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COMPUTING

Issue 4 • April 1997

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Email: ataricomputing@cix.co.uk or
NeST:90:100/315.0@nest.ftn

Unfortunately we cannot enter into personal correspondence to answer Atari-related questions - although we will naturally do our best to help you through the Q&A section of the magazine. It would also be helpful if letters, subscription enquiries and editorial material were on separate sheets within the same envelope. Ideally letters and editorial material should be on disk in ASCII format.

SUBSCRIPTIONS ONLY: Brian Stanton, 73 Bentinck Drive, TROON, Ayrshire, KA10 6HZ, SCOTLAND.

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ABOUT THE COVER

'Ciber' was created using Adobe Photoshop by Stefano Tartarotti. The 'electronic' grid was manually drawn on a green background. Next a sequence of white 1's and 0's was added on a separate transparent layer with a low coefficient of opacity. The levels were merged and several 'noise' filters applied to soften the edges and create an illusion of depth. The figure was manually pasted up, scanned in, then merged into position with the finishing touches being made using the filter, blur and airbrush tools.

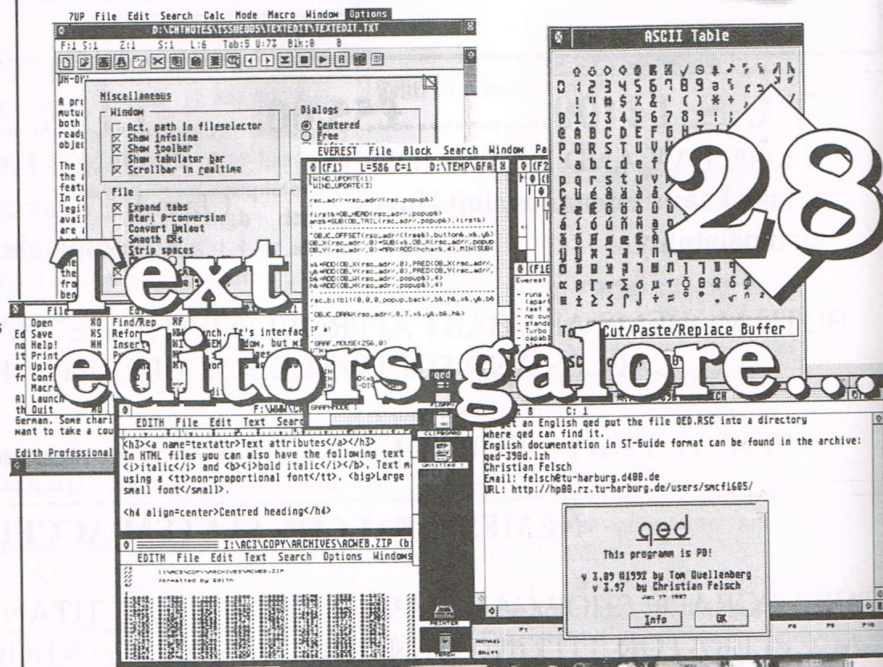


by Stefano Tartarotti ©
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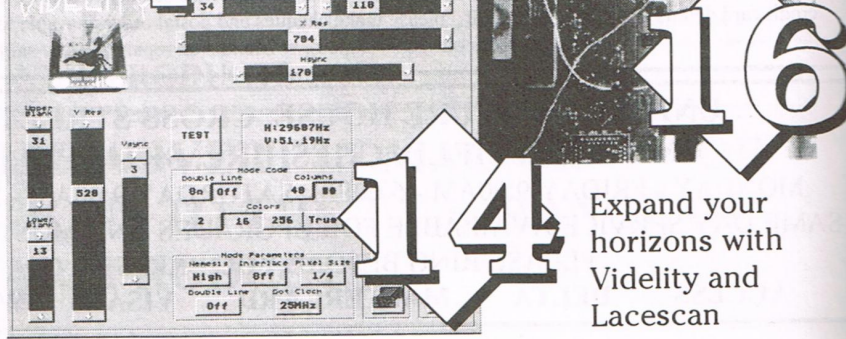
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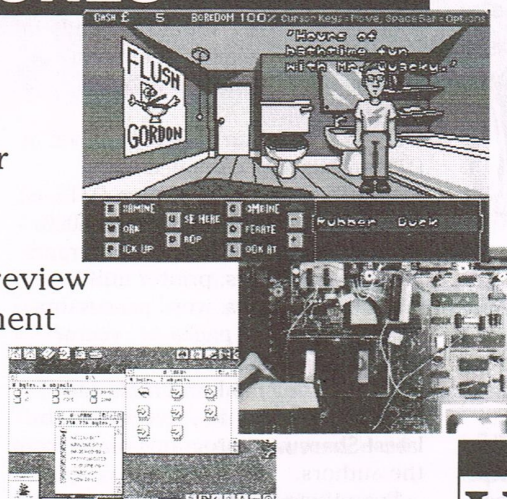
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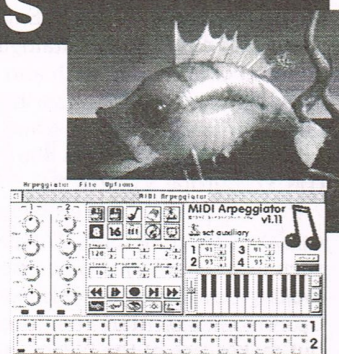
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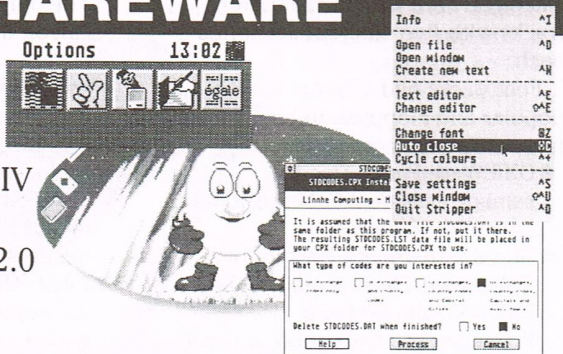
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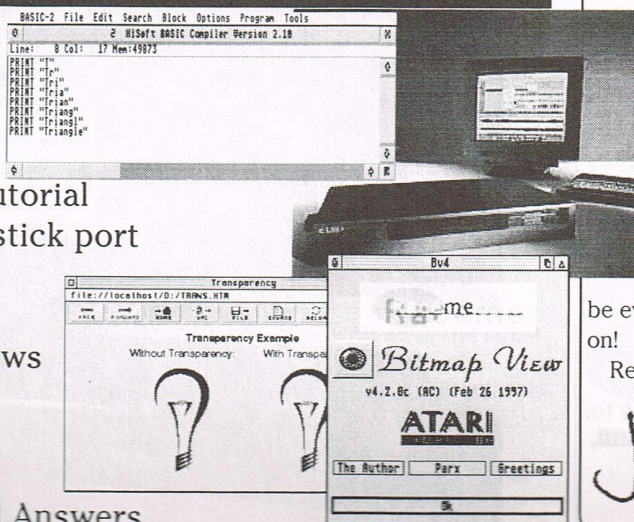
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SHOWTIME!

We've worked really hard to get this issue out in advance of the Spring UK Atari Shows to give you plenty of time to make arrangements to attend. After reading the list of exhibitors, show specials and products planned for launch I can't wait and I'm sure after reading through this issue you'll feel the same way!

The remarkably upbeat nature of the UK Atari shows last summer including the launch of Atari Computing seems to have revitalised the Atari market at a realistic and sustainable level and these shows provide us with an opportunity to prove it.

Do take time out to visit the Atari Computing stand and introduce yourselves - if you've written an article or programmed a masterpiece why not bring it along and show us, we're actively seeking contributors and new projects to support.

The 'Shock tactics' we employed on the cover last issue seemed to have worked - our treasurer Brian

Stanton reports most renewals are six issue subscriptions with disk.

Finally I'd like to wish fellow AICG member and friend 'Danny' Denesh Bhabuta and Melanie, who got married at the end of March, all the best for the future - I expect his copy will

be even later than usual from now on!

Regards

Joe Connor



UK Atari Shows 97 News

Following the success of the 1996 Atari Shows, Mike Goodman has organised not just two but three events for dedicated Atarians this time round! Mike puts a massive amount of effort into organising these events, as do all the companies who attend, so do come along and show your support for the companies and individuals who continue to support the Atari scene.

Floppyshop

With five new product releases - and some projects they're keeping under

wraps until the last minute I expect they'll be a few late nights up in Aberdeen before the shows.

Positive Image 2 should be ready in time for Birmingham and London - or if not it should make its debut in Glasgow.

DTP+ is a new Atari CD-ROM aimed at DTP enthusiasts compiled by Floppyshop and John Weller. DTP+ is a collection of 3600 fonts, over 8000 clip art items, DTP support programs, 300 printer drivers, printer utilities, labelling programs, word processors, image processing packages, vector graphics packages, demos of DTP related commercial programs and even some brand new releases of the latest Shareware programs direct from the authors.

Everything is uncompressed and ready to run direct from the CD. Over 90% of the contents are in English and there's an easy to use catalogue which gives an overview of each and every program on the CD along with the full directory path to the relevant program/file. DTP+ costs £35 + P&P (UK £2, Europe £3, RoW £4).

Power Up is a commercial racing car game from MC Soft. The game is seen from an overhead perspective looking down on the track. Power Up runs on any Atari computer but makes use of the blitter and DMA sound if available (STe/TT and Falcon). There will be 12 different tracks with five different scenarios each.

Font packs and Clip Art is always popular and Floppyshop have four main collections on offer:

- OXIEWare Fonts, Swedish semi-professional Calamus fonts spanning 16 disks
- The Bournemouth PostScript Collection. These fonts are the basis of John Weller's Bournemouth Collection. It's main strength being the number of

complete font families instead of the more usual single fonts.

Supplied on 16 disks

- The Bournemouth CFN Collection includes over 300 fonts on 20 disks based on John Weller's PostScript font collection but converted for use with Calamus.

- Vector Clip Art collection by John Weller in Calamus AVG format

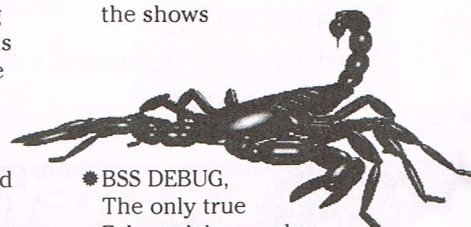
Tel: +44 (0)1224 312756

URL: <http://www.netkonect.net/tachyon/flopshop/>

Floppyshop, PO Box 273, Aberdeen, Scotland, UK. AB15 8GJ

Titan Designs and BSS

- The Thought! Ideas Processor v2.2 has been reduced in price to £49.95 + P&P
- The Afterburner040 MC68040 Toolkit has been upgraded to v4.09
- The essential APEX Viewers are currently being updated to be fully compatible with Videlity and Nemesis high-resolutions
- APEX Media development continues and will be available for demonstrations during the shows



- BSS DEBUG, The only true Falcon debugger has now been upgraded for full compatibility with MagiC, Afterburner040 and Videlity. Can now also be used as a direct replacement for MON. Upgrades cost £5.00 including P&P in the UK, or £10 including P&P to other destinations.
- C-Lab MK.X are now shipping, these are superbly engineered complete with a separate Atari keyboard at no extra cost (either Mega ST or

NEW SERVICE FOR READERS

FOR SALE

In response to requests from readers, Atari Computing is to

introduce a new classified advertisement section

from issue 5.

Each insertion of an advert will cost £1.00, for up to 100 words, with each additional 100 words costing a further £1.00. You may run your advert for as long as you wish, as long as you include correct payment for the required number of issues.

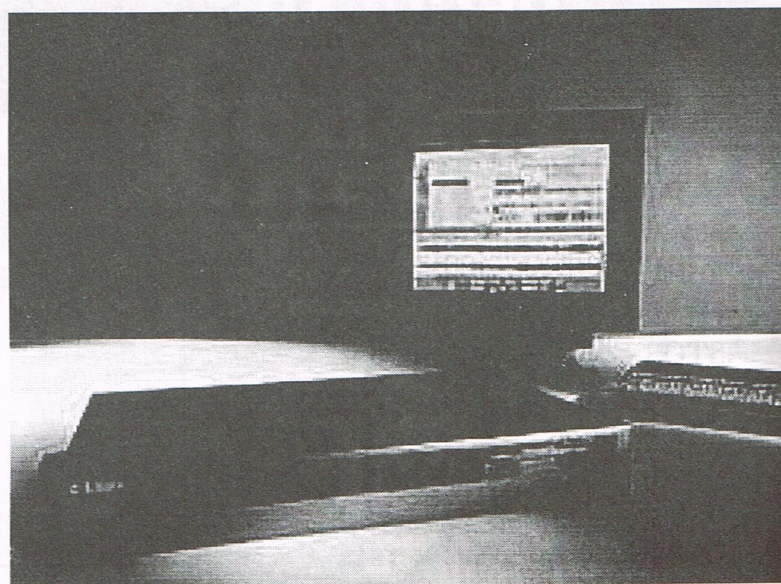
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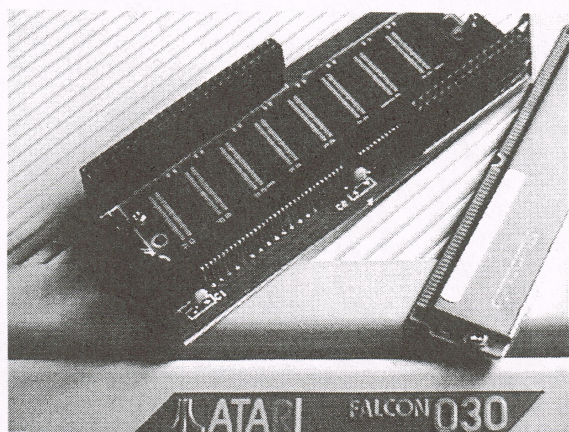
Please print/type your advert copy, or send an ASCII file on disc (include SAE for return if required).

Send payments and advert copy to:
Atari Computing Group, 42 Larch Hill, Handsworth, Sheffield, S9 4AJ.
Please note this address is for advertising matters only!



TT-style). Price £199.00 + £15.00 P&P. The fitting service has also been revised to include the full audio line input attenuation. Contact Titan for details

- Vidity is now shipping and includes full compatibility with Screenblaster 1 & 3 and BlowUp Hard 1 & 2 to provide even higher resolutions
- SCSI CD ROMS, Toshiba 12-speed at £199.00 or built into a Pearl Series case for an additional £50.00
- SCSI hard drives, Seagate 420Mb hard disk drives mounted in Pearl Series case, includes a 50-way Centronics terminator, £169
- Pearl Series cases. Purpose built, extremely compact, incorporating PSU, SCSI ID switch, 2 x 50-way Centronic sockets and a small, quiet fan with removable dust filter. ST owners can purchase the Translator ACSI/SCSI host adapter for an additional £59.95
- Falcon 14Mb memory upgrade at £129.95 - unless SIMM prices change again!



- 15" and 17" monitors, BAPT/CE approved 33.6K and 28.8K modems and more!

Nemesis upgrading



Titan will not be performing Nemesis upgrades during the show but can take a limited number of Falcons back to base to be fitted and shipped out after the shows. If you want to take advantage of this service we'd recommend getting in touch with

Titan before the show so they have some idea of numbers. Machines must be pre-packed in suitable packaging for transit, Titan cannot accept any responsibility for damage due to inadequate packaging.

E-mail: 100345.2350@compuserve.com

Tel: +44 (0)121 693 6669

Fax: +44 (0)121 414 1630

URL: <http://ourworld.compuserve.com/homepages/TITANWEB/>

Titan Designs, 6 Witherford Way, Selly Oak, Birmingham, B29 4AX, UK

HiSoft



HiSoft will be launching TermiteTCP, an easy-to-use TCP/IP stack from Oregon Research along with a complete internet pack for Atari computers, called Net&Web, which includes TermiteTCP, an E-mail program, an FTP program and a web browser.

Bob Luneski at Oregon Research reckons TermiteTCP is a serious contender for the "best TCP stack on a personal computer" at the 1997 Academy Awards. Termite is written in hand-optimised assembly code (about 80 percent of it), which means it's fast and small - only about 200k total. It's also

designed to be nearly idiot-proof! So long as you know your ISP telephone number, their domain name, and your login name and password, you should be able to fill in just those blanks and get connected immediately. For power users (and tweakers), there are "hidden" configuration screens to set all sorts of variables, but since Termite complies with all of the latest RFCs (and is based on the NetBSD stack design), most users will not only never see the extra screens, they'll never need them.

HiSoft also plan to release Papyrus 5, the graphical document processor, along with special show offers on

software, CD-ROMs, samplers, digitisers and more. For more details contact:

URL: <http://www.hisoft.co.uk>

Tel: +44 (0)1525 718181

Fax: +44 (0)1525 713716

HiSoft Systems, The Old School, Greenfield, Bedford, MK45 5DE, UK

16/32

Expect lots of new CDs and Falcon games including Aazhom Krypt £35, a Mortal Kombat clone, Operation S.K.U.M £35, Multi Brique £29. CDs include Calamaximus £25, Atari Forever volumes 1 & 2 \$19.99 each, CD-ROMs are crammed with clip-art, photos, sound files and utilities. Initiale £16, and Initiale & Monogramme £19 is another pair of CD-ROMs, featuring collections of fancy characters and other DTP paraphernalia.

E-mail: 16-32@premier.co.uk

Tel: +44 (0)1634 710788

Fax: +44 (0)1634 295895

16/32 Systems, 173 High Street, Strood, Kent ME2 4TW

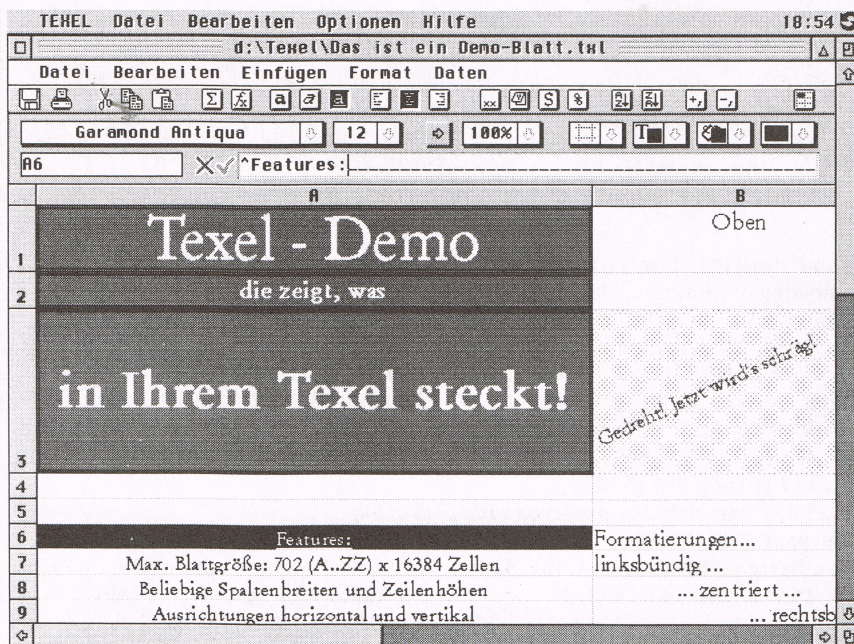
Electronic Cow

Refreshed and invigorated by the positive vibes of the Sound Chip Synth review in Atari Computing #2, Danny McAleer and the team at Electronic Cow are about to release an update. Most of the new features revolve around the Sample Export feature. There will be a choice of wave types (square, triangle, and sawtooth), plus 16-bit sample resolution!

The MIDI implementation has been improved and the program now works properly when in the Falcon's two-colour mode.

Another update is being planned to coincide with the Spring Atari shows,





↑ Finally a spreadsheet program in the same league as Lotus 123 and Excel for the Atari platform

featuring DMA playback, an option for 25KHz samples and pulse width modulation. For more news and info contact:

Tel: +44 (0)1426 281347

E-mail: abi91@dial.pipex.com

URL: <http://dSPACE.dial.pipex.com/town/terrace/abi91/cownet.htm>

350 Broadwater Crescent, Stevenage, Herts, SG2 8EZ, UK

IMAGE Applications

This new kid on the block is the sister company to Calamus User Publications and is now the sole UK distributor of Calamus SL (for TOS based platforms).

The new version of Calamus SL, besides the usual system refinements, now includes most of the additional modules in the basic package at no extra cost! These include modules covering Line Art 1.5, StarScreening, Blend, Toolbox, PhotoFX and the External Clipboard.

In addition to these there are also two new modules, Histogram and Helplines (coloured guidelines etc). Prices include VAT and P&P:

- Calamus SL 96 Retail: £ 199.00
- Special Launch Price: £ 179.00
- 109/1.09n to SL96 upgrade £ 159.00
- S/S2 to SL96 upgrade £ 139.00
- SL 92-95 to SL 96 upgrade £ 129.00

Not content with picking up Calamus IMAGE Applications have also been appointed as the European distributor for the Homa House Systems Atari Scanner software for use with the TT and Falcon, and any SCSI interface card. The SCSI scanners supported and software options, including VAT and P&P, are:

Model	Price
Mustek 6000cx/12000cx/600sp/1200	£ 100.00
Hewlett Packard HP Ilex3C/4C	£ 100.00
Microtek E3/E6	£ 50.00
Umax	£ TBA

For more details contact:

Tel: +44 (0)1304 369364

Fax: +44 (0)1304 369364

E-mail: caluser@cix.co.uk

Unit 3, Wellesley House, Walmer Castle Road, Deal, Kent, CT14 7NG, UK

System Solutions

The English release of the long awaited Texel spreadsheet program should make its UK debut at the shows and at £79.95 should prove popular.

StraTos is a new C-Lab product. It's an ST on a standard PC plug-in card. It features "real" MIDI in/out, serial and parallel ports and shares the screen, floppy and hard drive of the PC but uses its own on-board memory.

Notator SL users will be able to use their original dongle, even LOG 3 works and the program runs more than three times faster! The cursor now follows the score notation in realtime, and the MIDI timing is as good as on the original Atari. Availability is April/May priced at £299.00 including VAT.

The RSVE hardware/software serial port modification has been reduced to £29.95. With low cost high speed modems becoming commonplace the 19200 baud serial port on standard STs isn't fast enough. The RSVE enables connection speeds up to 115,200 baud - although 38,400 is a practical limit on standard STs. The redesigned RSVE board now only requires four connections from the RSVE board to the computer.

Hades StarTrack is a new VME card designed for use with Hades (although

Snippets

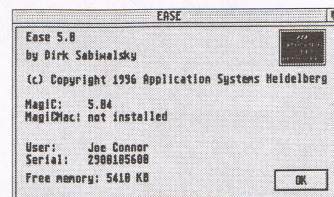
Lottery companion v4.1

Mark Butler is shortly to release version 4.1 of his feature-packed program which now works under MagiC thanks to the inclusion of a User Configuration menu that nails some bugs we pointed out in our review in Atari Computing #2 (and some we didn't, for example the "Write Protect" feature that gave hard disk users a tough time) LC4 incidentally, coped easily with the introduction of the MidWeek Lottery draw. With Beta Test versions doing the rounds, expect a full release by the time you read this.

TT emulator?

According to the Acorn Cybervillage website Berlin based developer Riscy Bits is working on a Motorola 68030 co-processor card for the Risc PC to provide Atari TT emulation! The card might even include support for the DSP chip to offer Falcon emulation. APEX Media on a RISC PC anyone?

it also works on a TT) which enables direct to disk recording managing 99 audio tracks. The Hades 060 processor can handle up to 14 live tracks without DSP. StarTrack will be shown for the first time in the UK at the Atari Shows.



