and spread to the Atari facility. Despite the total destruction of their building, our French team salvaged what records they could, and continued business in a speedy and efficient manner. They have relocated to a new Atari-owned, thirty three thousand square foot office - warehouse complex. I also wish to extend my appreciation to our many customers, shareholders, suppliers, employees and enthusiastic user groups everywhere, for their support and encouragement. I am confident that in the year ahead we will continue to gain market share in our important sectors, as well as innovate and bring exciting products to our customers.

Sam Tramiel, President