Ease 5 is now available. This version features a new manual, Windows'95 compatible long file name support and resolution changing on the fly. For more details contact:

<http://www.ssolutions.com/>

Tel: +44 (0)181 693 3355

Fax: +44 (0)181 693 6936

E-mail:

ssolutions@cix.compulink.co.uk



News? Gossip? Why not let everyone in on the secret - send it to us at: Atari Computing, "Rois Bheinn", Overton Crescent, Johnstone, PA5 8JB, SCOTLAND. Email: ataricomputing@cix.co.uk or NeST:90:100/315.0@nest.ftn

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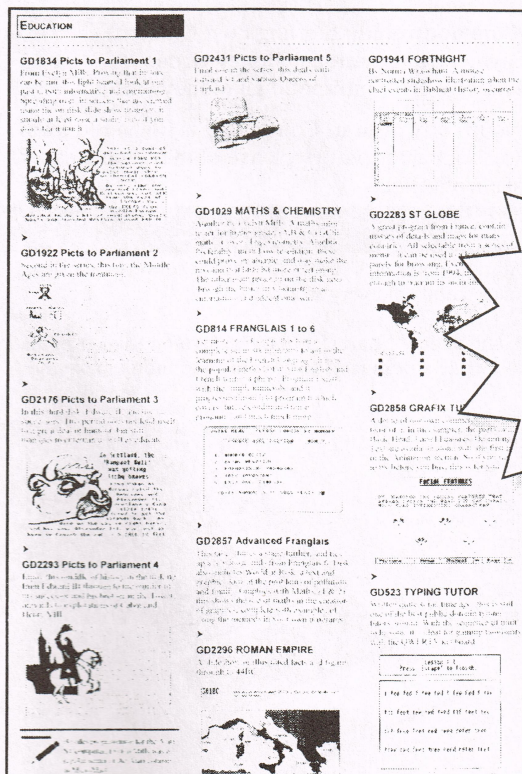
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(Some may not be attending all venues, contact them direct for details)

Future events are planned, but depend on the attendance at the April/May shows - support us and we'll support you.



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Reader disks are now available on an issue-by-issue basis for just £2.50 inclusive of UK post and packing, £2.75 Europe and £3.00 Rest of World.

Please make all funds payable to the "Atari Computing Group" and send orders to: Atari Computing, Reader Disk Order, "Rois Bheinn", Overton Crescent, Johnston, PA5 8JB, SCOTLAND



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If your copy of Atari Computing is delivered from one of our distributors please obtain your Reader Disks from them.

READER OFFERS

To celebrate the launch of Atari Computing we had a limited number of unique Atari Computing T-Shirts made. These were on sale at the Atari shows at both Birmingham and London and sold very well.



They are white with the black and yellow "Atari Computing" logo on the left breast. We are now able to offer these (while stocks last) to anyone who didn't make the shows.

Cost including p&p is £8 each (remember to state your size - Medium, Large or extra Large)

Those of you at the shows may also have seen the mouse mats we had made. These are very high quality thick rubber mouse mats with the black and yellow "Atari Computing" logo. Cost including p&p is £10.50 each



Send your cheques (payable to Atari Computing) to AICIG T-Shirt/Mouse Mat offer "Rois Bheinn", Overton Crescent Johnstone. PA5 8JB. And remember to include your address.

Letters

have done the trick! Most readers are re-subscribing with most people opting for six issue subscriptions - thanks for your trust, the future looks good!

Thanks for producing an excellent magazine at an affordable price, it's compact, well laid out and informative. I'm happy with black and white as opposed to colour, which I view as cost wasting - it's the content of any magazine that sells it.

Your dedication is appreciated and I will be a regular subscriber. I hope all other Atarians will also continue to subscribe which brings me nicely to my next point. I grumbled about the price of ST Format but I still bought it right up to the end. So, fellow readers, if you want a

magazine to read, support it, give back some of the loyalty it has already shown to you!

My one gripe, directed at all Atarians, is the poor support given to STOSser software. Over the years Tony Greenwood and Dean Chadwick have compiled some brilliant games including Island Strike, H.E.R.O., Heartland and most recently Diamond Ice.

All these have been released as Freeware along with a request for feedback and encouragement. As a

regular correspondent with Tony I know the response could be a lot better. We must collectively support our programmers - don't leave it up to someone else. The rules are simple: If you use it, pay for it or we all lose it.

Finally all the best for the future to everyone involved with Atari Computing and everyone who continues to support the Atari platform.

Steve Wilson, Northumbria

Thanks for your letter Steve, you won't be surprised to hear we agree wholeheartedly with every word! Elsewhere in this issue you'll find a review of Diamond Ice - check it out and feedback your comments to Tony.

White Knight

In your reply to Mrs J.P. Featherstone's letter seeking help as a beginner, you suggested she bought a modem and got online to her local BBS. This struck me as being very cavalier! Although the NeST series is very well written, it could still be daunting for someone with, presumably, only basic knowledge, to go into comms on their own. A year ago I was in the same dilemma but through an article in ST Format, I made contact with Harry Sideras wearing his UK Association of User Groups hat. It proved to be a very wise move, because through him, I discovered the Coventry Group, whose friendly members have patiently helped me make good progress in my computing. I would like to suggest that you write to Mrs. Featherstone immediately (you owe it to her!) and suggest she contacts Harry, who is a very nice man, at the address given in AC#1 - refer her to Issue 1 for Harry's address.

Gordon Scott, Coventry

Hang on Gordon - we're not a dating agency! While Harry is indeed a very nice man we do still feel getting online to your local BBS is the best solution to solving everyday running problems. However, you're right, User groups are also invaluable, and I'm sure they'd even be someone on hand who could help people get online! For anyone who missed AC#1 here's Harry's contact details again. Send a blank disk and stamped SAE to:

Harry Sideras (UKAAAG), 49 Haywood Road, Tile Cross, Birmingham, B33 0LJ
Email: sidcelery@cix.co.uk

Don't do that again!

Bed eyed I lay in bed listening for the thump which heralded the arrival of my issue of Atari Computing. I moved, slowly at first but the fog began to close in, I had to get downstairs for the magazine I put my best foot forward and concentrated. I finally made it, now the locked door, where were the keys? after a while I located them, in the door :-/ I tenderly opened the large brown envelope and peered inside.

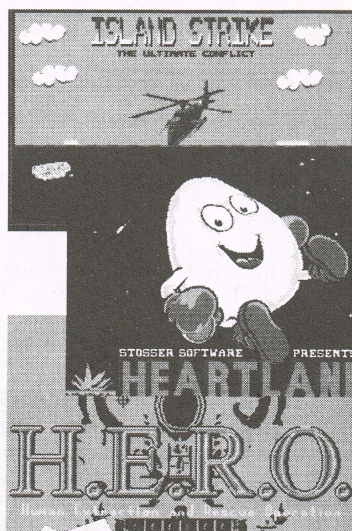
Yes it was there in all it's glory, I gently unwrapped it's brown covering and looked at the cover, nice pic..... What the \$%*! I dropped my precious disk as the words 'Last Issue?' hit me like a ten ton truck. My senses were reeling, my breath was short I began to perspire heavily, my bowels did that funny thing. I mean I only re-subscribed the other day for another six issues with disk, how could this happen? I looked again, by this time the morning fog had cleared and I made out the words "Yours not ours..." and then I understood, laughing, I went into the kitchen, made myself a brew and began to read...

You Sodds!

Darren Emmett, via the NeST Atari Computing area

Our apologies to Darren and anyone else whose heart missed a few beats! If it's any consolation it appears to

Last Issue?
Yours not ours...



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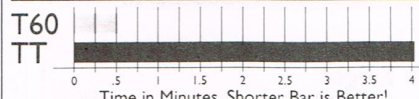
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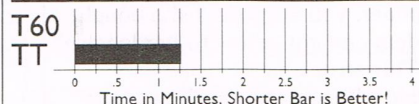
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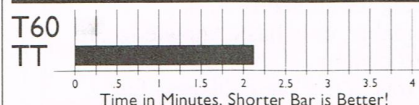
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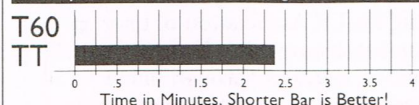
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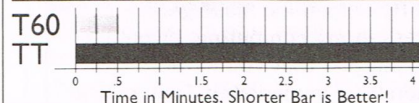
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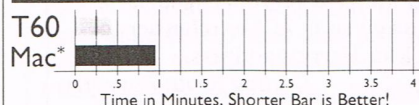
DA's Repro Rotate 1 IMB, 24 bit Image at 90 degrees



Calamus SL AutoTrace Vectorize 65K Image Bezier ON



T60 with DA's Repro vs. PowerMac with PhotoShop



*110MHz PowerMac equipped with \$2,000.00 US Radius Graphics Accelerator. Rotating a 16MB file 37 degrees. Source: MacWorld June 1996.

Do You Need More Speed?

Direct40 and Direct60 are here and these new Atari TT030 Compatibles will satisfy even the most demanding need for speed! Highly TT030 compatible and designed for processor intensive tasks such as Desktop Publishing, Image Editing, Ray Tracing, Rendering and Database Management as well as high speed word processing, Direct40 and Direct60 will increase your productivity!

Just How Fast is it?

Direct60 is based on the 120 MIPS MC68060-60MHz processor providing 30x's the speed and power of a Falcon030! The lower priced Direct40 is based on the 29 MIPS MC68040 32/64 MHz processor offering 15x's the processing power of a Falcon030! As an example, a Rendering task that takes 4 hours on a Falcon030 will be finished in mere minutes on a Direct60! Get more done in less time!

How easy is it to expand?

Direct40 and Direct60 are designed to use PC/IBM compatible peripherals such as ISA or PCI Graphics Cards, EIDE and SCSI hard drives, keyboards and standard PS/2 memory SIMMS! Memory is expandable to 1 Giga-byte via simple plug in standard SIMM memory modules! Plug in a future Pentium on PCI card for total DOS / Windows compatibility! A new SoundCard with DSP has been recently designed for total hard disk recording and editing! Direct40/T60 - Built in Canada by the company that brought you the Direct30 compatible, you can be assured of receiving top quality product, service and support!

What about Compatibility?

Direct Atari compatibles have always been known for their high degree of compatibility! Direct40 and Direct60 follow this path of higher speed with excellent compatibility. Generally, if it runs on a TT030 it will run on a Direct40 or Direct60. Our use of a special version of TOS 3.06 (TT030 TOS) maintains a high degree of backwards compatibility. Cleanly written GEM applications run smoothly and faster than ever! Extensive testing with Calamus SL, Digital Arts products, Atari Works and more have proven these new machines to be highly useable!

Complete Systems

Complete Direct40 and Direct60 systems include 4Mb RAM, 850Mb EIDE hard drive, DD, HD Floppy Drive, 1 Mb DRAM Graphics card with NVD14, AT Style Keyboard, Mouse and are installed in an attractive Mini-Size CSA/UL Approved Tower Case! Also includes Direct Tools, a special suite of software. Options can include larger hard drives, CD ROMS, more memory, removable drives and more! All Direct computers are built to order allowing for custom packages, call us for your personalized quote!

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Direct60

Complete Systems
start as low as... \$ 3799.99 Cdn.
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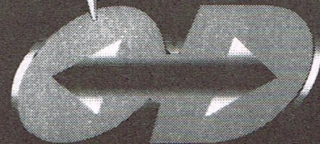
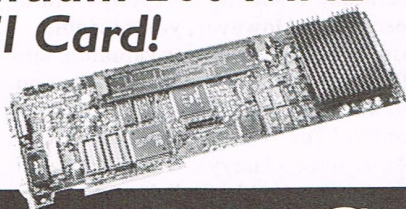
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Bird of prey

Mike Kerslake goes hunting with a Falcon and comes back with a big catch...

The Falcon is a fine machine, but in order to make the most of it, we tend to add lots of little system improvements. However, building up a collection of suitable programs means plenty of disk orders from PD/shareware libraries or expensive downloads from your local bulletin board or the internet. Wouldn't it be nice if someone gathered together all the really good bits and bobs, slapped them on a CD-ROM, and made it available at a reasonable price?

The good news is that Floating Fish Studios have done just that and created, in their own words, Bird of Prey, The Ultimate Software Collection for the Falcon030!

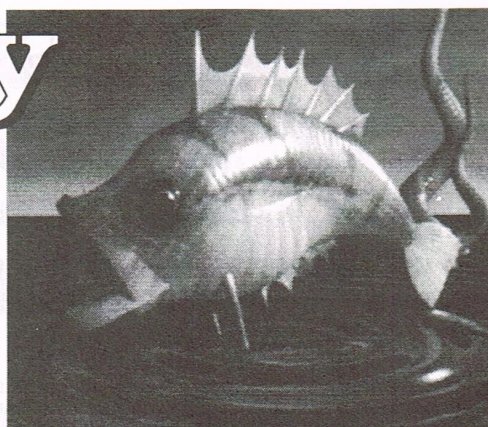
Big title, big boast, but is there any substance to the claim? Happily there is. The CD-ROM contains an impressive array of Falcon system improvement software, utilities, applications, games, demos and commercial software demos. The authors reckon there's over 21,000 files on the CD, and claim they haven't put lots of fillers in to make the number up.

The files are divided into 12 main folders, then into categories, so finding your way round is reasonably easy. A proper rundown of what's on the CD-ROM would have helped - but I just happen to like lists! The files are uncompressed, and the authors reckon you can run most programs direct from the CD-ROM. In practice, many of the applications I tried to run direct didn't run directly from the CD and copying files across to a hard drive was the only solution.

As with other CD-ROMs, much of the software featured has been superseded by new and improved versions, but anyone equipping a Falcon from scratch should find the collection a good place to start from. If anything takes your fancy, you can always obtain a more recent version from the author or publisher.

I don't have the space to go in depth about the software I found on the CD-ROM but I have discovered lots of useful little utilities including one fantastic application, called Scape, which creates planetary space scenes.

There's loads to explore, so if you've got a Falcon and access to a CD-ROM player, save yourself a lot of time and trouble by taking a swim through this collection. ☼



BIRD OF PREY CD-ROM

Publisher

Toad Computing/Floating Fish Studios

Supplier

System Solutions
Telephone: 0181 693 3355
Email: ssolutions@cix.compulink.co.uk
RRP: £24.95

Requirements

Falcon and CD-ROM player

Pros

Wide range of excellent software.

Cons

More than a few items only function correctly when launched from hard drive

75%

SDK ATARI SOFTWARE DEVELOPMENT KIT

This CD-ROM contains 243Mb of programming utilities, compilers, tutorials, hypertexts and source code.

Every programming language I've encountered on the Atari platform along with a few I hadn't are represented here and a high proportion of the material is bang up to date.

There are really useful assemblers and source code converters (C to DSP) for the Falcon's DSP chip along with exotica like a cross compiler for the 6502 processor found in old Atari 8-bit, Vic 20 and other machines.

You'll also find a raft of popular text editors for trimming all that source code, the complete GNU C and, wait for it, the source code for real goodies like Bad Mood, the Falcon Doom clone, Claus Brod's hard disk driver software, and so many other exciting projects I just want to finish this review and get programming!

Although most of the software can be found elsewhere having all the relevant tools, shells, desktops (including Gemini 2 with its UNIX style command line window) in one place brings home the strength in depth available to Atari developers. There are new tools for under-developed languages, including plug-ins to make Modula-2 (an old sparring partner of mine) work with the new kids including MagiC.

Predictably, much of the software and sources are German, but English documentation is included with most of the stuff. Although an index file is included I enjoyed trawling through the folders to see what turned up - impressive and inspiring!

Colin Monroe

ATARI SDK

Publisher

Softwareservice Seidel

Supplier

16/32
Telephone: +49 (0)1634 710788
Email: 16/32@premier.co.uk
Cost: £34 + P&P (1.50p EU destinations)

Pros

A must have tonic for all Atari developers

Cons

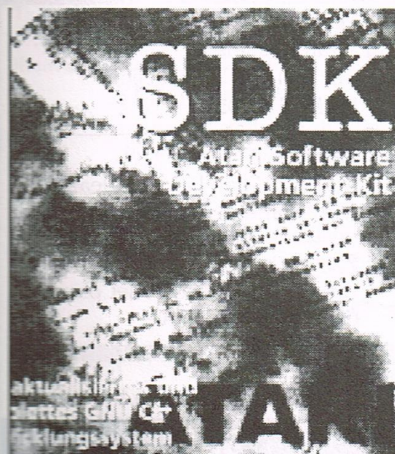
High German content

90%

REVIEWS

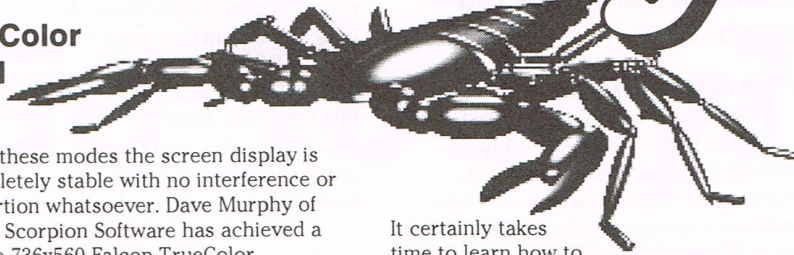
BIRD OF PREY, SOFTWARE DEVELOPMENT KIT

ATARI COMPUTING ISSUE 4 13



Vidality

Fed up looking at distorted TrueColor modes on your Falcon? Al Goold reckons Vidality is the answer...



Vidality is a new resolution enhancer for the Falcon programmed by the guys at Black Scorpion Software (BSS), who also brought Falcon owners Apex Media.

At the time of writing Vidality is nearing its commercial release and, like other BSS software, will be distributed by Titan Designs. This is a preview of the latest beta version and having seen the changes since early versions and knowing the amount of testing which has gone into this product I am confident the release version will prove to be a very stable product.

Vidality enables greatly increased desktop resolutions. It includes built in support for external hardware so if you already have a Screenblaster or the external Blow Up hardware, Vidality takes advantage of these offering even higher resolutions. You do not need either product - Vidality works well without them.

Although Vidality was developed for use alongside Nemesis it's not essential and still does a reasonable job. However when used

together with Nemesis it really comes into its own. Vidality was primarily developed to allow access to the quarter pixel true colour resolutions made available by Nemesis which are not currently supported by other packages of this nature.

On my system a standard SVGA monitor connected without Screenblaster or Blow Up, equipped with Nemesis running at 24MHz, the following resolutions were achieved:

- 928x704 in 2 colours
- 896x672 in 16 colours
- 800x608 in 256 colours
- 720x544 in Falcon TrueColor

In all these modes the screen display is completely stable with no interference or distortion whatsoever. Dave Murphy of Black Scorpion Software has achieved a stable 736x560 Falcon TrueColor resolution.

Installation

Copy VIDELITY.PRG to your AUTO folder and make sure it runs after NVDI (if installed). Disable all other screen enhancement software and reboot.

Configuration

I have to admit this confused me initially. To get started double-click on the VID_CONF.PRG which brings up the configuration dialog screen.

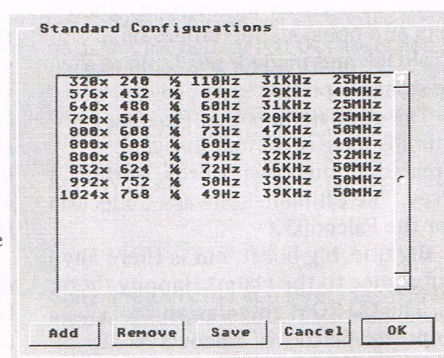
At this point can I recommend you have

two manuals to hand - the Vidality manual and your monitor manual. If you don't have the manual or specification stick with the default settings or you could cause permanent damage to your monitor! In an attempt to prevent idle tinkering causing monitor damage

Vidality does include a built-in monitor protect feature. This button can be overridden so technically competent users can determine the effective range of the monitor in use without the monitor user manual. Naturally enough neither Black Scorpion Software, Titan designs, myself nor Atari Computing accept responsibility for any damage caused if you choose to override this safety feature.

Initially I was struggling to understand "horizontal synch rates", "left and right blanks" and so on - but happily help is at hand...

It certainly takes time to learn how to do this, but once it has been set up properly you can forget all about it unless you're a confirmed tinkerer.



↑ Standard pre-configured resolutions

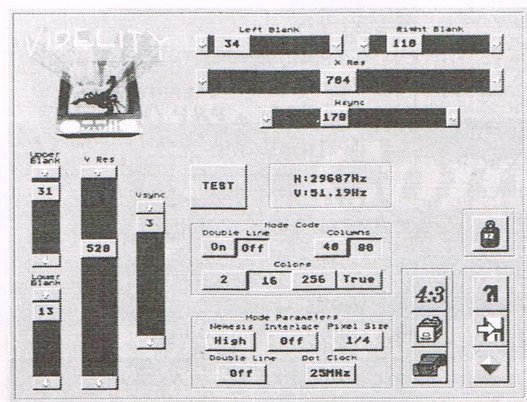
Summary

Before Vidality I ran my Falcon at 800x608 resolution in either 16 or 256 colours using Screenblaster II. I have previously achieved similar results using Blow Up Hard II. Vidality offers the same or better resolutions with the big advantage I can get 720x544 resolution in TrueColor. The difference this makes running applications such as CAB or any other graphics intensive program has to be seen to be believed - no more waiting for JPEGs to remap!

Although Vidality is commercial it's not expensive and in my opinion is a "must have" for all Falcon owners. If you have a Falcon do two things: Get a Nemesis fitted, then buy a copy of Vidality! ☺

Although Vidality is commercial it's not expensive and in my opinion is a "must have" for all Falcon owners.

↓ The main configuration screen



Standard Configurations

Vidality comes with a number of pre-configured resolutions which should work with most monitors. From these you should be able to build up a custom library of resolutions to suit your monitor.

Once you have achieved a stable test picture with the X-Res (horizontal) controls you simply need to click on the 4:3 button and vidality configures the Y-Res (vertical) controls to give you a correctly proportioned screen display. You can then adjust the various controls a little at a time to achieve the optimum display.

VIDELITY

Publisher

Titan Designs
Tel: +44 (0)121-693-6669
RRP: \$14.95

Requires

Atari or C-Lab Falcon, ideally with Nemesis but not essential

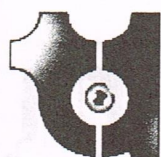
Pros

Greatly enhanced TrueColor display, inexpensive

Cons

Initial configuration a bit tedious

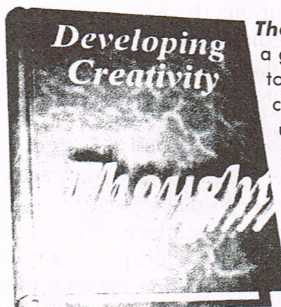
90%



Hot News

from Titan Designs

Thought! - £49.95!

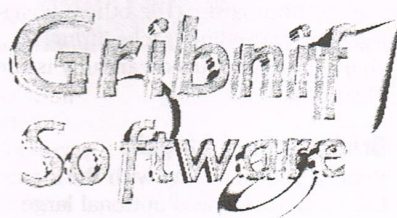


Thought! provides a graphical means to structure complex ideas using easily identifiable Symbols. Any Symbol can be linked within the Structure to any program. This associated program can then be loaded, along with any file relating to the task in hand. After editing the file, quitting the application returns you automatically to the **Thought!** shell.

Thought! is a deceptively powerful program that has, quite literally, hundreds of uses and applications. Special features include drag and drop, clipboard, Macro creation, and many more innovative features.

Thought! is suitable for any Atari computer with 1MB memory and is fully compatible with **Geneva**.

Thought! v2.2
£49.95!
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ST Format - 91%

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Tel: +44 (0)121-693 6669

Fax: +44 (0)121-414 1630

e-mail: 100345.2350@compuserve.com

See our advert elsewhere in this issue
fordetails on leading-edge,
Falcon related products.

Lacescan

Lacescan is a development of the original Public Domain OverScan modification and improves on both the original hardware and software. The simplicity of the circuit belies the enhanced productivity working on a screen with more real estate and less useless border. All it takes is two chips, a resistor, an optional switch, and some minor surgery to the ST's motherboard. All the components should be available from your local electronic store.

Installation is straightforward and detailed in the accompanying ST-Guide format hypertext but you could damage your machine so only perform this modification if you're confident of your ability to perform the changes detailed here. Neither the Lacescan author, myself, nor the Atari Computing Group accept any responsibility or liability for any damage to your machine as a result of attempting this project.

The hardware is only suitable for ST machines due to changes in the hardware design in STe machines but STe owners can use the large screen emulator software, so do read on...

The circuit can either be built on stripboard or by piggy-backing the chips on top of others on the motherboard - as suggested in the ST-Guide hypertext. I designed a custom printed circuit board (PCB)

Broaden your horizons with this hardware project. Derryck Croker dons the surgical gloves...

which is included on the reader disk ready for printing to drafting film and photoetching.

Tiptoe through the tulips

This is the scary bit. We have to follow the Display Enable signal generated by the Glue chip and interrupt it by cutting through some tracks in order to introduce our little gadget. Soldering thin wires to the vias (where tracks pass from one side of

the motherboard to the other) poses less risk of the fine tracks lifting. A sharp craft knife used carefully is the ideal tool.

Driving a hard bargain

Reboot your machine with the Lacescan driver and optional large screen emulator and mouse accelerator installed in the Auto folder. Hold down the left [Shift] key to display the initial setup screen and, using the keys detailed, adjust the display as large as your monitor can handle without distorting the edges of the screen. Re-position the screen using the usual controls for

WHAT'S OVERSCAN?

Overscan is the difference between the standard screen sizes for the three resolutions the ST can produce (ST low, medium and high) and the maximum that can be displayed on a particular monitor. The difference is the familiar 'wasted' black border around the display area.

Some users adjust the display area to fill the screen - displaying the standard number of pixels at a larger size. The overscan concept fools the video shifter chip by lengthening the Display Enable signal into switching from displaying palette 0 (the palette for the familiar black border) earlier and later in the cycle to video memory resulting in an 'overscanned' screen size containing more pixels.

optimum results. Some slots are reserved to centralise the display area when using non-overscanned screens which is a nice touch.

Bigger is better

The optional Lacescan virtual screen emulation software enables ST and STe owners to display a whopping 1024x960 pixels (TT high). At this resolution there is a speed penalty but my machine remained perfectly usable.

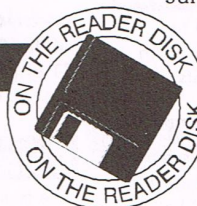
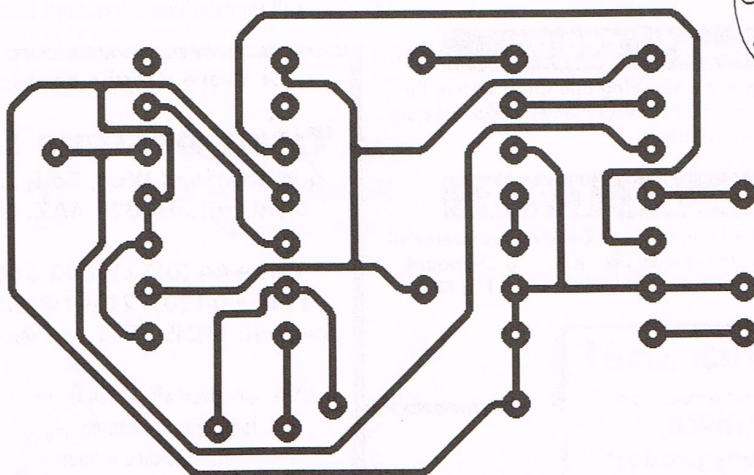
Each virtual screen resolution creates its own INF file and these could be selected at boot time using a suitable boot manager

(XBoot/Superboot) or manually renamed from the desktop. Mono users may prefer to rename GEN_MONO.INF to LACE_EMU.INF - it's basically the same except the colour monitor commands have been stripped out.

A cunning piece of coding enables new resolutions to be initialised by clicking on the Medium button in Set resolution dialog if you're using the built-in TOS desktop or suitable replacement desktop. If your desktop doesn't include this option you have to quit to the built-in desktop or reboot with the required emulation set. MagiC users running MagXDesk, Thing or other suitable desktops can use the Change Resolution dialog. Once an emulation is active the

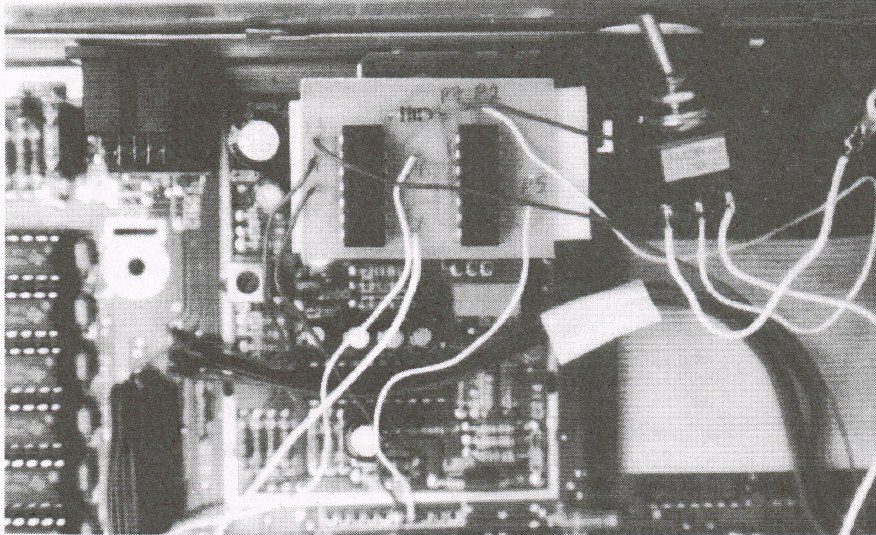
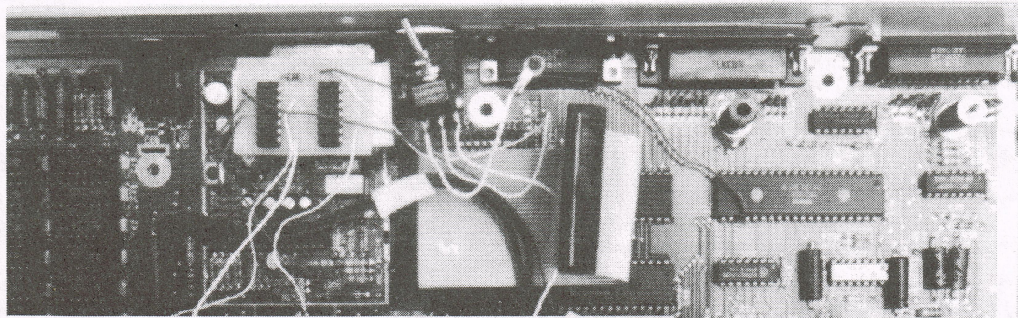
The optional Lacescan virtual screen emulation software enables ST and STe owners to display a whopping 1024x960 pixels

THE PRINTED CIRCUIT BOARD



⇒ The LaceScan module fits neatly on top of the modulator using double-sided sticky foam tape. Interior layouts vary between STs, take care to follow the hypertext carefully. Check twice, cut once!

⇓ A closer view of the LaceScan module



⇓ Before (640x400) and after (672x476) the exact maximum size depends on your machine/monitor combination - your mileage may vary...

SET_LACE.ACC desktop accessory can be used to tweak the results or load other emulations as desired.

The bottom line

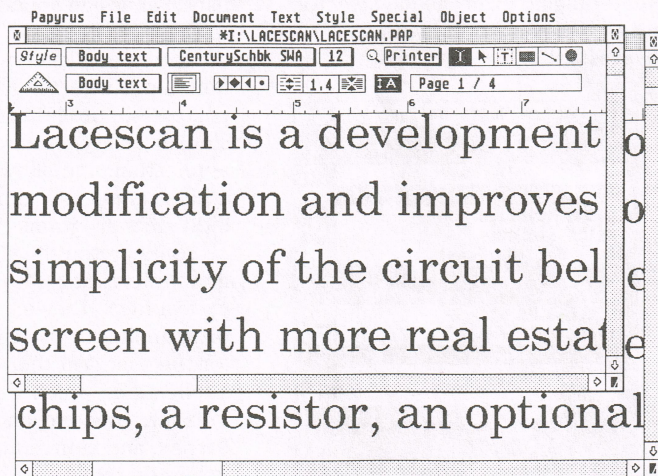
Most software which follows GEM guidelines is resolution independent and will run at any screen resolution. Some older software does not work properly and I was disappointed to find the Calamus 1.09N icon toolbox garbled in both overscan and

emulation modes.

Lacescan attempts to overcome problem applications by providing a hot-key command to switch the overscan mode off but on my ST this only synchronises properly on running a

program - which isn't easy when you can't see the desktop! This may be nothing more than the usual variations between machines but the presence of a utility called LACE_LOK.PRG in the tools folder suggests the problem is more widespread. This utility can be assigned to a function key and pressed to restore video sync and it worked fine on my machine. I'm happy to report LaceScan also works perfectly with the popular MagiC and NVDI system enhancements.

The latest version is available from BBSs connected to the FanFiles network, via the author's webpages and from PD/Shareware libraries and other online services. ☺



ALTERNATIVES

Overscan

Lacescan was developed from the original PD version of OverScan. OverScan is a simple design offering no emulation of other screen modes and is available from most PD/Shareware libraries and online services.

AutoSwitch OverScan

This commercial version of OverScan includes additional circuitry which automatically deactivates overscan mode for problem programs using an INF file to specify incompatible programs. There appears to be some unresolved compatibility issues when used together with MagiC.

OverScan GMBH

<http://www.overscan.com/>

Price: 90DM (around £35)

LACESCAN

Author

Ulf Ronald Andersson

Email: dlanor@oden.se

URL: <http://www.oden.se/~dlanor/>

Pros

Cheap, fully configurable, emulation of non-native resolutions

Cons

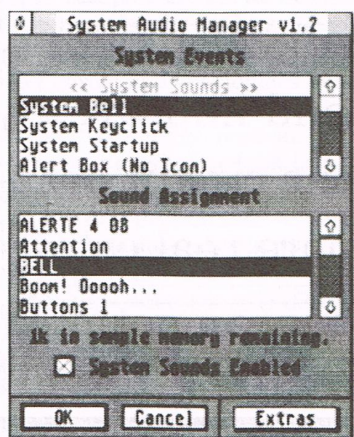
PCB track cutting and soldering skills required, some STs may have difficulty regaining video sync on switching overscan

80%

Play it again, SAM

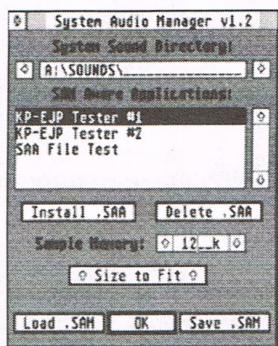
When Atari released the Falcon, one of its greatest assets was its advanced sound system.

At a time when PC owners were forced to spend hundreds of pounds on sound cards, here was a computer with built in 16-bit audio attached via a processor-friendly direct memory access (DMA) system. Naturally Atari wanted to show this off and bundled a program called the System Audio Manager, or SAM to its friends, for this purpose. SAM was programmed by Scott Sanders, the man behind the invaluable reference work, Atari Compendium. SAM was typically used to assign sampled sound effects to system events. This allowed users to set off explosions when programs crashed, set up sound snippets from favourite television programmes during boot up and so on. Sounds could be assigned to almost any event, ranging from the file selector and alert boxes, to individual keypresses!



↑ The main screen allows you to assign samples easily

SAM can also record samples using the Falcon's hardware, but it has several other features, aimed at programmers, which are not immediately obvious. For a start, although SAM is most at home on a Falcon, it will run on other machines with DMA sound - the STe, Mega STe, and TT. When installed, it also creates a new Xbios function which presents programmers with a simple interface for playing sampled sounds, standardised across the machines.



↑ Installing SAA files takes place on the configuration screen

Another feature is its ability to use *.SAA files. These files are supplied with applications and enable them to inform SAM of certain events and play an appropriate sample. Theoretically these files allow two event types to be specified - application globals, and macros. Application globals are called whenever the user selects a function such as "Print" or "Quit" - events commonly used on a system wide basis. Using an SAA file, the user can assign sounds to these events and these will be played whenever the function is selected from any compatible program. Macros offer a similar facility, but are unique to each application, and allow the user to assign samples to individual events in individual programs.

From here on the story gets even more interesting. SAA files seem to be a great idea - they are easy for the programmer to use and add flexibility for the user. Yet there are hardly any applications which supports them. This intrigued me, and a couple of friends, and spurred us into tracking down the relevant programming information. Sure enough, to call a sample from SAM was easy - just a couple of lines of code. There was even a program to create SAA files. So why weren't they in common use?

Get the SACK

The answer was clear the moment I tried to make an SAA file - the program to create them generated the file, but SAM refused to recognise it! One of my companions, Anthony Jacques, examined the file in detail and was able to identify the problem, and deconstruct the format of the file, so work began on "KP SACK" - an SAA Construction Kit. This was to be a modern GEM application to create SAA files - which we hoped would

Xav takes a retrospective look at some software that just might be about to get a new lease of life...

spur programmers into using them more often. It looked good, comes with online help, programming guidance, and even created header files to make development as easy as possible.

There was just one problem: having spent months developing the software, the resulting files didn't work as expected. They are recognised by SAM - application globals played back perfectly. The problem lay with macros. Each SAA file has space for sixteen of them and we couldn't persuade SAM to play back any but the first.

Anthony disassembled SAM and has tracked down the bug. He now has a patched version and we are in the

process of obtaining permission to distribute it. Until we get permission it seems one of SAM's most useful features

will have to remain locked away.

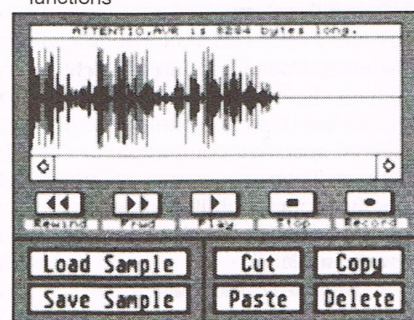
SAM is bursting with untapped potential. It's easy for both programmers and users alike. SAM can be fun or functional, and allows you to customise your machine. I would recommend it to any STe, TT or Falcon owner as a worthwhile addition to their software collection, and hopefully it won't be long before Atari Computing can carry news of the patched version being made available...

Contacts

Both an unpatched version of SAM, and version 0.5 of KP SACK are available from both my own and Anthony Jacques web pages:

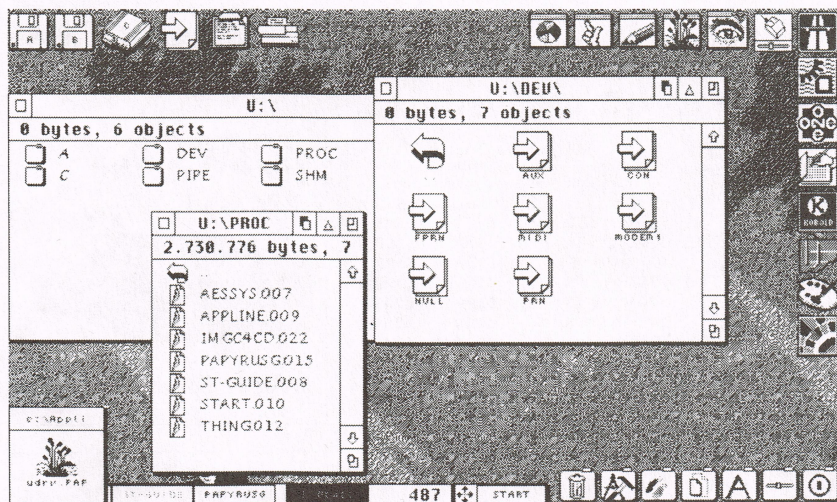
<http://www.compsoc.man.ac.uk/~xav>
<http://www.cs.man.ac.uk/~jaquesa/>

↓ SAM includes sampling and editing functions



Can U: drive?

Mark Wherry takes a look at this cuckoo in the nest...



It was MiNT which first introduced the U drive to our platform. It's not a real drive, but a virtual drive and enables access to some dark hidden corners somewhere inside your computer. MagiC users can also make use of this drive - if only we knew what to do with it!

The virtual U drive is itself made up of virtual directories, the first few of these are named with single letters and correspond to the real drives mounted on your system. So for example the path U:\A\ is the same as A:\. In effect you can access all the drives on your system through the U drive! Still with me? Let's go deeper...

There are virtual directories which do not correspond to real drives, U:\dev\ for example. This contains virtual files of 0 bytes in length which represent the BIOS (Basic Input Output System) devices on your computer. Here's a few examples ('#' device only available under MiNT):

- CENTR #, the centronics (printer) port
- MODEM1, the RS232 serial port
- MIDI, the midi port
- KBD #, the intelligent keyboard controller
- PRN, the printer device
- AUX, the auxiliary terminal - typically the RS232 serial port
- CON or TTY #, the current control terminal, which may not be the screen or keyboard
- STDIN #, STDOUT #, STDERR #, the standard input, output and error devices. These can be useful for redirecting inputs and outputs to programs which normally require file names in the command line - such as TTP programs.

- CONSOLE #, the physical console for the keyboard and screen
- FASTTEXT #, an alternate, faster text device for the console screen. Not all programs are compatible with this MiNT device
- NULL #, a null device with no output
- FPRN, this device, is available to MagiC>=v4 and NVDI users and can be found in the NVDITools directory. It's a parallel port output accelerator.

All very interesting so how do we put the U drive to practical use from the desktop? Well, you can Drag&Drop files onto these devices. For example, if you drag a text file onto the printer device, it's sent to the printer and your text file will be printed. The same is true of all the devices but some are a lot more useful than others! The same actions can be achieved using a CLI (Command Line Interface) where you could create a print to file feature.

Another interesting virtual directory is U:\proc\. This contains files representing the current processes in memory, whether they're running, ready or waiting. The filenames of the files in this directory represent two elements of each process.

The main name part contains the name of the process and the extender contains the process ID. A file named 'A_PROGGY.004' is a program called 'A_PROGGY' running under process number 4. The size of the file indicates how much memory the file takes up in main memory and the time/date stamp indicates when the process was started.

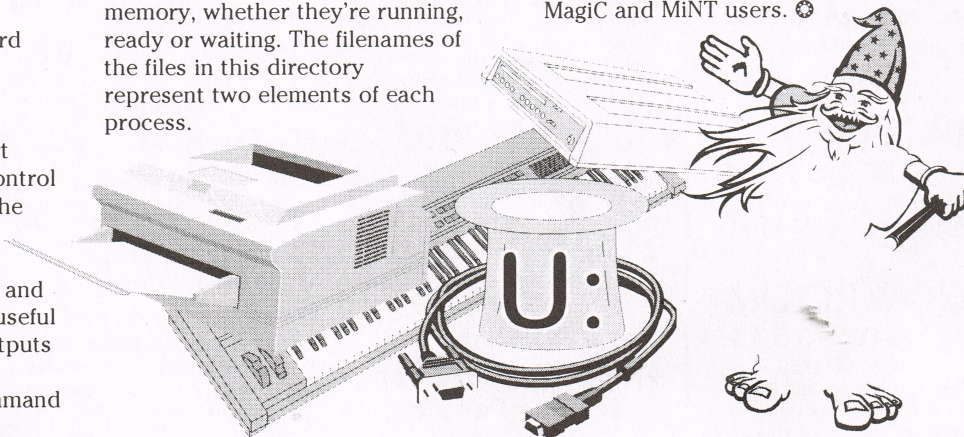
By renaming or even deleting these files you can achieve results - although you may also run straight into trouble! By renaming a file you can change the name or ID of the process and by deleting it you can terminate the process. It is however normally advisable to exit programs in the usual way rather than forcing processes to terminate.

The pipe and shm directories are also fun for advanced users and programmers to explore and are usually empty unless specific programs are written to take advantage of them.

The pipe directory contains files which are queues. The queue is a FIFO (First In First Out) data structure in which new elements are added to the end of the queue and elements can only be retrieved from the front. The files (used for inter-process communication) are only temporary and when the last program using a pipe (queue) closes it, it is erased. These files may be created by a window manager, printer spooler or other similar program.

The shm directory is used to share memory. If a program creates a file here, a block of memory can be attached and other programs can open the file and share the memory, which is ideal for the transfer of large amounts of data between processes.

Now MagiC supports the U Drive we can expect programmers to start taking advantage of these features which is good news for both MagiC and MiNT users. ☺



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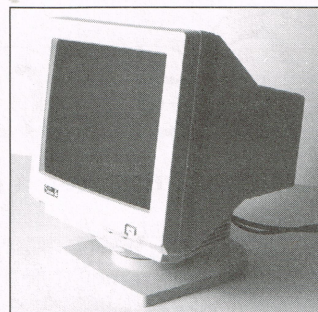
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ST Review, May 93

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 See Cubase Special offer for bundle discount!



MiniS II & EZ Flyer Hard Drive Systems

The MiniS II Hard Drive Systems can have drive capacities up to 4.3Gb. This full SCSI system is hardware compatible with all Atari computers, Mac's & PC's. They are unrivalled in size, noise, speed, and style, and come with a thru port for expansion. The On/Off switch is now located at the front.

The SyQuest EZ230 Flyer drive is the successor to the highly popular EZ 135 drive. Perfect as a first hard drive or as a backup system to larger drives. SyQuest have made this drive even smaller measuring a tiny 5.5"x7.5"x1.5".

NEW! 80Mb drives in stock.
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1080Mb MiniS II	£299	£349
2100Mb MiniS II	£399	
4300Mb MiniS II	£699	

STfm and Ste drives come with the ICD Link II

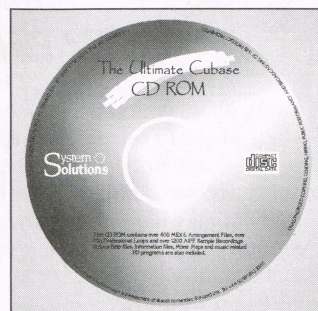
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ZERO X - Digital Sound Processing

ZERO-X is exciting news for anyone using a sampler, sample-player or hard disk recording system. It uses advanced techniques to analyse and alter your samples in a huge number of ways - all with the minimum of human intervention.

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enabling you to time-stretch almost any drum track to fit your needs. It will let you edit, convert and upload samples to a wide range of samplers. ZERO-X runs on any Atari, from an ST to a Falcon - it's the software you need for all your sampling requirements. Try it before you buy - ask for the Demo Disk.

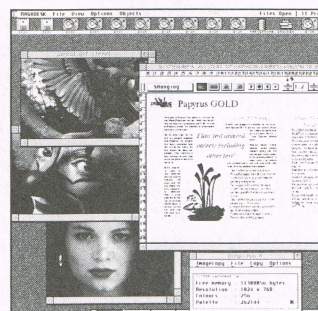
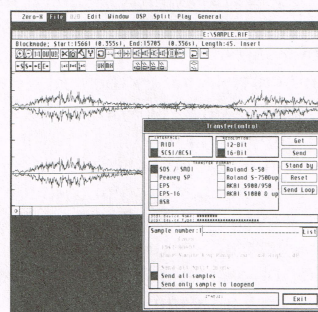
ZERO-X Software £169.00

MagiC PC and NVDI 4 PC

Do you have a PC? Are you thinking/being forced to buy one? If so take a look at the new MagiC PC. This amazing software will allow most Atari ST software to run on any PC with at least 8Mb of RAM and Windows 95/NT, although a Pentium processor is recommended for speed. We use Papyrus, Twist, DA's Layout TC and DA's Picture all on a Pentium 100. MagiC PC will take advantage of your PC's real RAM, virtual RAM, hard drives, CD ROM and printer. Even special mice and digitising tablets can be used.

NVDI 4 PC will enhance MagiC PC to give much faster screen redraws, and the unique ability to create any screen resolution for MagiC PC, from 256 to a stunning 16 million colours, switchable at any time. Make full use of Windows true type fonts for your SpeedoDOS compatible programs. Note: Cubase and Notator will not run under MagiC PC. Please call for a demo disk.

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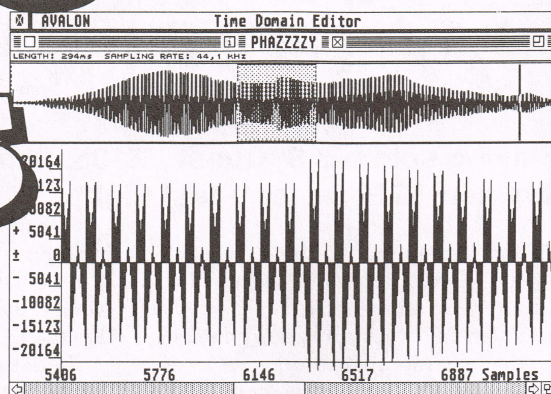
**ATARI
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Audio ABCs

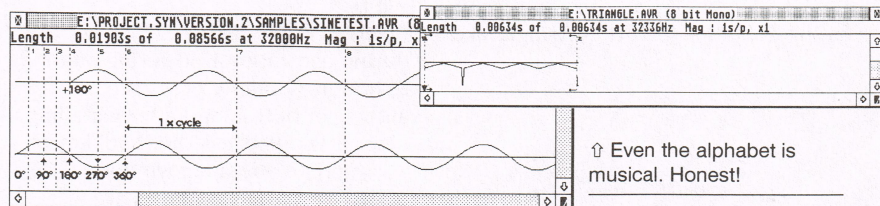
Danny McAleer dismisses the renaissance of analogue synthesisers...

For some reason, analogue synthesisers are experiencing a bit of a renaissance, fetching high premiums, and causing riots at car boot sales when spotted amongst the rubble and home-made biscuits. Despite all the fuss, there's nothing an analogue piece of circuitry can do that can't be emulated by a few bits of digital logic (even noise).

a few can handle much longer lines). Carriage returns have their own ASCII value, which cause 'spikes' in the audio, so it's best to keep a single line (although it is quite conceivable to use this to some advantage).



↑ Chisel off the sharp edges with a suitable envelope shaper (Avalon)



↑ Even the alphabet is musical. Honest!

↑ How to create a phasing effect in Replay 16

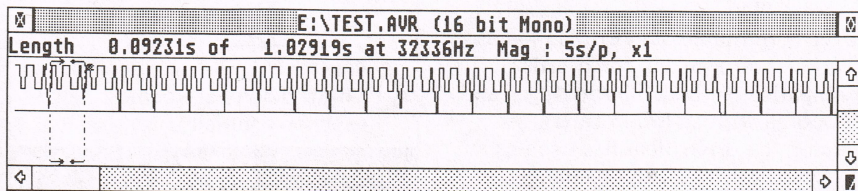
Since digital audio is little more than huge collections of numbers (in some coherent form), samples can be generated by any means - even using a text editor. First Word may not have the twiddle-factor of an analogue synthesiser, but it certainly has the sonic potential. The system works as follows: Each letter in the ASCII character set has a different numerical value (for example a space character is represented by \$20), and combinations of these can form recognisable patterns. Unfortunately, a letter to the building society still sounds as bad as it looks...

For a square wave you need two discrete values: '0' (\$30) and 'd' (\$64), for example. The first character is inputted a number of times (the more, the lower in pitch the resultant sound will be), and then the second, the same number of times. As a rough guide:

Frequency in Hertz = sample rate / number of characters

This pattern is then repeated, perhaps with varying 'periods' so as to create a pulse width modulating effect, for as far as the text editor can go without starting a new line (typically 255 characters although

↓ After a liberal dose of paste, the sample is long and usable



More exotic waveforms are an extension of the above idea. Sawtooth waveforms are produced by writing the alphabet forwards, whilst triangle waves can be made by writing the alphabet forwards and then backwards. To experiment with other numeric patterns, you'll need an ASCII character set map, but resonant waves, sine waves, and filter sweeps are all possible. (If you're handy with C or BASIC, you could write a program that constructs a disk file full of numbers, like the one below, and save yourself all that typing.)

Once you have a waveform cycle, this 8-bit data needs to be loaded into a sample editor (as a *.SPL file in Replay 16) to be elongated, as it's probably quite insubstantial in the audio scheme of things. This requires a tedious bit of cutting and pasting, something most editors are good at. It may also need optimising - particularly if you've used low values.

Then you can be creative, using the editor's envelope shaping facilities to add some much needed dynamics to the sample. Some editors will let you 'draw in' a new amplitude envelope, but any fade in/out combination tool can be equally as effective.

A brief physics lecture...

To create a truly authentic analogue rasp, the sample must be thickened to the consistency of school custard. One method

is to use phasing - where two identical samples are overlaid, with one slightly out of phase. This is achieved by inserting a small space at the start of the sample. Fluctuations in the amplitude are produced (thickening and thinning in different places of the sound). If you repeat the process a few times, the sound can be dramatically altered.

All this amplitude wobbling is due to the phase relationship (which shouldn't be confused with a celebrity marriage) of the original sound, and the time-shifted sound (see diagram). A shift of 1 to 45° is typical for effects; 180° out of phase produces a cancelling effect (since the two waveforms are equally opposite); 360° is a full-cycle. Some editors, like Replay 16 or Zero-X, include similar built-in effects, thus taking a welcome excursion around the mathematics. ☺

NOW C THIS...

```
/* ANSI C code for generating a square wave disk file */

#include <stdlib.h>
#include <stdio.h>
#define PERIOD 100
FILE *fp;
char sdata[20000];
void main()
{
    short x = 0, y = 0;
    while(x < 20000)
    {
        if(y < PERIOD)
            sdata[x] = 100;
        if(y >= PERIOD)
            sdata[x] = -100;
        x++;
        y++;
        if(y >= (PERIOD * 2))
            y = 0;
    }
    if((fp = fopen("a:\\square.spl", "wb")) == NULL)
        exit(0);
    fwrite(sdata, sizeof(char), 20000, fp);
    fclose(fp);
    exit(1);
}
```


Come fly with me

Having sold his SyQuest EZ135, Sandy Thomson takes his new EZFlyer for a test flight...

I was a happy EZ135 drive owner until Dave Litterick of SyQuest UK attended a recent STAG (Scotland's/TOS Atari Group) meeting to demonstrate their products - I was so impressed I bought the company!

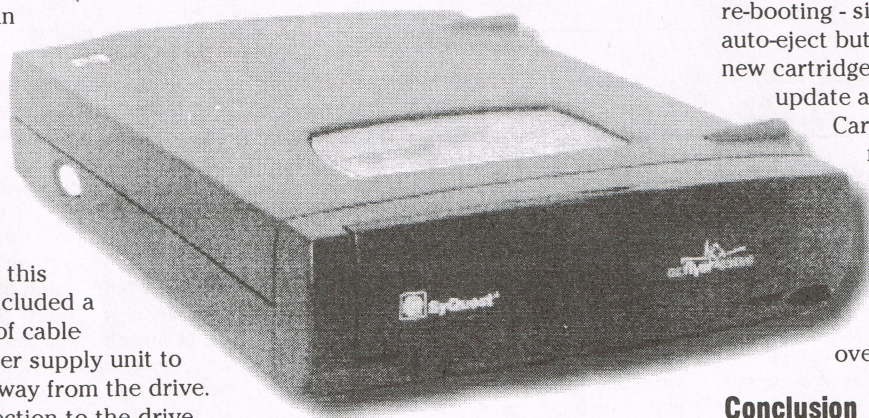
Finding myself short of venture capital I decided to settle for an EZFlyer instead. This model continues SyQuest's long and successful background as producers of top quality removable media drives and comes with an affordable price tag.

Like the earlier EZ135 design Syquest have once again opted for an external power supply. However, this time they have included a generous length of cable enabling the power supply unit to be located well away from the drive. The power connection to the drive utilises a DIN plug on the back of the casing. Another departure from earlier models is the Mac style 25 pin SCSI sockets marked A and B. SCSI termination is internal and automatic (if required). The drive itself weighs in at only 675 grams and measures just 136mm wide by 184mm long by 38mm high. The EZFlyer can be used either horizontally or vertically - in which case the handbook recommends wedging it to stop it falling over during use - which isn't really good enough!

The dark grey plastic case features a bright yellow power switch, situated on the left hand side of the casing (or top if used vertically). The front panel

includes two LEDs - one for power the other changes from green to amber when the drive is being accessed, just like the EZ135 model.

There's a new auto-eject mechanism on the front panel, a dark green button towards the right. This is a vast improvement over the troublesome lever system provided on the EZ135 models and this doubles up as the SCSI ID selector. Cartridges are



inserted in the front of the drive, and locked in position with a slight downwards movement. The dust-cover flap then springs back into place to protect the mechanism.

Before use cartridges (irrespective of whether they are initially prepared for Mac or PC use) must be partitioned using either Atari AHDI, HD-Driver or ICD software for use on Atari machines. Some people get away with partitioning cartridges, others prefer to reformat and partition their cartridges. Go with whatever works for you - we found AHDI v6.06c reliable in all cases. Once coaxed into service cartridges can be treated and maintained like any other hard drive.

The EZFlyer performs in a similar manner to its EZ135 predecessor (see comparative test) however it can store 230Mb - a significant advantage over both the ZIP and EZ135 models. The EZFlyer remains backwards compatible with EZ135 cartridges and if booted with an EZ135 cartridge loaded the drive identifies itself as an EZ135. Cartridges can be changed

CABLE CONNECTIONS

In common with most peripherals nowadays, the leads and software supplied with the hardware is designed for use with PC or Mac machines. The EZFlyer features a SCSI interface accessed via two 25 pin SCSI sockets on the rear of the casing.

ST/STe machines are equipped with 25 pin DMA (ACSI) sockets and require an external ACSI/SCSI host adapter such as The ICD Link, The Translator or Toplink (or a through port on an existing external SCSI device) along with a SCSI to 25 pin SCSI cable.

Falcon machines are equipped with a SCSI II socket and can connect directly to an EZFlyer using a SCSI II to 25 pin SCSI cable or from any other SCSI device using a suitable cable.

during use without powering off or re-booting - simply press the auto-eject button and after installing a new cartridge press the [Esc] key to update any open windows.

Cartridge prices are reasonable, with 230Mb costing around \$25, and 135Mb around \$17, and don't forget if you can place a larger order quantity reductions reduce the overall \$/Mb equation.

Conclusion

The EZFlyer is fast, quiet, easy to use, and equally at home as a primary hard drive, or a storage or back-up mechanism. Recommended. ☺

EZFLYER 230



Manufacturer

SyQuest
Tel: +44 (0)131-339-2022
RRP: around £269



Requires

SCSI interface (ST/STe machines require an external ACSI/SCSI host adapter or through port on existing external SCSI device)



Pros

Better build quality and reliability than the EZ135. Greater storage capacity than the competition. Fast, very quiet, easy to use, bootable.



Cons

No Atari software/cables, expensive initially.

85%

EZFLYING SOLO?

If using the EZFlyer as the boot drive it's sensible to boot using the same cartridge. Alternatively you could set up different cartridges for different working environments or duplicate the Auto folder, desktop accessory and other boot partition info on each boot cartridge.

Just how fast are today's removable devices? Sandy Thomson and Al Goold compare three popular models - with surprising results...

The need for speed

In this article we have steered clear of misleading benchmarks and concentrated on "real life" tests. For all the tests we used the exact same 1462 files in 50 folders comprising a total of 52.48Mb. These files were made up from folders of clipart containing files of various sizes and formats along with archived and uncompressed material.

Hardware

The reference machine was an Atari Falcon (TOS 4.04) fitted with Nemesis, running at 24MHz, and a 420Mb internal IDE drive to which all three removable devices were attached.

Software

A reference benchmark using the built-in TOS copy routines was carried out. Subsequent tests were performed using Kobold v2.5:

SOURCE	DEST	TIME
IDE	EZFlyer	4 min 28.5 secs
Write tests		
IDE	EZFlyer	1 min 13.8 secs
IDE	ZIP	1 min 17.3 secs
IDE	EZ135	1 min 17.7 secs
Read tests		
EZ135	IDE	1 min 5.8 secs
EZFlyer	IDE	1 min 8.4 secs

Next a recursive file comparison, using Tree Check (part of the Kobold package) was carried out followed by the time

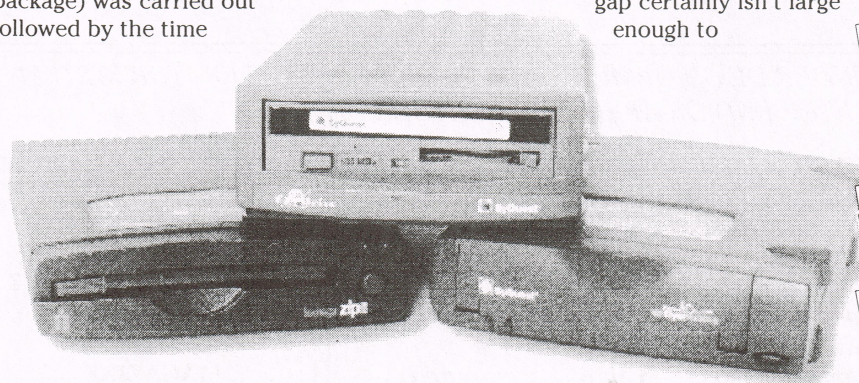


taken to load Papyrus 4 then a final test deleting all the test files using the TOS delete routines (Kobold was too quick!):

SOURCE	TIME
File comparison	
IDE	2 min 31.5 secs
EZ135	3 min 03.3 secs
EZFlyer	3 min 16.3 secs
ZIP	4 min 33.2 secs
Load Papyrus 4	
IDE	10.7 secs
EZ135	11.3 secs
EZFlyer	11.63 secs
ZIP	11.94 secs
Deletion	
IDE	2 min 33.8 secs
EZ135	2 min 57.9 secs
EZFlyer	2 min 05.4 secs
ZIP	2 min 48.3 secs

Conclusions

There's no clear winner. In fact all three drives performed similarly. Although Zip drives are generally regarded as slower than SyQuest drives (and our results show this) the actual difference in everyday use is barely noticeable and the performance gap certainly isn't large enough to



EZ135

Manufacturer
SyQuest
Tel: +44 (0)131-339-2022
RRP: No longer commercially available

Requires
SCSI interface (ST/STe machines require an external ASCII/SCSI host adapter or through port on existing external SCSI device)

Pros
✓ Bootable

Cons
✗ Poor eject mechanism, no Atari software/cables, short power leads.

75%

recommend one drive over another. So rather than concentrate on performance let's turn our attention to price. A Zip drive and over 1Gb of cartridges costs around the same price as an EZFlyer and a single 230Mb cartridge.

The extra capacity offered by the EZFlyer and its ability to read/write EZ135 cartridges will make it the natural upgrade path for existing EZ135 users. Unfortunately we didn't have access to an Iomega Jaz drive to complete the round up. ☹

IOMEGA ZIP 100

Manufacturer
Iomega
Tel: +44 (0)800 973 194
Cost: Around £179

Requires
SCSI interface (ST/STe machines require an external ASCII/SCSI host adapter or through port on existing external SCSI device)

Pros
✓ Good value for money, cheaper cartridges

Cons
✗ No Atari software/cables, slightly slower than the SyQuest drives

81%

THE UPGRADE SHOP

01625 503448

IDE HARD DRIVE INTERFACE

Available late April for STE machines. This interface mounts inside the computer and allows an internal 2.5" ide drive to connected. Inexpensive 3.5" drives can also be used for people with replacement case systems such as the one detailed below. Also available with high density controller module and high speed serial port circuit. Diy installation with full manuals will be available early May. Product review in ST Computing shortly.

IDE INTERFACE ONLY £59.99

**IDE + HIGH DENSITY CONTROLLER + HIGH SPEED SERIAL PORT
£84.99**

IDE INTERFACE AND INTERNAL DRIVE FROM £99.00

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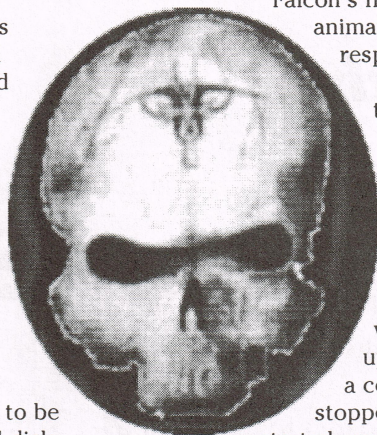
**FOR DELIVERY AND
ORDERING
INFORMATION PLEASE
SEE MAIN ADVERT ON
PAGE 2 OF THIS
MAGAZINE.**

Aazhom krypt

Ever played Mortal Kombat? If you have 'nuff said. Aazhom Krypt is a Falcon only fighting game between you and a computer controlled opponent - unless you have a 'friend' kicking around in which case you can kick them instead and play head to head.

The game features TrueColor, digitised graphics, lifelike and painful sounding sonic effects - including a range of techno backing tracks and superb, near-photographic backgrounds, which scroll with the action.

The game is compacted and has to be extracted onto hard disk - requiring around 13Mb of space! All the fighting moves - head butts, high kicks, jumps and so on, can be executed from the keyboard it's much easier to use a Jaguar joypad and let



this take the punishment instead. I also found the keyboard had a tendency to lock up which didn't afflict playing by joypad.

There are five challengers to select between, ranging from a psychotic surfer to a kamikaze keep-fit female warrior. The opponent is drawn from the same five characters. The difficulty and background can be selected. Unfortunately the backgrounds are not three dimensional but apart from this the game makes good use of the Falcon's hardware resulting in fast animation and quick responses.

After easing gently into the game selecting the lowest difficulty level to get the hang of the moves I spent most of the time wondering if I was a natural born killer as I trashed yet another unlucky warrior's ribcage. After upping the difficulty level a couple of notches I stopped wondering and started worrying - this game gets hot! I do feel the makers are stretching the truth a bit when they say that the moves reflect genuine fighting - how many karate experts have you seen teleport around a gym, eh?

A word of warning to parents. This is a violent computer game which contains sampled bad language. Let's assume the bad language is just over-exuberance by the translators, slap a 15 certificate on it, and recommend it as nose-breakingly good fun...

Colin Monro

AAZHOM KRYPT



Publisher

Logitron

UK distribution

16/32 Systems

Telephone: +44 (0)1634 710788

Email: 16-32@premier.co.uk

RRP: £35



System

Falcon with 4Mb memory minimum, any colour display, joypad recommended.



Pros

Wide difficulty range, good graphics/sonics



Cons

Unnecessarily bad language, poor backgrounds

70%

ATARI FOREVER VOLUMES 1 & 2

These two massive collections consist of clip-art, good-quality photographic images, tasty backgrounds, MOD and HSN sound files, utilities ranging from the Apex animation players to archivers - a useful jamboree bag of bits and pieces.

The two disks have that made-for-a-Bulletin-Board feel about them. The clip art range consists mainly of frames, textures, symbols and flourishes to add extra touches to DTP layouts, and is supplied in a variety of formats: PCX, IMG, CVG and EPS. Only a few Atari programs support EPS but the inclusion of freely scaleable vector formats will be welcomed

by most designers. There's also a separate collect of GEM images - ideal for use with Kandinsky. Collections of Public Domain library disks are also included but sadly there's little in the way of English catalogues so trial and error or evening classes are skills required to navigate these disks.

Two special mentions have to be made. First there's a collection of German railway pictures (in the "Bahnphotos" folders on each disk). I've no idea why they're included but this beautifully scanned collection of colour and black and white photographs covering all aspects of the German railways will delight railway enthusiasts.

Secondly there's a large collection of vintage postcard pictures which are of high enough quality to print out and use as the real thing! However do observe the copyright notices...

Ideally these CD-ROMs should be bought together - they complement each other perfectly. Train-spotters won't be able to live without both volumes!

Colin Monro

ATARI FOREVER VOLUMES 1&2



Publisher

Eu-Soft

Supplier

16/32

Telephone: +49 (0)1634 710788

Email: 16/32@premier.co.uk

Cost: £19.99 each + P&P (1.50p EU destinations)



Pros

Some vector images included, a must for train spotters!



Cons

Not aimed at an English audience

80%



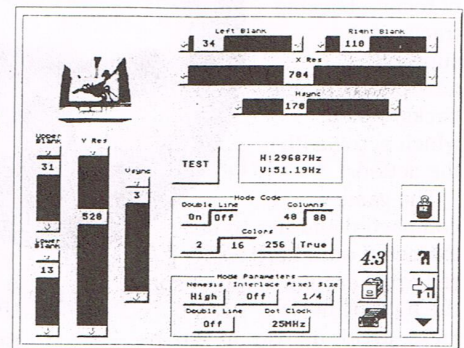
50% 736x560 900%

More than just Numbers

A new dimension for the Atari Falcon

With Nemesis and Vidity your Falcon takes on an added dimension. A **50% speed increase** and super-high **736x560 true-colour** resolutions are the new standard.

For true power performance, adding Afterburner040 to Nemesis provides an unbelievable **900% in excess** of a standard Falcon.



nemesis

SYSTEM ACCELERATOR

The stunning new Black Scorpion development which offers 24/48MHz performance, meaning the **ENTIRE SYSTEM** is running 50% faster. Coupled with 48MHz DSP and FPU speeds, Nemesis just can't be beaten!

Apart from pure acceleration, Nemesis also cures many of the problems found on even standard Falcons. Noisy audio and/or unreliable SCSI are a thing of the past - crackle-free 50KHz audio playback and 100% glitch-free SCSI.

Adding Afterburner just places the system into Warp drive - a performance increase in excess of 9x over a standard Atari Falcon.

Nemesis also gives incredibly high software and hardware compatibility with the further advantage of 640x480 16-bit true-colour Desktops.



Nemesis @ 24/48MHz. 16-bit true-colour, non-interlaced resolution, on 14" VGA monitor quoted.

Vidity Video	BUS (MHz)	CPU (MHz)	Refresh (Hz)
640x480	24	24	60.10
736x560	24	24	50.14
1024x768 2/16/ 256	24	24	49.11

PRICES:

Nemesis (APEX users only) £49.95
 Nemesis (non-APEX users) £59.95
 Afterburner040 £499.00
 Fitting charge (Nemesis) £40.00
 Fitting charge (Afterburner) £40.00
 RGB Mod & Switch add £5.00
 Vidity £14.95

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 6 Witherford Way, Selly Oak,
 Birmingham B29 4AX
 Tel: +44 (0)121-693 6669
 Fax: +44 (0)121-414 1630

e-mail: 100345.2350@compuserve.com

VIDELITY

SCREEN EXPANDER

Superb for use with a standard Falcon, Vidity is also a "must have" option for Nemesis.

Vidity is a perfect complement for Nemesis, for configuring the highest resolutions possible on the Falcon.

Used with Nemesis, Vidity can extend non-interlaced resolutions to a massive **736x560 true-colour** or **1024x768** (2, 16 or 256-colour) on **standard** 14" VGA monitors... and possibly even higher than this with Screenblaster or BlowUp hardware!

Vidity Feature List

- ❖ 4:3 aspect ratio enable
- ❖ Load/Save configurations
- ❖ Monitor Protect support
- ❖ Full support for Nemesis
- ❖ Other accelerator support
- ❖ Frequency Lock enable
- ❖ External video hardware support
- ❖ RGB & VGA support

Web: <http://ourworld.compuserve.com/homepages/TITANWEB/>

Ed Mcglone discovers the analogue sequencer is alive and well - living somewhere in his Atari Falcon...

MIDI arpeggiator

REVIEW

MIDI ARPEGGIATOR

Mention of the word "sequencer" probably conjures up the image of Cubase or one of the Yamaha or Roland hardware products but the first electronic synthesisers appeared back in the 70's, before micro computers became available, and some included sequencer modules enabling the synthesiser to play itself!

These early machines typically provided eight or sixteen controls, with a corresponding red LED below each one. Each knob controlled the pitch of the synthesiser - the note played - and the sequencer played each of the notes in turn before looping back to the beginning and starting again. The combination of the steady, hypnotic rhythm and the red light tracking from left to right fuelled the imaginations of musicians from Kraftwerk and Tangerine Dream through rock giants like The Who to keyboard wizards like Vangelis and Jean Michelle Jarre.

The arrival of MIDI (Musical Instrument Digital Interface) and the Yamaha DX7 around 1983 followed by the release of the Atari ST with standard Midi sockets helped change the way music is written and recorded forever.

Yeah but...

What has all this got to do with Midi Arpeggiator? Well, Midi Arpeggiator is a faithful re-creation of the early analogue sequencers on your Atari computer using modern midi gear.

It has the same sixteen controls, using more accurate digital display instead of knobs, and the same little "lights" tracking along with the sequence, black in mono resolutions, yellow in colour. Best of all, Midi arpeggiator is just as much fun as the early sequencers were!

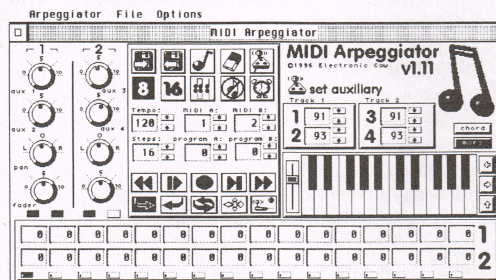
On launching the program I was immediately impressed by the slick inviting interface including familiar tape transport style buttons, more of which later.

Below these are some buttons to switch playback of the sequence between modes - forwards, backwards or ping-pong which plays forwards to the end, then backwards to the beginning again. Alternatively, the notes in the sequence can be played in a random order if you're looking for something a bit more chaotic!

Along the bottom are the sixteen note slots in two rows because Midi Arpeggiator can play back two separate sequences simultaneously and if you have more than one midi channel available on your sound source these two sequences can play back different sounds.

To set up a sequence, simply enable record on one of Midi Arpeggiator's

channels then play the notes on your midi keyboard or using the mouse by clicking on notes using the "virtual keyboard" to the right of the transport bar. The keyboard can even be transposed to access all the notes (0 to 127) midi allows. A slider to the left lets you choose the velocity values entered.



As notes are played the note number appears in the box and the program moves on to the next step - it couldn't be simpler. Mistakes can easily be erased by moving backwards and forwards through the sequence using the mouse or the cursor keys.

The two sets of controls which look like mixer channel strips down the left hand side are the midi equivalent. Using these you can balance the two sequences using standard midi messages for volume, pan and effects sends - usually reverb and chorus but it does depend on the implementation in keyboard or sound module you are using as your sound source. It gets better, using the "Set Auxiliary" boxes, on the right hand side, different midi controllers can be assigned to the aux1 and aux2 controls on each channel strip. For example you could assign modulation and portamento to the two aux controls. If these were previously used for reverb and chorus, the settings for those remain unaffected by the new controller messages.

Midi Arpeggiator can interact with other midi programs in several different ways. Firstly, an Arpeggio can be saved as a standard midi file. These are one or two bars long depending on the settings used and can be imported into most modern sequencer packages including Cubase, Logic and so on.

Secondly, a midi file can be recorded to disk complete with your "performance" of it. The settings and controls within Midi

Arpeggiator can be adjusted while it is playing and the results are faithfully recorded in the midi file.

Occasionally Midi Arpeggiator becomes overloaded, accessing a menu item can cause this, and the timing of the sequence suffers but I am pleased to report the timing on the exported midi file is always rock solid.

Thirdly, Midi Arpeggiator can send a midi clock signal to synchronise playback with another software or hardware midi sequencer - or even another copy of Midi Arpeggiator! Unfortunately it cannot currently act as a slave to an external midi clock so it's not possible to synchronise it to a tape machine or another sequencer package sending out variable tempos.

Midi Arpeggiator is supplied on one floppy disk in a nice CD style box with both printed manuals and ST Guide format hypertext.

Amazingly Midi Arpeggiator only costs £10.00 direct from the publishers, Electronic Cow. The software is continually under development and updates are free to registered users.

I've had hours of fun exploring Midi Arpeggiator and I am quite sure some of its classic analogue style sequences will find their way into my Cubase based compositions sooner or later. ☺

MIDI ARPEGGIATOR

Author
Danny McAleer

Publisher
Electronic Cow
350 Broadwater Crescent,
Stevenage, Hertfordshire, SG2
8EZ
Tel: 01426 281347
Email: abi91@dial.pipex.com
URL: <http://dspace.dial.pipex.com/town/terrace/abi91/cownet.htm>
£10.00 + P&P (50p for UK orders)

Pros
Great fun, amazing price, ongoing development

Cons
Occasional timing glitches, external sync as master only

85%

ATARI COMPUTING ISSUE 4

27

The giant text editor review

This article was first published in *Current Notes* magazine. Originally compiled by Howard Carson with Bill Johnstone and a Cast of Thousands, it was the definitive text editor round up. We are delighted to reprint this revised and updated article put together by Joe Connor...

After promising a comprehensive review of text editors the actual task turned out to be monumental. There are well over two dozen decent text editors to choose between so deciding which editors to review was the first hurdle.

Several text editors stand out so clearly from their siblings we used them to establish the benchmarks used to compare all the others. After agonising late into the night we settled on several fundamental ground rules which determined the final pool of software to review. These were:

Ease of use

Text editors do not 'do' fonts or fancy formatting or text effects and is neither a word processor nor a DTP package. A text editor primarily handles ASCII, it should be fast, easy to launch, configure and offer clearly defined, easily accessible options.

Stability

As they are used so frequently reliability and compatibility are paramount. We tested the contenders on a wide variety of hardware including an 520STf, Mega ST, STe, TT, Falcon, T40/T60 and FaST Technologies equipped Megas equipped with TOS versions between 1.04 to 4.04. We also tested the replacement operating systems Mint/AES 4.xx, Geneva and MagiC.

Documentation

Some editors included little or no documentation, others offered masses of disjointed technical detail or idle chat. Only a few included properly organised and clearly written documentation. Programming a fine piece of software is the hard part but if users can't understand how to use it the programming effort may well be wasted.

Interface

This was a tough call but we decided in this age of 3D windows, buttons, pop-up help balloons, Drag&Drop, multiple clipboards and so on any software which didn't pay lip service to the nineties should go straight in the trash can. We did make a couple of exceptions because the programs were so darn good in all the other areas.

Speed

Although speed was hampered somewhat by some of the more feature rich software a text editor needs a decent turn of speed. We were primarily concerned with loading, saving, smoothness and speed of scrolling, search/replace speed and general responsiveness when typing or using the mouse.

Testing times

We decided the best way to test the text editors would be to assemble an array of hardware and personnel NASA would have been proud of then let everyone loose on all the editors! The enthusiastic and experienced volunteers were Steven Burris, Howard Carson, Donna Hemsley, Bill Johnstone, Dave Lee, Lianne Reitter and Jack Reikel. We compared notes and observed the subtle differences in the way different people used both the computer and keyboard - which often leading to remarkably different responses to individual questions. At the end of a fun, but exhausting weekend we had the raw data needed to compile this overview.

The cutting edge

Edith Pro v1.221P, qed v3.97e, Everest v3.5e, and Edit Plus v3.13, were chosen as the four pre-eminent text editors with three runners-up: 7UP v2.31e, STeno v2.11, and Alice v1.42.

In an effort to determine what these editors are used for we carried out a phone poll of 200 names culled from the latest Toronto Atari Federation membership lists (big club!) and irritated them all with a brief quiz. Almost everyone co-operated and provided us with the basis to proceed with the wild weekend.

David and Goliath

Edith Pro can handle enormous text files in its stride (we're talking 9Mb research documents) with qed and Everest taking the minor placings. Edit Plus features an automatic swap feature to handle files larger than its configurable buffer size and 7UP claims to be able to handle monster-sized files but neither of them could match the front runners stability when poking around in, or creating, really large files. Edith Pro doesn't do anything in a hurry compared with Everest or Edit Plus but neither does it noticeably slow down when handling large files either.

Alice can cope with medium size files, albeit much more slowly than the top three.

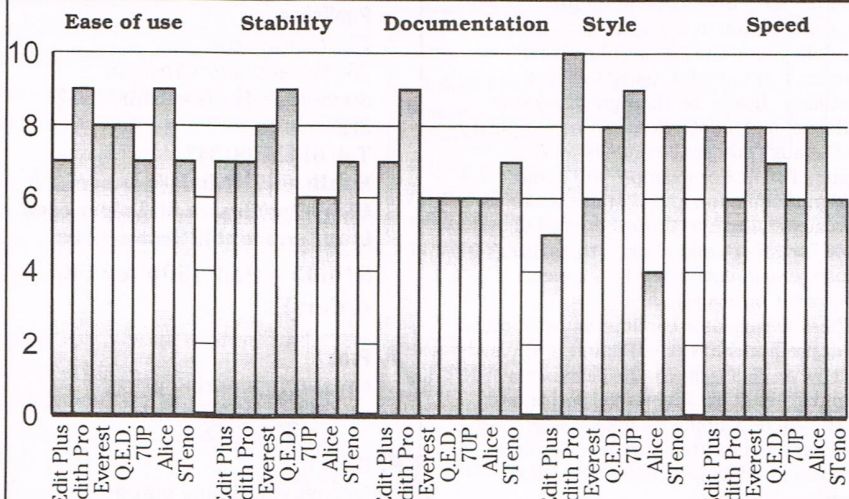
Feature wars!

Edith Pro

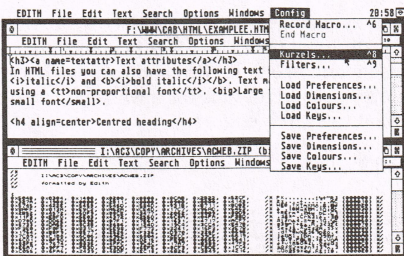
Features

Start new file, open an existing file, open a file from a stored list, close a single window/file, save, save as, save a marked block, import a binary, set up project and programming sessions, print via GEMDOS or GDOS (in single or multiple columns), cut, copy, paste, delete, overlay (Edith can cut, copy, paste and merge columns!), select a single letter/word/line, mark blocks/quadrants (isolated areas of text), select entire documents, shift text to the left/right, toggle word wrap/indent on/off, capitalise, reduce to lower case, increase to upper case, compress tabs, expand tabs, kill trailing

RATINGS



Check this out. This graph shows how each benchmark editor performed in the opinion of our testers, based on the established criteria.

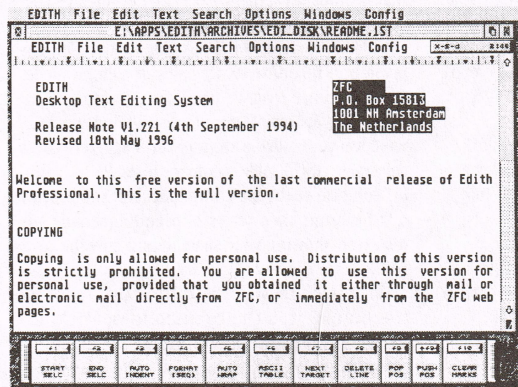


blanks, erase, sort, reverse order, format, cut/delete lines, search, search for multiple targets, replace, push/pop positions (intelligent bookmark handling), replace, go to specific lines, flash matching brackets, operate in replace or insert mode, iconify, cycle windows/dialogs, tile vertically or horizontally, increase/decrease font size, use SpeedoGDOS fonts for display, choose different fonts for different dialogs, utilise a note/memo pad/window, record and use macros, use kurzels (auto expanding abbreviations), call a selectable ASCII table, call one of three internal clipboards, restore deleted text (enhanced undo feature), and call a variety of filters (modular utilities), which provide information about file size (bytes, number of lines and words, average line and word length, line style), history of usage, provide unix-style spell checking and display a useful calculator. Whew!

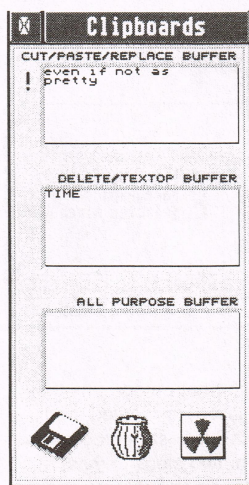
Edith Pro was shareware, but development has now ceased and the author has released it as Freeware, with distribution restrictions.

Edith Pro performs admirably under TOS, MinT/MultiTOS (and AES 4.xx), and MagiC but slows down noticeably under Geneva.

Edith Pro's word wrap and justification routines are outstanding.

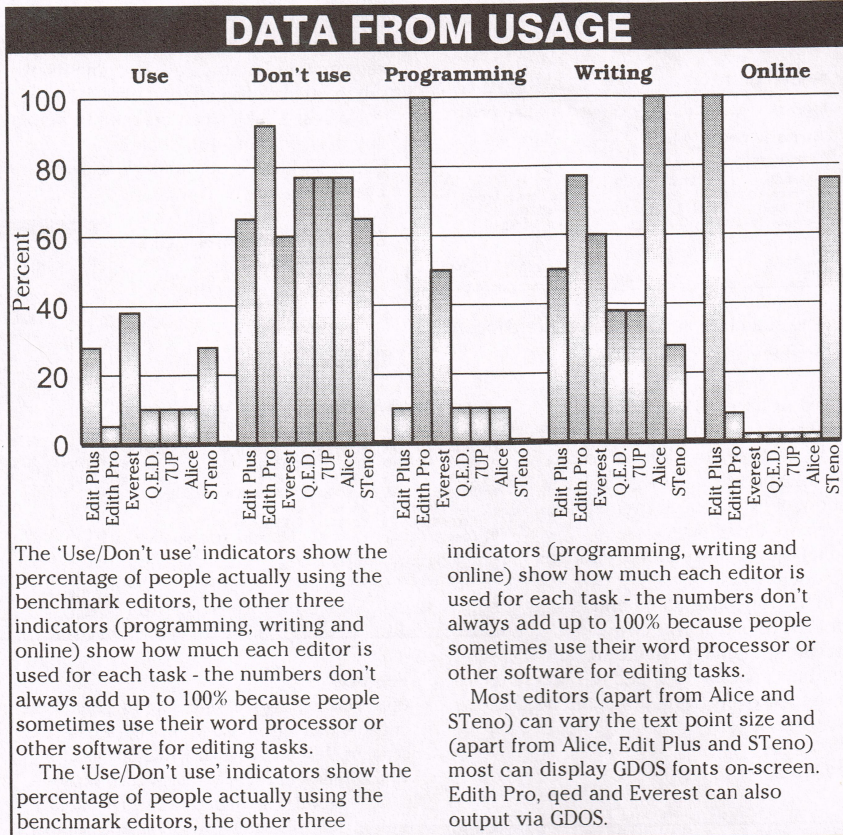


↑ Edith Pro can mark columns of text and paste them back in again in 'overlay' mode - no other editor can do this!



The search and replace functions are extremely well-specified - you can search and mark, mark the first instance, mark single words or whole lines, and replace one or more instances.

Edith is the only text editor of the group to implement Drag&Drop



The 'Use/Don't use' indicators show the percentage of people actually using the benchmark editors, the other three indicators (programming, writing and online) show how much each editor is used for each task - the numbers don't always add up to 100% because people sometimes use their word processor or other software for editing tasks.

The 'Use/Don't use' indicators show the percentage of people actually using the benchmark editors, the other three

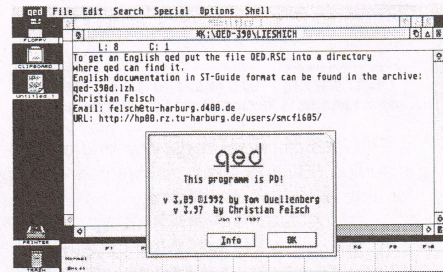
indicators (programming, writing and online) show how much each editor is used for each task - the numbers don't always add up to 100% because people sometimes use their word processor or other software for editing tasks.

Most editors (apart from Alice and STeno) can vary the text point size and (apart from Alice, Edith Plus and STeno) most can display GDOS fonts on-screen. Edith Pro, qed and Everest can also output via GDOS.

between its clipboards and/or between open windows and also supports background window operation. Optional auto window topping routines tops the window under the cursor automatically. Words can be capitalised or changed to upper or lower case without having to first mark a block. The search and mark feature allows you to locate specific instances of letter sequences or words, and then utilise the capitalise or lower case functions to alter entire documents. Edith also sports its very own file selector which runs in a window (pre-dating Freedom by a couple of years!), and all its dialogs are non-modal. Edith runs as a program or desktop accessory

and despite its detail, complexity and power, remains surprisingly easy and intuitive use. It's also one of only a handful of text editors which are usable in ST-Low resolution - a brilliant design.

qed



Features

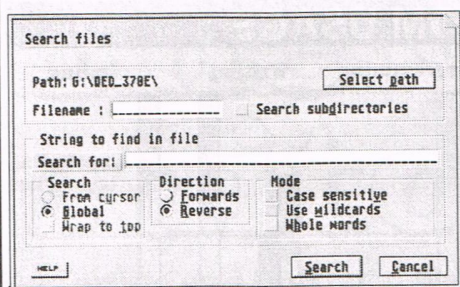
Start/open/merge a file, begin (or open) a programming project, close a window/file, save, save

as, revert to the previous file, cycle windows, print via GEMDOS (using some supplied, well written drivers rather than generic Epson routines) or GDOS, obtain individual file info (time/date stamp, size in bytes, number of lines), undo previous actions, cut, copy, paste, select blocks, select entire texts, transpose characters (position the cursor between two characters to be reversed then press [Control]+T to swap their positions), shift text to the left/right, capitalise, increase to upper case, decrease to lower case, search, search and replace, go to specific lines, set bookmarks, compress/expand/convert tabs (from true tabs to editor tabs), record and use macros, call a selectable ASCII table, operate in insert or overwrite mode, tidy up (resize) multiple windows, autosave files, reload the last file (or any specified project) you were working on when you last shut down the program, call a shell/compiler, 'make' file, link project sections, make and execute code via a shell, and store a variety of commands in function keys. Whew again!

qed was the brainchild of Tom Quellenberg, who passed ongoing development over to Christian Felsch and released it as Public Domain.

qed is a quick text editor featuring smooth scrolling, 3D dialogs and compatibility with both single TOS and multitasking operating systems. qed's continuous paragraph formatting ensures easy to read/write documents, no matter how much cutting and pasting you do. Occasional formatting glitches, when reformatting short lines, can be fixed using the partially implemented reformat command (the author uses qed for programming rather than text editor and uses that as an excuse).

qed requires letters and/or words to be highlighted before they can be capitalised or changed to upper or lower case, which renders this function almost redundant - it's usually faster to delete a

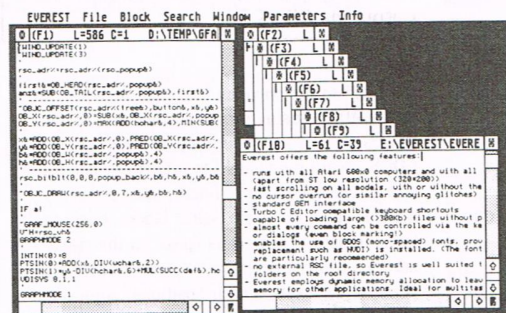


↑ The search/replace functions are almost as comprehensive as Edith's.

word or letter and re-type it. However, using the search and mark feature does allow you to locate specific instances of letter sequences or words then utilise the capitalise/lower case functions to make global changes to documents.

The transpose command is a delight to use, it works without having to highlight anything, and enables characters typed in reverse to be swapped over, Everest also offers this feature.

Everest



Features

Start/open/merge a file, abandon file (revert to last saved version), save, save as, close a window/file, cycle windows, save changes only, print via GEMDOS or GDOS, cut, copy, paste, delete, reformat, transpose characters (position the cursor between two characters to be reversed then press [Alternate]+[Numeric pad -] to swap their positions), shift text to the left/right, quote text blocks (ideal for answering email), select single word/paragraph, search/replace, replace marked block, go to line, flash matching brackets, set bookmarks (Everest calls them labels), tile windows vertically/horizontally, operate in insert or overwrite mode, display info on individual files, use kurzels (auto expanding abbreviations), load/save LIS (project) files, call a programming shell, utilise compile and make commands.

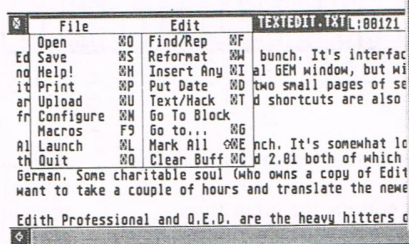
Everest is shareware, programmed by Oliver Schmidt, and is definitely the best general text utility of the bunch. Everest runs as a program only and is very fast - even with the maximum of ten open windows displaying large files and is suitable for a wide variety of tasks.

Despite its lack of heavyweight writing features many writers find the straightforward interface and unsurpassed keyboard handling irresistible - Everest never suffers from cursor, delete key, backspace or spacebar overrun irrespective of Control Panel keyboard settings or how long you hold down a particular key.

Everest's raw power is tucked away under the surface where options to reformat and manipulate documents are much quicker to use than explain!

Everest LIS files can be used to display any desired files - the default EVEREST.LIS file optionally re-opens Everest exactly as it was last time it was used. Everest is compatible with all TOS versions and replacement operating systems.

Edit Plus

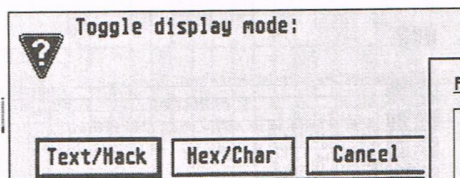


Features

Open new/existing file, save, save as, print blocks or entire files, upload blocks of data (text) to the serial or MIDI ports (handy for anyone using a VT52 terminal or console window such as those provided by noDesk, Thing and MagiC), send blocks of text into other applications - this works beautifully in conjunction with Stalker, quote text for answering e-mail and then Kwiksend while online, record and use macros, search/replace, reformat, operate in insert or overwrite mode, insert date at the cursor position, operate in text or hack mode (hack mode allows you to edit and properly save binary or hex code, one of Edit Plus' inimitable features), mark and unmark blocks, mark an entire file, go to specific blocks and lines, use the clipboard or RAM buffer for editing blocks, increase text to upper case, decrease text to lower case, capitalise, and clear the text window of its contents.

Edit Plus runs as a program or an accessory and can only display a single window. A partial solution to this limitation is to launch multiple copies of Edit Plus each displaying one document - awkward but it works.

Edit Plus erupted out of the mind of Craig Harvey about six years ago. Originally released as shareware called EdHak it evolved into a commercial product - probably the most widely used commercial text editor in North America.

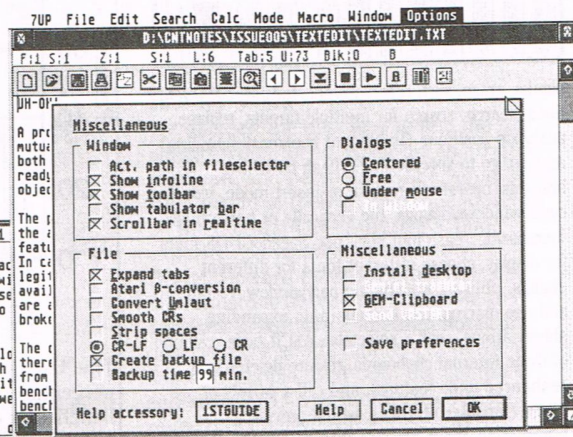


↑ Edit Plus can edit almost any kind of file including RSC/PRG files, disk sectors and for normal text creation/editing.

Although relatively unknown in Europe, Edit Plus works flawlessly under all TOS versions and replacement operating systems. Rather than aiming at a particular audience, or set of tasks Edit Plus is a fast effective general purpose text editor with a

quirky menu system! Craig Harvey provides masterful support for all of his registered users and like Edith Pro and Everest, once you've used Edit Plus for a while you won't want to switch editors.

7UP

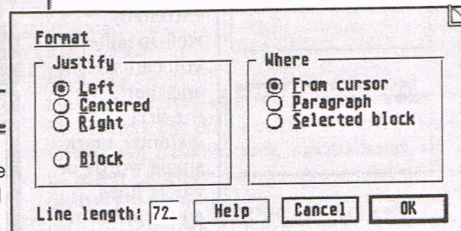


Features

Start a new file, open an existing file, pick a file from a stored list, insert a file, obtain extensive information on individual files (creation date/time, number of lines/pages/longest line and active files), close individual windows, save, save as, abort, call a TOS shell, set up different page layouts, print via GEMDOS using a combination of variables, undo last operation, cut, copy, paste, select blocks or entire files, shift text to left/right, sort lines, toggle case, increase marked blocks to upper case, decrease marked blocks to lower case, capitalise marked letters or words, search and replace, search inside other files, mark blocks, go to lines or pages, call an extensive mathematical and statistical calculator, customise the calculator's notation base, operate in insert/overwrite/block or column mode, record and use macros, use kurzels (auto expanding abbreviations), close all windows, tile windows vertically/horizontally or staggered, call a selectable ASCII table, compare texts for differences, check matching brackets, and preview text for printing (a series of page thumbnails are displayed showing your spacing and how the text will look on the page).

7UP is shareware and the curious one of the bunch. It is the brainchild of Michael Thanitz, an immensely talented German programmer. 7UP is a masterful piece of work sporting a delightful, customisable icon bar and information line in every window which provides continuous file, layout and positional data as you type.

7UP features a non-standard formatting method which is suitable for use as a programmers editor but quite unsuitable for most other tasks.

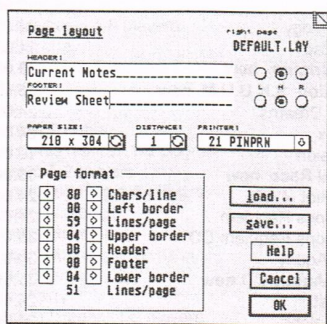


↑ Before 7UP can format paragraphs they have to be fully justified, re-marked, and then reformatted, this four step process is performed in one or two steps in most editors and is its Achilles heel.

SHORTLIST

Here's a list of the editors we culled to come up with our final selection: Oddball (no kidding), EMACS (shudder), vi (shudder), Flash (it's a comms program, but the built-in text editor is pretty darn good), Freeze Dried Terminal (ditto), ST Writer, Tempus II (good but no longer available in its original form - it evolved into Tempus Word and is only available in German), Edwin, Elvis, Easy Text, Pen Pal, Pro Edit, MGWriter, STevie, and SpiritEd (which almost made the cut).

7UP is so attractive it's almost worth using anyway - but it's not the ideal choice for an everyday all purpose workhorse.



STeno

Features

Start a new file, open an existing file, insert (merge) a file, save, save a marked block, save as, print a file/marked block, undo the last operation, cut, copy, paste, delete, mark/unmark blocks of text, print via GEMDOS, select entire files, reformat paragraphs or entire files, search, search and replace, go to specific line numbers, expand tabs when saving or cutting and copying, call the accessory version of STeno as a type-ahead buffer for STalker, send quoted or unquoted blocks of text to STalker, call STalker, and tile its window with STalker's.

STeno is a commercial product from Gribnif Software, originally coded by Eric Rosenquist as a companion to STalker. STeno development continues under the skilled hands of Jeffery Krzysztof and it's a good, basic text editor.

STeno is unadorned and functional with one concession to luxury - the cursor position is displayed in the title bar of the window. Like Edit Plus, STeno only displays a single file at a time. If you use STalker and/or have limited ASCII editing needs, STeno is up to the job.

Alice

Features

Start a new file, open an existing file, close the top window/all windows, save (which closes the current file window), save as (which also closes the current file window), back up (save and resume), back up as, print via GEMDOS, mark/unmark blocks, cut, copy, insert (paste), delete, clear the cut/copy buffer, select from a list of loaded (active) files, search, search and replace, go to line, go to page, call up basic file info (number of pages, lines, longest line, number of letters), and delete entire files.

Alice is Public Domain programmed by Ralf Kaufmann of Essen, Germany. Recent German releases have not made it into English.

Alice is nice enough, fast enough and functional enough text editor, with one failing - no auto-wrap.

This is a very serious drawback in a modern text editor and reason enough to demote it to runner up status. Alice's heritage is that of a typing program requiring you hit the Return key at the end of every line, just like a real typewriter - there's even a soft bell which 'dings' with each keystroke if you continue typing past the right hand margin. Alice is compatible with all TOS versions and replacement operating systems and offers efficient text editing, reliable multiple windowing, and a nifty time/date display in the upper right corner. Alice made the cut primarily because it's stable, functional, compatible and free.

Manuals (RTFM)?

The original shareware version of Edith Pro was supplied with a superb A4 size illustrated printed manual and a context sensitive online help system - nearly as extensive as the printed manual. However the freeware release doesn't include the online help files and there's no easy way to get them! To put it another way there is no documentation available for new users which takes Edith Pro down from first to last place in this department.

Edit Plus and STeno are supplied with booklet sized, complete, well-ordered manuals and are required reading for anyone wishing to get the most from either editor. Both feature help dialogs, accessed via the Help key, which list the standard keyboard and mouse commands. Edit Plus' pop-up contains the program's entire keyboard command structure.

qed provides online help using ST-Guide, 7UP provides English online help in 1stGuide format. Both hypertext files are comprehensive and useful although 7UP's suffers from translation inconsistencies. There is no English ASCII help or documentation supplied so you have to use ST-Guide or go without.

Everest is supplied with an extensive, well-ordered DOC file, which is a must-read for anyone wishing to get the most out of this editor. It is one of the better written DOC files for any program, having suffered few (if any) problems during its translation. Everest can make use of the TurboC Help accessory, if present. The registered user master disk includes a hypertext adaptation of the ASCII documentation.

Alice has neither a manual or DOC file, it does feature several online help screens, and these deal with mouse, keyboard, block and window commands and functions. Although barely adequate the help screens are appropriate to Alice's unpretentious aspirations.

The big decision

As you'd expect there is no definitive answer which applies to everyone. Each editor addresses a different audience but no single editor covered the entire spectrum of usage. We reckon most people would benefit from having at least two of the top flight editors on hand to cover all eventualities. The following combinations are recommended (STalker users may like to use STeno in preference to either Edit Plus or Everest):

- ① Edith Pro plus Edit Plus or Everest
- ② qed plus Edit Plus or Everest
- ③ Everest plus Edit Plus
- ④ 7UP plus Edit Plus or Everest

STATUS AND SOURCES

Edith Pro

Edith Pro is Freeware but can only be downloaded from the ZFC homepages or obtained from the AC3 Reader Disk:

URL: <http://www.nl.net/~zfc/index.html>

For more information contact:

ZFC P.O. Box 15813, 1001 NH
Amsterdam, The Netherlands
Tel: +31 20 4 208 248
Email: zfc@zfc.nl

EditPlus

A demo version is available from most PD/Shareware libraries and online services. The commercial release can be ordered from your Atari dealer or direct from the author:

Clear Thinking, 14 Payeur Road, Ann Arbor, MI 48108, USA
Tel: +(313) 971-8671

Everest

Everest is shareware and available from most PD/Shareware libraries and online services. The latest English version is maintained on the InterActive webpages:

URL: <http://www.cix.co.uk/~inactive/>

Or direct from the author:

Oliver Schmidt, Haselredder 23,
23701 Eutin, Germany

qed

qed is Public Domain software and available from most PD/Shareware libraries, online services or direct from the developer:

Christian Felsch, Bevenser Weg 18,
21079 Hamburg, Germany
Email: felsch@tu-harburg.d400.de

7UP

7Up is shareware and available from most PD/Shareware libraries, online services and direct from the author:

Michael Thanitz, Osningstrasse 69,
33605 Bielefeld, Germany

STeno

A demo version is available from most PD/Shareware libraries and online services. Order the commercial release from any Gribnif dealer or directly from Gribnif:

Gribnif Software, P.O. Box 779,
Northampton, MA 01061, USA
Tel: +(413) 532-2424
Fax: +(413) 532-2540

Alice

Alice is PD and available from most PD/Shareware libraries and online services.

PS...

For those who give a darn about such things, at the end of the week following the testing session, virtually all the testers had put Edith Pro, Edit Plus and Everest into regular use on their systems. All of the programs tested were registered versions, fully enabled, and supported by their respective authors. ☺

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Basic BASIC!

By the end of this series you should be able to use menus, dialogs, window dialogs, text windows, picture windows, alert boxes, windows, the file selector and understand how to make accessories. I'll also be explaining the tricks of the trade including how to add 'Shareware delays' and 'progress meters' to your programs. Later on, depending on the feedback, I may cover other topics.

Don't worry if you don't understand everything I'm saying as I will include plenty of pictures, diagrams and examples as we go along. I'm going to assume you have managed to get to grips with the HiSoft BASIC editor so if you haven't it's time to dig the manual out and experiment with it before reading on.

Lets go...

We start our tutorial off with a very simple program. Once you've loaded up HBASIC, type in this listing:

```
BASIC-2 File Edit Search Block Options Program Tools
Line: 1 Col: 15 Mem:49965
PRINT "Hello!"
```

You can run the program by using [Control]+X. Notice after the program has executed 'Hello!' has been printed - or written - to the HiSoft BASIC window. This is one of the simplest commands available. Whatever is inside the speech marks is printed to screen. Try some other texts until you've got the hang of it and once you're finished, try this...

```
BASIC-2 File Edit Search Block Options Program Tools
Line: 3 Col: 7 Mem:49942
FOR a=1 TO 10
PRINT "Hello!"a
NEXT a
```

This is a slightly more complex program. Run the program as for the previous example. This time, notice a series of 'Hello!'s, a space, and then a number is printed. These numbers are the contents of the variable A. Variables have similar properties to variables in algebra - but you don't need to be good at maths to get to grips with variables! The FOR tells HBASIC our variable A should start at 1 and go to 10. The semi-colon (";") tells HBASIC to print the A variable next to 'Hello!'. Change 'PRINT "Hello!";a' to 'PRINT "Hello! a"', and try that. Notice this time 'a', instead of the variable 'A', is printed. Notice the difference between the text and the variable? The 'NEXT a' tells BASIC this is where the FOR loop ends. This command tells it to continue with the 'FOR' command until it has finished. OK, time to try something a little more interesting...

Paul Jones kicks off a new series of tutorials getting to grips with HiSoft BASIC...

```
BASIC-2 File Edit Search Block Options Program Tools
Line: 4 Col: 37 Mem:49989
FOR a=2 TO 8 STEP 2
PRINT a
NEXT a
PRINT "What do you think goes here?"
```

I couldn't resist it - but it does serve to introduce the STEP command. The STEP command tells HBASIC to jump numbers. For example, FOR a=2 TO 8 STEP 2 starts at 2, then jumps 2 to 4, then jumps another 2 to 6, and finally jumps another 2 and stops at 8. Did you notice 'What do you think goes here?' only appears after the FOR loop?

How long is a piece of string?

Adding text to your programs is easy to do. A text string always has a name ending in "\$". For example 'mytext\$' can contain any text string, whereas 'mytext' without the dollar sign can only contain numbers. Try this program:

```
BASIC-2 File Edit Search Block Options Program Tools
Line: 4 Col: 7 Mem:49921
ac$="Atari Computing issue"
FOR a=1 TO 5
PRINT ac$a
NEXT a
```

An alternative to 'PRINT ac\$a' would be to write out 'PRINT "Atari Computing issue";a', however as programs become longer it makes sense to store text which may be needed more than once in strings. Try this program next:

```
BASIC-2 File Edit Search Block Options Program Tools
Line: 3 Col: 7 Mem:49943
FOR a=65 TO 80
PRINT a,CHR$(a)
NEXT a
```

A number, a gap then a letter should appear on the screen - all 26 letters of the alphabet to be exact. Notice there is a comma (",") instead of the semi-colon (";") in the PRINT statement. This is responsible for the gap between the objects being printed. You can of course replace the comma with the semi-colon and experiment to see the difference.

Every command in HBASIC is detailed in the 'Technical Reference' section of the manual. CHR\$ is detailed on page 16 which explains this function produces a character numbered ASCII code in its brackets. In the above example, this is our variable A.

ASCII stands for American Standard Code for Information Interchange and enables text created on one platform to be read on any other. Using ASCII and CHR\$ any available characters can be displayed. This example displays the copyright symbol:

```
BASIC-2 File Edit Search Block Options Program Tools
Line: 1 Col: 59 Mem:49921
PRINT "Copyright "CHR$(189);"1997 PJO & Atari Computing"
```

Here's another way string commands can be used efficiently:

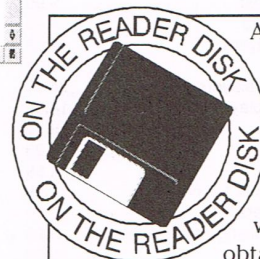
```
BASIC-2 File Edit Search Block Options Program Tools
Line: 4 Col: 7 Mem:49923
ac$="triangle"
FOR a=1 TO LEN(ac$)
PRINT LEFT$(ac$,a)
NEXT a
```

A program generating the same result, without using string commands, could look like:

```
BASIC-2 File Edit Search Block Options Program Tools
Line: 8 Col: 17 Mem:49873
PRINT "t"
PRINT "tr"
PRINT "tri"
PRINT "tria"
PRINT "trian"
PRINT "triang"
PRINT "triangle"
PRINT "triangle"
```

Either method is fine for short strings but imagine how tedious the second method would become if the text to be output is increased to several hundred letters long...

Well, that's it for this issue. Next time we will look at creating our resource file in WERCS, and make a start on our tutorial project to produce a printer utility, named PDO. In the meantime why not try experimenting with the programs presented here and figure out how the 'Triangle' program works? ☺



A working copy of HiSoft BASIC is included on this issue's Readers Disk to accompany this tutorial along with an offers to obtain the manual or upgrade to HiSoft BASIC v2 direct from HiSoft.

Please do take the time to feedback your comments to Paul Jones via the Atari Computing office or direct to him at:

paulat.jones@zetnet.co.uk

A bit more padding

In this second article, Xav takes a more detailed look at the humble joystick.

Just in case you missed part one let me start with a brief description of the 'joypad'. The joypad is an input device, designed primarily for games playing, and is the standard controller for a Jaguar. Standard joypads have three fire buttons, a twelve button numeric keypad, pause and option buttons, and a directional pad, sometimes referred to as a 'D-pad'.

This article will explain the inner workings of the joypad, as the principles used here are fundamental to many of the EJP projects that can be made. A brief description of the joypad hardware was given in part 1, and it may be useful to refer back to that if you have a copy.

Trigger Happy

Taking the circuit diagram vaguely from left to right, the numbered circles (and those along the top) represent the pins of the joypad connector. Those on the left carry the input to the computer as simple high or low voltages - which are provided by that big rectangular object. This is a 'Schmitt triggered octal buffer.'

Impressive sounding stuff, maybe, but all it does is take signals in from one side (the wide end of the triangles), clean them up a bit so they don't scare the computer too much, then squirt them out the other side (the pointy end of the triangles). At the top is a connection for the positive power supply (from pin 7), and at the bottom is the connection to ground (pin 9). There are also a couple of other inputs at the bottom - the 'enable' connections. These effectively switch the whole chip on and off, and are activated when 'pulled low' (that's what the bar over the top means). For our purposes we

always want the chip active, so they are permanently grounded.

Next along we have a number of resistors which connect the Schmitt triggers to the positive supply. Their sole purpose here is to ensure that the computer normally receives 'high' values unless a button is being pressed and read from. All of which brings us neatly onto...

with most of the buttons is a diode. This can be thought of as a one-way valve for electricity, and prevents the Schmitt trigger from reading the buttons of adjacent columns when it's not supposed to. Since the Pause button doesn't share its Schmitt trigger with anything else, it doesn't need a diode.

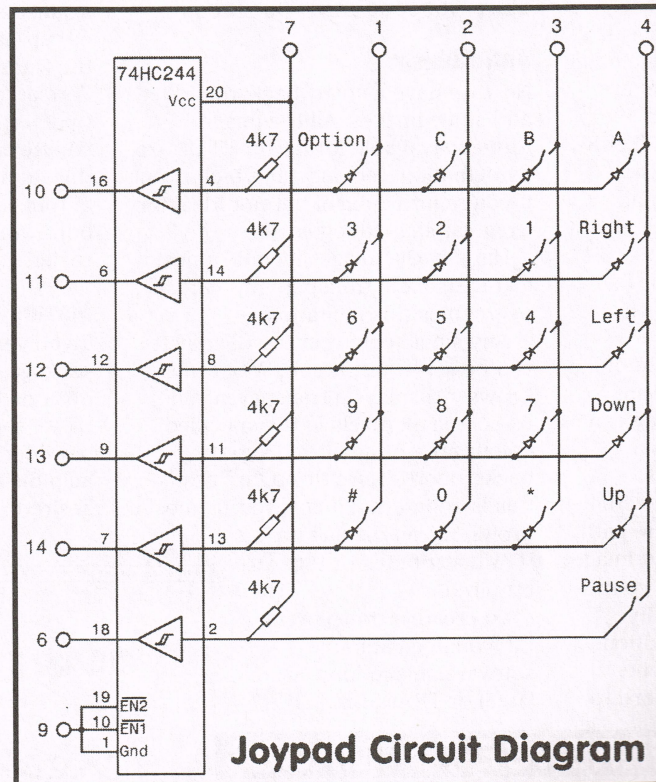
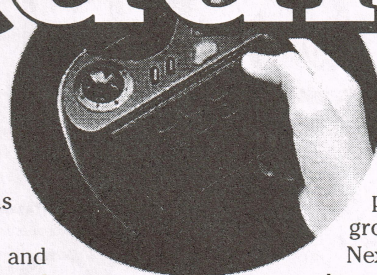
When a button is pressed it effectively transfers a high or low voltage from the pin to which it's connected, onto the diode. If the voltage is high, the diode blocks it. If the voltage is low, the diode 'pulls' the input to the Schmitt trigger low as well. This signal is then cleaned up and passed to the computer.

Therefore in order to read any one switch it is necessary to make the appropriate column low, and all others high. This is done by using some of the pins on the EJP as outputs and setting them accordingly. Then it is a simple case to read the values returned on the input pins.

Next Issue

It's worth reading through this page a couple of times to make sure you understand what's going on, as a good grounding in the hardware of the joypad will make it much more understandable to program - which is what we'll be starting on next time.

Meanwhile you'll find a couple of goodies on the reader disk (you do take the reader disk, don't you?). First of all, there is a GEM file of the joypad circuit diagram, for those hardware hackers amongst you that would like it printed a little larger. Secondly there is a joypad test program - nothing too exciting at the moment, but I hope to develop it in line with this series as an aid to the testing of some of the projects.



↑ Circuit diagram of the hardware - please don't turn over just yet - it's not as intimidating as it looks and is quite simple when viewed at as a number of building blocks, trust me.

The buttons

Each button, as can be seen, is connected at one end to the Schmitt trigger, and at the other end to one of the pins along the top. Associated

After last issue's leisurely introduction Neil Jones-Rodway looks at some tags to give your pages an edge over the competition...

No doubt you'll have seen the snazzy backgrounds displayed by some pages. The **<BODY>** tag takes care of these - you may recognise it from last month's skeleton document. Various attributes can be used to alter aspects of the basic page, a typical set is:

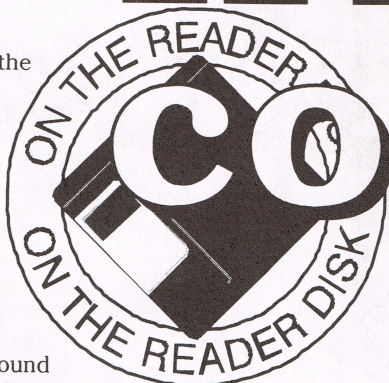
```
<BODY BGCOLOR=...
TEXT=... LINK=...>
```

The tag which sets the background colour is the **BGCOLOR** attribute. This can be specified by name (for example **BLACK**, **WHITE**, **YELLOW**, **RED**, etc) or as three hexadecimal numbers representing Red, Green and Blue (RGB) values in the range 00 to FF (or 0 to 255 in decimal). In this format #000000 is black and #FFFFFF is white. The predefined colour names are listed in the README.TXT in the HTML_TUT folder on the Reader disk. More comprehensive details, including the RGB values for each colour, are included in the RGB_CODE.TXT file which can be found in the HTML3KRZ archive on the AC#3 Reader disk.

If you select a dark background colour you'll need to select a light text colour, using the **TEXT** attribute. Similarly the highlighted colour for links should be adjusted using the **LINK** attribute.

You may eventually get bored of flat colours and want to add a texture to the background, the **<BODY>** tag can specify an image to be used as a background instead. To do this, replace the **BGCOLOR** attribute with **BACKGROUND="..."** adding the path and filename of the background image between the quotes. Do check your background image looks good in mono, 16 and 256 colour resolutions as some images look terrible when dithered making some pages hard to

HTML coding



read without turning the background off completely.

In the examples accompanying this article I've selected a light texture (BACK.GIF) over which the story text is displayed:

```
<BODY BACKGROUND="back.gif"
TEXT=#000000 LINK=#00FF00>
```

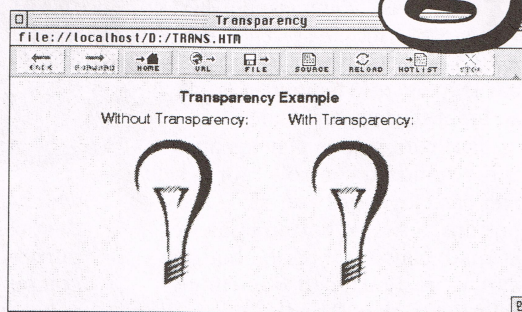
Anti Cubism

Now we have a smart background let's add some images. All the image formats available for use in HTML are, by definition, rectangular which is fine if you're into cubism but not ideal for irregular shaped logos etc.

Happily GIF images include a neat feature, called 'transparency', which overcomes this limitation.

Any single colour in the GIF palette can be set 'transparent'. When the browser displays a transparent GIF on-screen all pixels in the specified colour are not displayed - so the background shows through. Because this is an internal image setting most browsers can display no HTML attributes or tags are required.

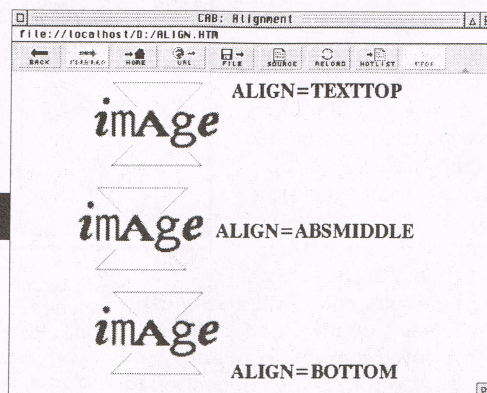
To create a transparent GIF you need suitable software. ImageCopy (v4 or later) or TRANSGIF.TTP



(included in the CAB distribution) both work fine. Taking the example lightbulb GIF image, which is black against a white background, we could either load it into Imagecopy and set the transparent colour via the 'Change Format' dialog or use TRANSGIF.TTP to determine which colour in the palette is white then manually enter this number into TRANSGIF.TTP and output the result as a modified file - both work fine but Imagecopy is easier.

Moving About

If you've laid out pages using a DTP package, you'll be aware of options to position images within text. Using HTML the **** tag supports a bewildering number of attributes to help display the image exactly as desired.



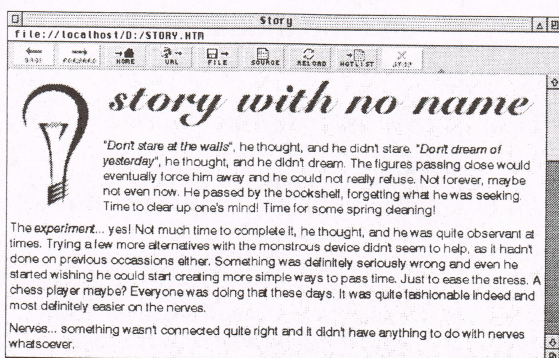
One of the most basic attributes is **ALIGN=...** which can be used to vertically align text so it appears after the image aligned to the top, middle, or bottom of the image (**ALIGN=TEXTTOP**, **ALIGN=ABSMIDDLE** and

QUICK REFERENCE TO IMAGES

<BODY...>	BGCOLOR=	Background colour
	BACKGROUND="..."	Background image
	TEXT=...	Text colour
	LINK=...	Link colour
<IMG...>	SRC="..."	Image filename
	ALT="..."	Substitute text
	BORDER=...	Border thickness
	ALIGN=...	BOTTOM, ABSMIDDLE, or TEXTTOP for text alignment
		LEFT or RIGHT for a floating image
		CENTER to centre the image
<BR...>	HEIGHT=...	Height of image
	WIDTH=...	Width of image
	CLEAR=...	LEFT, RIGHT or ALL

ALIGN=BOTTOM respectively). More usefully images can be forced to 'float' on the left or right hand side of a page, with any text flowing neatly around it (ALIGN=LEFT and ALIGN=RIGHT).

Related to floating images is an extension to the
 tag we used last issue. The CLEAR=... attribute forces a line break to flow text beneath a floating image. Text can be flowed under images on the left hand side (CLEAR=LEFT), the right hand side (CLEAR=RIGHT) or both sides (CLEAR=ALL).



In this example the lightbulb image has been aligned to the left at the top of the page before the text of the story commences:

```
<IMG SRC="bulb.gif" ALT=""
ALIGN=LEFT>
```

Images can be used as links by placing them inside a ... container tag, by default these display a border - to indicate it's a link. If you would prefer to remove the border (which often looks better) it can be turned off by setting a BORDER=0 attribute inside the image tag. A border value (width) of 0 turns the border off with higher values displaying increasingly thicker borders.

Two other attributes regularly used inside the ... tag are HEIGHT=... and WIDTH=... which, as you can probably guess, specify the size of the image in pixels. Setting these values to anything other than the actual size of the images squashes, stretches and distorts the displayed image, which must be useful - I just can't think of a good example right now!

Browsers use these attributes to format and display text first, leaving gaps for the images, before displaying the images. This is especially useful for anyone reading your pages online because they can start reading while the images are downloading.

Tables

HTML tables have two uses. The first, and obvious use, is the presentation of data in table format. The second is more interesting and includes its use

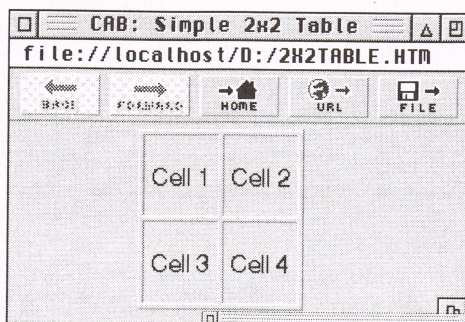
QUICK REFERENCE TO TABLES		
<TABLE...>...</TABLE>	WIDTH=...	Width of table
	BORDER=...	Border thickness
<TR>...</TR>	ALIGN=...	LEFT, RIGHT, or CENTER
<TD>...</TD> or	WIDTH=...	Width of cell
<TH>...</TH>	HEIGHT=...	Height of cell
	COLSPAN=...	Number of columns this cell spans
	ROWSPAN=...	Number of rows this cell spans

as a layout tool, in much the same way text frames are used in DTP packages.

The syntax for tables is straightforward, but with large numbers of 'cells' it's easy to make mistakes and get confused - try drawing a sketch on paper first.

Tables are enclosed inside the <TABLE>...</TABLE> container tag, which envelops a number of rows (<TR>...</TR>), each row envelops a number of data cells (<TD>...</TD>). So a table 2 cells wide and 2 cells high looks like this:

```
<TABLE>
<TR>
<TD>...cell1...</TD>
<TD>...cell2...</TD>
</TR>
<TR>
<TD>...cell3...</TD>
<TD>...cell4...</TD>
</TR>
</TABLE>
```



You won't be surprised to learn various attributes can be inserted inside a <TABLE>... container tag to specify the width and height of the table using the WIDTH=... and

HEIGHT=... attributes - specifying the size either as a fixed amount in pixels, or as a percentage of the window width. By default tables are invisible, to make tables appear on

screen you have to 'turn on' a border using the BORDER=... attribute, specifying the border thickness in pixels.

Often plain tables are not enough to display the data as desired so the ROWSPAN=... and COLSPAN=... attributes can be used to 'join' table cells into columns or rows consisting of single cells. For example, in the 2 by 2 table example, to merge cells 2 and 4 into a single 2 units high cell the cell 2 line would be changed to:

```
<TD ROWSPAN=2>...cell2...</TD>
```

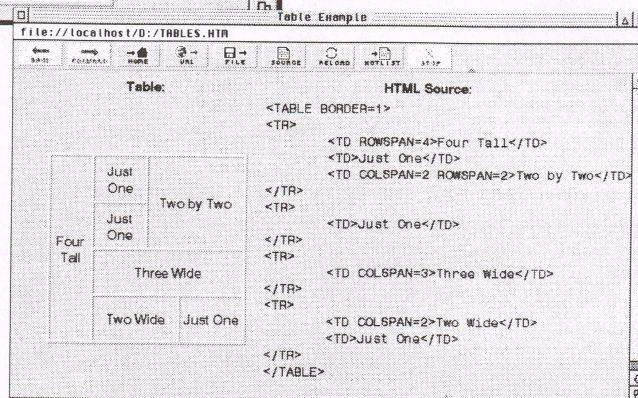
This cell now spans 2 rows so there's no need to specify cell 4. Clever eh? If you draw tables on paper first, and code with a border turned on, it's easier to keep track of what's happening. Once the table is performing properly the border can be turned off, if it's not required.

The size of individual cells can be fixed by using the HEIGHT=... and WIDTH=... attributes in the <TD> tag.

To create a page of text to the right, leaving a wide space on the left, create a 2 cell table where the first cell forms the gap with a fixed width (for example <TD WIDTH=100>...) and the second cell contains the text taking up the remaining space (for example <TD WIDTH=100%>...).

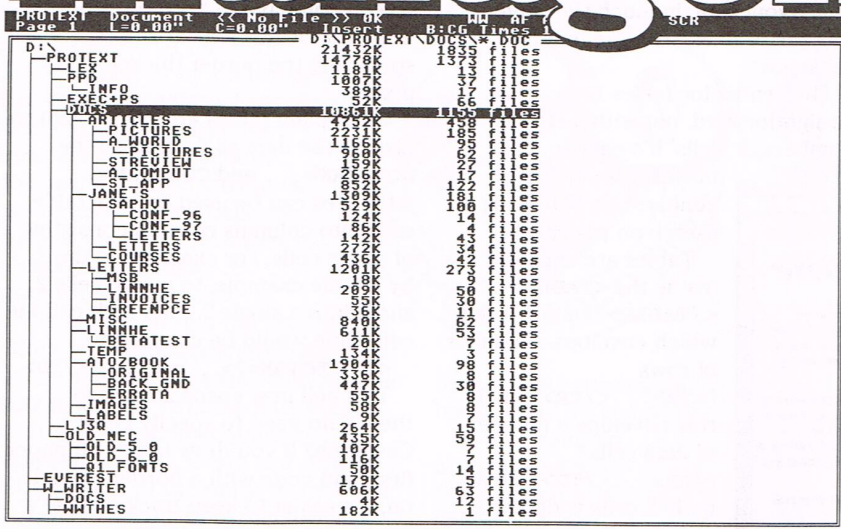
Headings can be added to tables using the

<TH>...</TH> tag instead of the <TD> tag which means Table Data. The <TH> tag is almost identical to the <TD> tag but formats text slightly differently.



That's it for another issue. HTML coding is increasingly presentation-oriented so there is a lot of ground to cover - even for some of the simpler tags! Until next time, happy coding!

Disk and file management



Hard disks can get into a mess pretty quickly. Mark Baines looks at some simple disk housekeeping and file management methods.

The organisation of files on your disks and their general maintenance is more important if you have a hard disk, if only for the simple reason that there is more to lose when the inevitable accident happens. However, most of the principles covered here also apply to single floppy-based systems.

Folders and File names

You should all be familiar with folders or sub directories. One of the best ways to organise files on a single floppy or hard disk partition is to group related files together in a folder rather than have them scattered all over the place. This is also important if you have many small data files as the maximum number of files in the root directory of a double-density floppy disk is 112. There is no limit in a folder. For instance, on the floppy containing your word processor, the program file can be in the root directory for easy access but your documents should be stored in a folder called, something like DOCS. Within this folder you can place other folders, such as LETTERS, BOOK, WORK, PERSONAL, ESSAYS, MISC. If you have a system with two floppies, then these folders might be better placed on a separate disk in drive B.

↑ The directory structure is a hierarchy of folders - don't get too carried away with nested folders, a file path, including all the folders, has a limit of 126 characters

All this organisation might seem to be overkill when you have only created three documents - and two of them aren't worth keeping! However, it is amazing how quickly disks start to fill up and you'll soon be trying to find a particular file you created only a few months ago. This leads me on to another important related matter - file names.

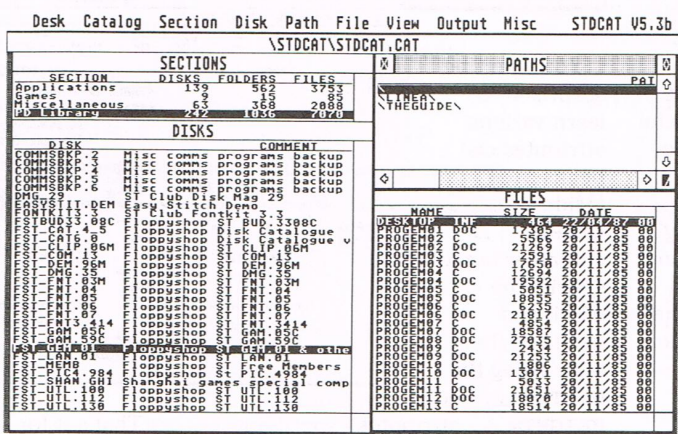
From the above, it is clear folder organisation involves folders with sensible names which can be instantly recognised. For example, letters are found in \DOCS\LETTERS. If your operating system supports long filenames the same principles apply -

you just have more flexibility, maybe \Documents\letters. The same goes for file names. The names of your application files shouldn't be changed as a rule, especially those the main program will be looking for at some point, such as resource *.RSC files and configuration files. These should also be in the same folder as the main application program. You can give any name to your own data files of course, but try to be consistent and stick to accepted guidelines. The filename extender is very important and is usually a guide to the type of file it is attached to. For instance, all your word processor documents might have the file name extender DOC. Don't be tempted to name some LET for letter or SUE for your wife's documents. This is what folders are for, so keep the extenders for each application consistent - stay within the standards already set. ASCII files with a carriage return at the end of every line should be TXT and those with carriage returns only at the end of paragraphs should be ASC. Back-up files should be BAK. GEM image files are IMG - you'll only introduce confusion later if you call them PIC! Most applications don't give you a

choice of extender, which seems sensible. If an application chooses an extender for you when presenting you with a file selector only override it if you have a good reason to do so.

The other part of the filename - the first eight characters - should also be carefully considered. If writing a letter, there is no need to call it LETSMITH.DOC if it resides in the LETTERS folder. Including the date of the letter in the name is also pointless as this is displayed in the directory listing anyway. Try to put something in

the name that gives you an idea as to its contents but don't be too cryptic - this is where long filename support



↑ STDCAT is the ideal tool to catalogue disks and their contents. Use it to locate individual files which could be located on any floppy disk in your collection



STDCAT. This program has a record of the contents of all my floppy disks and it is a simple matter to find any file by searching the database for the file name or my comments. Entering the disk details is as simple as sticking it in the drive and clicking on a menu item.

Do use the disk's write protect tab. If your application program doesn't need to write to its disk then open the write protect tab to guard against any possible loss. Do this as a matter of course on all master disks and backup disks not in use. And only ever work with copies of master disks, never the originals.

Hard disks

Where floppy disk users can employ separate disks for each application owners of hard disk systems can use partitions and plenty of folders. There are several ways of organising partitions. One system involves having separate partitions for each major application area, say, UTILITIES, TEXT PROCESSING, PROGRAMMING, DATABASES, COMMS, GRAPHICS, MUSIC, TEMP and so on. Using this system all word processing, DTP, editors, fonts would be on the same partition, whereas databases, spreadsheets, file lists from bulletin boards, PD library catalogues and STDCAT would be on another. Each application has its own folder on the partition containing all relevant files. Each application folder should then contain a DATA or FILES folder to store the application's data files as they are created.

Another system involves storing all your data files and store them in folders on a DATA partition. With all the data in one place, backing up work files is very easy, especially to one of the popular removable Iomega or SyQuest drives or tape. However, it is putting all your eggs in one basket and if this partition got corrupted you'll lose the lot - so be careful with this approach. It is all too easy to forget your data files don't just consist of those files you actively create.

Most applications have configuration files of some sort and as these will not be contained in your DATA partition it is easy to miss them. Anyone who has wasted time re-installing and configuring applications will

understand the agony of not having a backup of the configuration files! A few programs save their configuration details internally instead of creating an external file - which is bad practice which means the only way to save a configuration is to back up the entire program. Such programs are also likely to cause problems if used with compression utilities such as PFX pack and are best avoided where possible.

The principle and practice of making backups is a topic for another article but if you bear in mind file management is preparation for the day you lose data you won't go far wrong.

Disk utilities

There are various PD and commercial utilities designed to check the validity of the data on your disk - to find corrupted files and check the disk structure - the File Allocation Tables (FATs) and directory structures, is intact. Hard disk owners should locate a copy of Diamond Edge, Ze ORGaniser (ZOrg), ICD's CleanUp or Atari's own Check Disk. All these programs will check floppy or hard disks for errors and help repair them if found. Diamond Edge and ZOrg can also reorganise or defragment a disk making all the sectors belonging to individual files contiguous, which makes for quicker disk access and easier recovery if the worst happens. Floppy disk owners can also use these programs along with a program capable of checking for bad sectors or file corruption, such as DSKCHK2. If you don't have Diamond Edge seek out a copy of ST Mirror which will save the Boot, FAT and Directory sectors of your hard disk to a floppy disk so you can re-install them if they get corrupted. Remember none of these procedures will be useful unless you use them regularly - at least once a week. ☺

⇓ Diamond Edge is arguably the best commercial disk utility available. It enables corrupted disks to be salvaged, deleted files to be recovered, defragmentation and partitioning

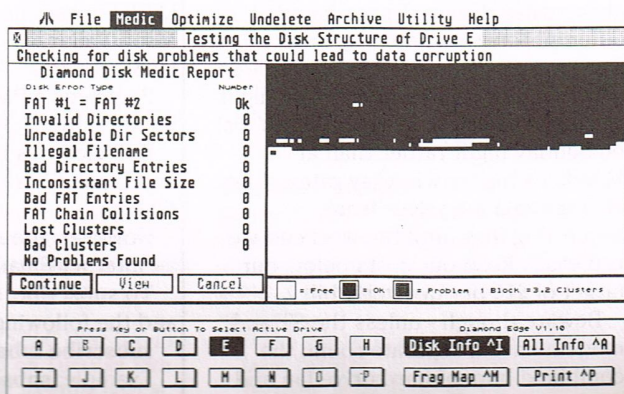
really comes in useful. With only eight characters to play with it's not easy and using more folders might be the best solution.

Floppies

If using a floppy-based system, a separate disk for each application has got to be the most sensible way of organising your disks. If your application or system allows it then separate data disks are also best. This also makes it easy to back up your data files by just doing a disk copy of your data disk to another one.

Give every floppy a sensible volume (disk) name when you format it and label them carefully, first with the volume name at the top and then a short description or title as to the disk's contents and date. There is no need to write down the name of every file on the disk, in fact there shouldn't be the need for any names if your organisation is good. For instance, you will know where to find the PD program to test a disk for corruption because it will be on the disk labelled DISK DIAGNOSTIC TOOLS, the PD disk formatter is on DISK FORMATTERS and all your old accessories are on UNUSED ACCS. The use of coloured labels may also help. There are also PD programs available that will create a label using the directory listing if you want. You only have yourself to blame if you don't label disks and you find yourself formatting a used disk!

However, after a while the number of floppies will increase beyond easy access, especially if you accumulate PD programs, like myself with disk boxes all over the house. Why all over the house? Because it is prudent to store all your original master disks and data backup copies in another room well away from your computer in case of a fire there. With so many disks, a disk catalogue program is necessary. I recommend the excellent



On the

Semper is more than a simple Mailer - Harry Sideras delves deeper into its workings and discovers more time-saving tips...

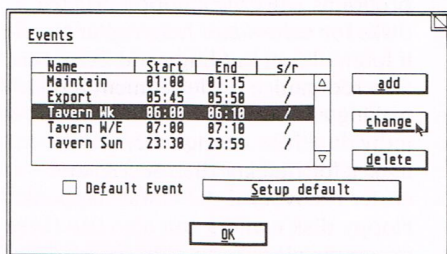


Semper is a deceptively simple program but an in-depth foray into the documentation reveals hidden tricks which allow the user to take control of messaging so it does what we want rather than the other way around.

The method used is a combination of two menus in Semper's 'Config' menu - 'Functions' - which we met last month, and a new one called 'Events'.

The main event

Semper is driven by events and uses a default 24-hour event if none other is specified - this should be disabled in the "Events" menu before we add our own.



↑ Connecting to the BBS and system maintenance can be timed for maximum convenience and minimum cost

Last month's introduction required us to export our messages and dial the BBS by pressing keys manually, but basic functions of this type are ideally suited to automation. Our first choice of event will be one that calls our home BBS, so choose a suitable label for it and set about deciding the days and times to call.

Telephone charges vary during the day and between weekday and the weekend, so we may decide to call at cheap rates during the week and at different times on Saturday and Sunday. Another variation might be to delay a Friday call until after midnight to catch the weekend rates and to dial on Sunday night rather than at Monday's higher weekday rates. If we also restrain ourselves from requesting files until the weekend we can easily keep our costs below our target of £10 per quarterly bill.

Beware though - unless the ST and modem have a separate room, the combined hum of hard-drive fan and

screech of modem in the night can wreck marriages and lead to sleepless nights! Alternatively, it can be used as a back-up alarm clock!

To configure a daily call, double-click on the line labelled 'On:', as shown in the screenshot, where a pop-up menu gives us the choice of individual days, weekdays or weekends. For the example discussed earlier we need to enter the days directly onto the line, with each one separated by a vertical line (Shift-backslash on the keyboard) - such as 'Tue|Wed|Thu'.

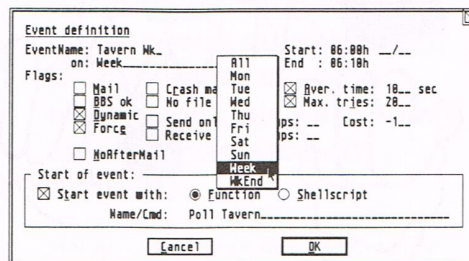
Start and End times need to be set, in case of interruptions by screensavers or telephone calls, and also set the 'Dynamic' and 'Force' check boxes to ensure the event is carried out at the first opportunity after the interruption, even if that's after the end time we decided upon.

To the right of the 'Start' field configure the event to take place on a certain day of the month, only within a certain month, or a combination of the two for once-a-year events. That may be useful for other functions you may decide upon.

Finally, 'Cost' should be set to '-1' to match the delimiter used in Semper's COSTS.DAT file.

Functional behaviour

Having chosen the parameters to be met for the event to take place, the operation to be carried out must first be set up.



↑ The regularity of processing each event can be controlled in great detail

Mark the check box titled 'Start event with:' and select the 'Function' radio button. Double-clicking on the 'Name/Cmd:' line reveals the Functions we set up last month, so choose the one that dials the BBS and click on OK to complete the event setup. The main Semper dialog will show the label for this event as the next one to be carried out.

Up to 20 functions can be created in Semper, each of which can set off several programs or dial different BBS's. Further examples include a daily event which ensures all messages we've written have been exported, or a weekly run to trim the size of LED's messagebase.

Operations like this remove the drudge of remembering simple file maintenance. If you haven't already experimented for yourself, try extending your Aftermail function so LED is loaded as a program after importing your new messages.

A whole host of support utilities are available for Semper and a more detailed diary of events and functions will be looked at later in the series. ☺

BBS UPDATE

New to the NeST list since issue 1 are:

LETS Forum	Falmouth	Rob Follett	01326 378717
Meon Valley	Portsmouth	Si Gardner	01705-632199
OASES User	Westerham, Kent	Rory Street	01959 563 968 17:00-22:00

Paul Seed's PMT BBS has changed its name to Phoenix and has a new number: 01253 342628. Times remain restricted to 6pm-9am.

BBS closures include SySTem BBS and, sadly, AdLib BBS run by Andy Curtis and Frank Charlton. Please ensure you remove these numbers from your diallers.

However, the AdLib message base has been recreated by Andy and Frank as an Internet Email mailing list.

To subscribe, send an email to majordomo@adlib.co.uk with a blank subject and the following in the body of the message:

subscribe mbase [first name] [last name]

Example: **subscribe mbase andy curtis**

STOS Corner

Professional STOS user Martin Milner trades STOS secrets...

Last issue we looked briefly at how to use the blitter extension to display single image sprites on non-16 pixel boundaries by pre-shifting their backgrounds onto a work screen, displaying the sprite on it, then copying the whole lot to its correct position on your logical screen. To perform the copy operation I use the blit copy command which copies graphics very quickly to an exact position on screen. This will crash if the machine isn't fitted with a blitter so you need to check for the presence of a blitter using:

```
if blitter=1 then blit copy etc.
```

Screen Copy command

A reverse problem exists when developing on the Falcon. Using the screen copy to display screens with a 'wait vbl' afterwards should work fine on a Falcon because it

runs so fast. However, the same program on an STe/STFM, may suffer strange screen corruption or possibly no screen display at all! This can be solved by replacing ALL screen copies with blit commands (using the Missing Link extension) or for entire screens using the 'turbocopy' commands (CONTROL extension) Why? It appears the screen copy runs on interrupt so the Falcon (running faster) gets them done before the program can move onto the next thing, but the slower 68000 machines seem to allow the programs to carry on before the screen copy has finished - weird eh?! Does anyone else have an insight into this?

Ninja Tracker Extension

This extension by Les Greenhalgh allows you to play standard modules on DMA equipped machines. There are, however, a couple of minor problems you may encounter when using it:

- After playing a module you may find DMA samples won't work
- The mouse doesn't work and the missing link joystick commands also stop working

These problems can easily be solved by calling something like DMA reset (Anthony Hoskin's System Control extension) to get the samples working again and enable mouse (Martin Cubitt's Extra extension) to get the mouse working again or 'p stop',

followed by 'p on' (both Missing Link) to get the joysticks working again.

Even addresses only

The 68000 processor requires ALL addresses to be even. When developing programs on the Falcon, it's all too easy to forget this limitation because the Falcon's 68030 processor isn't fussy. One example in particular which has caught me out is the 'display' command. You MUST specify the length of samples as an even number, for example if a samples is 20449 bytes long, specify 20448 - or your program will crash. Similarly, the values specified to 'splstart' and 'splend' (from the STe Sound extension to play DMA samples) must also be even if they are to work on a standard 68000 machines.

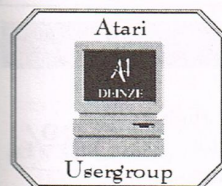
Falcon Fade command foibles

To ensure programs including the 'fade' command remain Falcon compatible you need to increase the 'wait' period. For example, on a standard STe after a 'fade 2', a 'wait 20' after it should allow the fade (which runs on interrupt) to finish properly. However, the same program running on a Falcon would suffer corrupted screens after the fades - because the Falcon runs much faster. Increase the wait to at least 30 and everything should work perfectly.

Next issue, I'll take a closer look at the facilities offered by the CONTROL extension. ☺

User Group NEWS

Grand day out



The Atari Info day, sponsored by the A4 Usergroup took place on the 26th Jan 1997 in the Palaestra at Deinze in Belgium. Around 200 people

attended and the exhibitors were very positive about the day. Here's a few highlights:

- Martin Byttebier (BPS) gave us a demo accessing the internet using his TT running MiNTNet with CAB which attracted a lot of interest - even amongst the other exhibitors!
- The Atari Computer Club C&T from Antwerpen ran demos using MagiCMac and writing CD-ROM's on a Falcon using a JAZ-drive to transfer data effortlessly to the CD-writer.
- Micro Video, one of the few remaining Atari-dealers in Belgium, and distributor of CENTEK products, showed us the new CENTurbo II Falcon accelerator in action.

If you fancy using Cubase Audio at speed this is the way to do it! This accelerator uses a 68030 32-bit CPU running at 75MHz with an FPU running at 50MHz. The DSP and VIDEL also run at a higher frequency and there's also a slot to add a 32-bit SIMM to the card enabling TT-RAM (4/8/16/32Mb) access around 35% faster than a real TT. It's also possible to switch between 100% 'normal' Falcon and Turbo mode. The CENTurbo II fits inside the original Falcon case and involves plugging the card in and making ten solder connections.

- Midi ComÂdie from Mouscron (Belgium) entertained us with their music created on Atari machines - they said the Info day was a great experience.
- Studio Capitale from France showed off their latest sound software including Studio Son, Chrysalide and PraXis.

Studio Son is a direct to disk recording/editing package capable of working from 2 to 256 tracks. It was developed for use in auditoriums, theatres, audio-visual post production and music studios. PraXis is a special package designed for use by radio stations using MultiCD juke-boxes. Extra modules can be added to extend the scope of this clever package.

Overall, a great day and considering it was our first effort, one we can all be proud of - we'll do it even better next time!

Correspondent: Karl Samyn

STAG news

The first birthday of the STAG User Group passed almost unnoticed on Tuesday 18th February with the regular meeting held at

the Railway Inn Howwood. 19 of our brave members ventured out on a wild night to watch an interesting demo given by Ed McGlone on the use of Apex Media. We were looking forward to a visit from Doug Little (Black Scorpion Software) to show off his latest Apex creation, but sadly, the STAG member delegated to collect Doug had a spot of car trouble! Oh, well maybe next time - why not come along as well? STAG meetings are open to everyone.

STAG [WeST] meetings take place within the upstairs lounge of The Railway Inn, Main Street, Howwood. Doors open at 7pm.

STAG [EaST/Central] meetings take place at the Station Hotel (lounge) in Alloa. Doors open at 7:30pm.

Hardware is welcome at both venues. The lounge bars will not be open to the public but drinks can be taken into the lounge. Under 18's are allowed and meetings should be finished around 11pm.

The proposed dates for forthcoming meeting are as follows:

Alloa: 29th April, 27th May and 24th June

Howwood: 13th May, 10th June, 8th July

Correspondent: Al Goold, Chairman STAG

New User Group?

Darren Emmett is organising a new user group in the Lancs area. If you're interested in joining, or helping to run the group, drop Darren a line (please include an SAE):

Darren Emmett, 17 Draycombe Drive, Heysham, Lancs, LA3 1LN
Telephone: 01524 854454 ☺

Site seeing

Jonathan Nott continues his mission to catalogue Atari related web sites...

ICTARI MAGAZINE SUPPORT PAGES

<http://www.elis.demon.co.uk/ictari/ictari.htm>

ICTARI is a disk-based Atari programming magazine which has now been around for ages. These pages are designed to offer online support.

The editorial quality and professionalism of the ICTARI magazine is not in doubt but the web pages are relatively short on both content and design. The title page featuring the logo and crude mono image of a sad ST doesn't project the Atari platform as the place to hang out.

Very little use is made of the web's multimedia abilities, apart from the main page and download pages there's not much else to see. Some example articles and background information would be help a lot.



However, the best feature of the pages is the ability to download back issues (there are over ten issues available for download), programming links and mail ordering information.

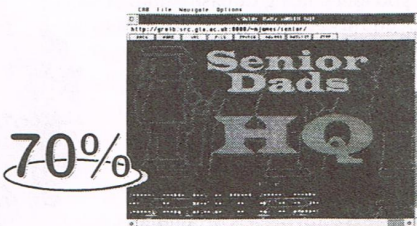
The ICTARI pages are worth a visit for anyone wanting back issues but it's not the kind of site you'll want to browse for long and as such isn't an effective online companion to the magazine. Maybe we just visited the site on an off day?

SENIOR DADS' WORLD HQ

<http://grelb.src.gla.ac.uk:8000/~mjames/senior/>

The innovative and tongue-in-cheek Falcon demo programmers 'Senior Dads' continue their alternative and unconventional approach to graphic design onto their web site. It's both wild and colourful and suits their image perfectly. The site uses good HTML technique and wasn't knocked up in an idle moment.

There are pages containing details of each group member, with their flattering nicknames such as

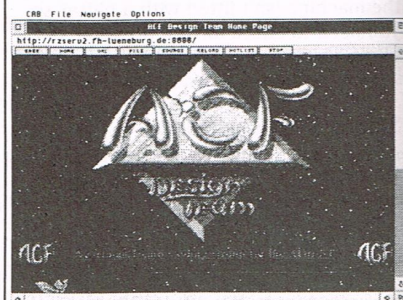


'Doddering Git'. There's a download page from which you can hold of their most recent 'Air Dirt' demo and other productions. A must visit site for Atari demo enthusiasts.

ACF

<http://rzserv2.fh-lueneburg.de:8080/>

The German demo coders ACF have created one of the better sites put together by demo crews. The comprehensive links can transport you to almost all the demo crew homepages and even the individual homepages of demo-scene members past and present. Home grown ACF releases have been sluggish in recent years so maybe they've moved onto other things - like maintaining websites?



I was surprised to find info pages for Atari machines, including the VCS consoles and 8-bit series.

ACF productions can be downloaded directly from the site with links to dozens of FTP sites where other ST and Falcon demos are available. If you're interested in Atari demos and coders, this is a must visit site.

ATARICENTRAL.COM

<http://www.ataricentral.com/>

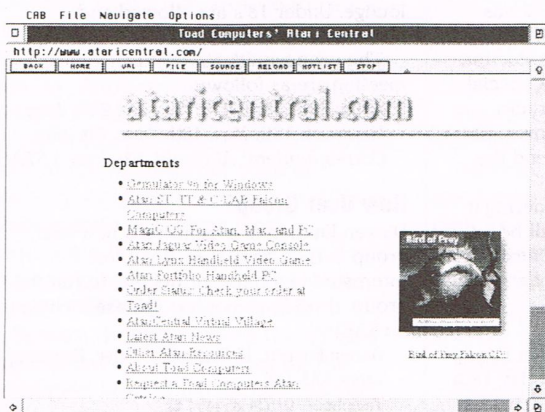
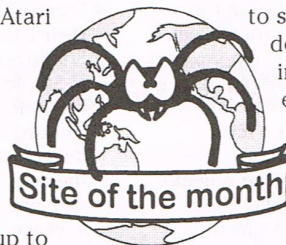
It's a pleasant surprise to see Toad Computers taking the initiative to support the Atari scene by supporting this website which stands

out as a premier source of Atari related information on the internet. This isn't a self serving publicity stunt and shows firm commitment to the Atari community.

The site, setup to mark ten years of service, includes information on the full Atari range of computers, from Portfolio to Jaguar, with comprehensive news pages, message boards, and a links library. The links library allows anyone with Atari related websites

to submit their details for inclusion - excellent! A site like this is as welcome

as it is overdue and Toad Computers deserve the credit.



FUJIZONE

All sites reviewed in Site Seeing are catalogued, along with many others, at Fujizone; the central web resource for Atari users maintained by Jonathan Nott.

<http://www.users.zetnet.co.uk/fujizone/>

Reader Disk 4

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To take advantage of any of these offers complete the coupon (photocopies are acceptable) and send it, along with your payment, directly to:

HiSoft Systems, The Old School,
Greenfield, Bedford, MK45 5DE, UK

Alternatively you can place a credit card order by telephone: +44 (0)1525 718181

We believe our Reader disks offer outstanding value for money. If you prefer to see what's on the disk before buying they are all available separately. Please refer to page 10 for details.

Bitmap View IV

Shareware

Christophe Boyanique

Bitmap View 4 is an excellent modular image processor for all Ataris. External PARX M&E modules are used to load, save, scan,

filter and fax images. Our version includes a selection of the available modules:

Load: APX (Apex blocks), P[IC][1-6] (Degas), GIF, IMG/XIMG, JPG (DSP), PNT (Prism Paint/True Image), SEF (Studio Photo), TGA (Targa) and XGA (TC Falcon)

Texture generators: Stone, labyrinth and plasma

Save: P[IC][1-6] (Degas), GIF, IMG/XIMG, TGA and TXT (Text art)

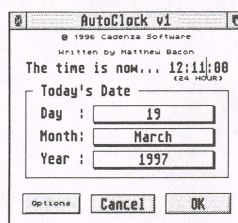
The complete Bitmap View IV distribution and PARX M&E modules collection is widely available from most PD/Shareware libraries and online services. There's also a special offer to register Bitmap View IV in the PD/Shareware pages which gets you the full unrestricted version.

Cadenza utilities - Part 2

Freeware

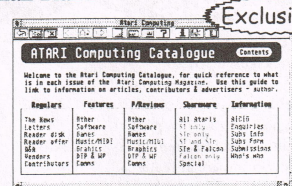
Matthew Bacon

This issue we include AutoClock v1.00b, reviewed as part of the Cadenza utility collection in Atari Computing Issue 3. These utilities include the HiSoft BASIC source code.



Atari Computing Database #2

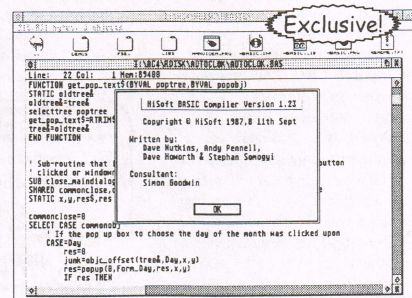
Norman Bland



This guide to what's in Atari Computing #2 and comprehensive vendor and who's who guides in ST-Guide format is only available to Reader Disk subscribers and visitors to our website.

HiSoft BASIC release 1.23

Commercial (c) HiSoft 1987-1997



This complete and fully functional version of HiSoft BASIC has been included on the Reader disk, with the kind permission of HiSoft, to accompany our HiSoft BASIC tutorial series.

HiSoft BASIC is a commercial product and this archive must not, under any circumstances, be distributed by PD/Shareware libraries or online services. For more details please read the README.TXT file in the documentation.

HTML tutorial example files

Neil Jones-Rodway

Files to accompany the article in Atari Computing Issue 4 and are only available to Reader Disk subscribers and visitors to our website.

KP EJP Tester

(c)1997 Kosmik Phish Productions

The program and files in this distribution accompany the Enhanced Joypoint articles in Atari Computing and includes documentation in ST-Guide format.

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Please send me the following:

- ☐ £ 9.95 HiSoft BASIC 1 manual
- ☐ \$39.95 HiSoft BASIC 2 upgrade
- ☐ \$30.00 Devpac Atari 3 option (only available if you also buy the HiSoft BASIC 2 upgrade)

Please add £2 post and packing to your order total. I enclose a cheque made payable to **HiSoft Systems** for £

Name: _____

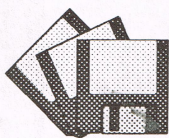
Address: _____

Telephone: _____

ATARI COMPUTING

ATARI COMPUTING ISSUE 4

43



Phoenix Enterprises

SHAREWARE SHACK



Public Domain Software & Shareware for ATARI ST/STE computers

ART & GRAPHICS

- GR-026 **Crackart** - Still one of the best PD Art packages around.
- GR-020 **Kozmic*** - Create mindbending Psychedelia on your ST screen.
- GR-017 **PAD** - Superb, Hi-res art prog. Holds multiple screens in memory & has many commercial features.
- GR-027 **Monopix** - 43 High-res pics.
- GR-010 **Colourburst II** - Very good Art & Paint prog + Mac to Degas convert & 5 other progs.
- GR-014 **ANI ST** - Superb animation prog one time commercial package.
- GR-031 **Kid Publisher** - A mini DTP prog just for the youngsters.
- GR-032 **Colourspace** - A Jeff Minter special, Create your own colour & light show, then sit back and watch
- GR-002 **Play It** - Combine picture and sound into a story using a special easy to use, scripting language.
- GR-001 **Picswitch 7.0*** - Converts pix between most formats and ALL screen resolutions.
- Easy Draw 2** - A Superb vector graphics package for Hi/Med res.
- GR-034 **Art Tutor** - Ever wanted to create great graphics? Well this package teaches you how !!
- GR-047 **Paintshop Plus** - English version, of this super paint package, with complete user guide.
- GR-065 **Cyber studio** - One time full commercial package for creation of detailed, animation & graphics.
- GR-049 **Red Dwarf Slideshow** - Lots of pix from the famous series.

BUSINESS

- BS-002 **ST Writer Elite 4.0** - Still one of the best PD Word Pro's. Written & released by ATARI themselves.
- BS-006 **Opus** - Brilliant, professional quality Spread Sheet package.
- BS-011 **Inkjet Help Pack** - If you are running an Inkjet printer (300 DPI) with your Atari then this pack has drivers and dumps to help overcome most problems. (2 Disk set)
- BS-012 **Fastbase** - Brilliant and easy to use Database.
- BS-017 **Printing Press** - Easily print Cards, Banners, posters, Disk & Mail Labels on 9 pin DM printers.
- BS-019 **Printing Press Support** - Extra graphics & fonts for BS-17.
- BS-029 **EZ Label/Cardfile/Mailmerge** - A labeller, Card file & Mail Merge plus EIGHT other useful progs.
- BS-030 **Invoice & Statement Generator**
- BS-031 **Personality Profile** - Find out what people are really like.
- BS-034 **Sales Controller** - Audit Trail package (trial version)
- BS-036 **Newsletter Maker** - Easily create your own, in-house, newsletters.
- BS-038 **C.O.M.P.** - The Complete Office Management Program. An excellent aid to running any business inc. Vat, Tax, Statements/Invoices, Audit trails etc. (Trial Version)
- BS-047 **Calamus Support Disk** - All sorts of extras for all the Calamus users.

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- CA-002 **Volume 2** - Scrolls & Banners
- CA-030 **Volume 30** - Religious
- CA-034 **Volume 34** - Wedding 1
- CA-035 **Volume 35** - Wedding 2
- CA-036 **Volume 36** - Wedding 3
- CA-037 **Volume 37** - Holiday Time
- CA-038 **Volume 38** - Kitchen Things
- CA-040 **Volume 40** - In the Office
- CA-053 **Volume 53** - Business, Education, Borders, Buildings, Transport etc.
- CA-054 **MAC Art** - Easter, Cartoon, Cars, Cats, Borders, Designs.
- CA-055 **Trademarks** - Over 200 trademarks and logos of all types.
- CA-060 **Christmas** - Over 45 screens full of seasonal images in IMG format.

JUST FOR FUN!

The Geriatrics Guide to Sex
Very funny Clip Art Slideshow

£1.50

COMMUNICATIONS

- CM-003 **Vanterm** - Very popular and easy to use, with loads features.
- CM-004 **Uniterm** - Very comprehensive program with more features than you may ever use and it can be a bit over complicated to use.
- CM-007 **Freeze Dried Terminal** - As the name suggests, it's meant to be quick and easy to use.
- CM-005 **D-Term** - We've not used this properly but it does have a useful Z-modem bolt-on.
- CM-006 **Mo Term Elite** - If you are a communications aficionado then this ones for you, If not, then go for something easier.

DEMOS

- DM-088 **Light Speed**
- DM-090 **Delirious** (2 disk Set)
- DM-095 **Wings of Death** (Music)
- DM-097 **KLF** (House music & Dancers)
- DM-098 **Star Wars Rap**
- DM-101 **Spinning Dolls/Shiny Bubbles*** Takes a long time to load but is well worth the wait
- DM-084 **Things Not To Do** - hilarious, animated cartoon, account of how not to behave.
- DM-067 **Fish & Chips** - Lots of really good dems with humorous interludes.
- DM-046 **European Demos** (2 disk Set)
- DM-044 **Skid Row** (2 disk Set)
- DM-043 **Punish Your Machine** - Really pushes your ST to its supposed limits ! (2 Disk set)
- DM-075 **Dark side of the Spoon**
- DM-082 **Wasted Years**
- DM-070 **Lives a Bitch**
- DM-054 **Gateway to Hexland**
- DM-048 **Summoning the Spawn**
- DM-100 **The Run** - From Thomas Richter this is much better than the original Amiga version
- DM-055 **Art Machine** - Stunning graphics.
- DM-187 **World of STAR TREK**
- DM-188 **STAR TREK Slideshow**
- DM-184 **Perpetual Dawn**

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STE SPECIFIC

- ST-005 **Mental Hangover** - Another demo from the Amiga and, of course, the ST does it much better.
- ST-010 **Tobias Richter Art Show** - Think the ST's got good graphics? Watch this amazing art show. (2 disk Set)
- ST-050 **Granddad II** - Entertaining, arcade adventure. (2 Disk set)
- ST-047 **Operation Garfield** - A bit like Operation Wolf but with Garfield.
- ST-046 **CD Player** - One of the best MOD players we've seen plus nice Mods
- ST-045 **Golden Tracker** - STE Tracker with 10 original Mods.
- ST-032 **Edge of Panic** - Zany demo
- ST-031 **Relapse** - Super dem (2 Disk Set)
- ST-019 **Grotesque** - Best STE demo ever!
- ST-018 **Blat** - Great STE game, you will recognise it when you see it, just bigger and better.
- Lobotomy Invaders** - Invaders!

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- UT-006 **Fast Formatter & Ramdisk**
- UT-010 **Gemini Desktop**
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- UT-012 **Sticker III** - possibly the best labelling program on the ST ever?
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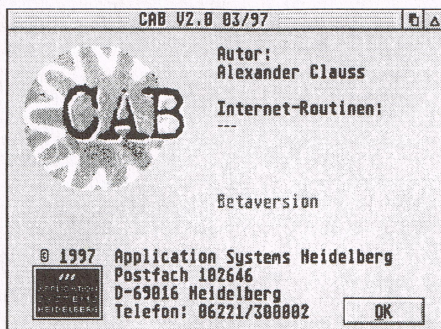
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Shareware and public domain

NEWS



CAB v2 goes commercial!

The rights to the jewel in the crown of Freeware software, the Crystal Atari Browser, have been sold to ASH which means the English version will be distributed in the UK by System Solutions. CAB v2 offers Atari users a Web browsing solution which supports frames. CAB v2 should be available from System Solutions at the Atari shows with an expected retail price of £19.95. To use CAB online requires an internet account with suitable slip/PPP connection. Web creation tools are planned for future releases.

Instead of freezing CAB v1.5 the author, Alexander Clauss, has agreed to continue fixing any minor bugs which come to light and InterActive will continue to support the English language version.

Effectively the two-tier options already implemented for programs such as Kandinsky and Freedom have now been extended to CAB - except on this occasion the second tier is commercial instead of shareware! InterActive is saddened to lose CAB v2 but is pleased Alexander should now receive the financial reward he deserves. For more details about CAB v2 contact:

http://www.ssolutions.com/
Tel: +44 (0)181 693 3355
Fax: +44 (0)181 693 6936
E-mail: ssolutions@cix.compulink.co.uk

POV v3

The unofficial POV-Ray v3.00 for Atari M680x0 platform (x-port v1.01) ported by Doug Little of Black Scorpion Software is now available. The archives names are:

POV3_DAT.LZH Docs, includes, data files and demos
POV3_SCN.LZH Example scene library (updated to v3.00)
POV3_UTL.LZH Lots of tools for POV-Ray v2.0 upwards

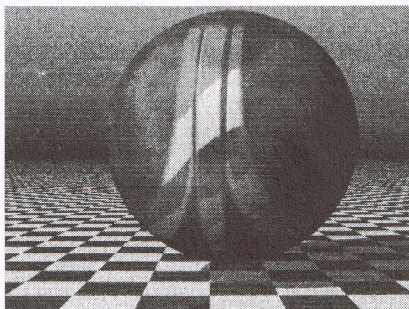
POV3_68K.LZH 68000 & 68000+68881/2 executables

POV3_030.LZH 68030 & 68030+68881/2 executables

POV3_040.LZH 68040 executable

The main differences between the last release and this one are:

- PNG support now implemented.
- New built-in Falcon screenblinker option.
- Timing accuracy improved from 2 seconds to 1/200th sec.
- Several MSDOS bugs fixed.
- New optimised binaries using GCC++ v2.7.2:
- Binaries included for all processor/FPU types.



- New 68000+68881/2 (SFP004) combination supported.
- New 68040+FPSP combination supported.

For more details email Doug Little at:
101573.1275@compuserve.com

ConXions

This is a new project being organised by Dave Seaman of Digital Designs to help keep the Atari scene buzzing. It's basically a disk magazine offering contacts in the following areas: Programmers, Graphic Artists, Musicians, Sound Samplers, Pen pals, PD Libraries, Disk Magazines, User Groups (from all around the world), Registration schemes and Web sites.

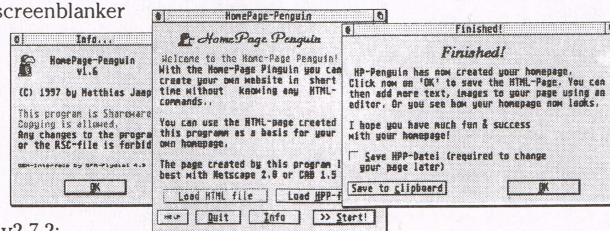
The idea behind the first four areas is to put talented Atarians from around the world in touch with each other to work on software projects. The rest are designed to give individuals a bit of free advertising and let everyone else know they're out there.

To reserve a copy of ConXions Issue 1 please send a stamped, self addressed envelope and disk. If you're in of the categories and would like a mention in

ConXions or a letter published please include that on the disk. Contact:

ConXions, C/O Dave Seaman, 49 Saunton Avenue, Harlington, Hayes, Middlesex, UB3 5HG.

HomePage Penguin



If you fancy a home page but haven't got a clue where to start you're going to love this cute shareware program supported in the UK by CyberSTrider.

HomePage Penguin, programmed by Matthias Jaap, was inspired by a Windows program called Home Page Wizard. To create a home page in HTML format to view in CAB or put online all you have to do is answer a series of questions presented in stylish dialogs, referring to the ST-Guide documentation for details as you go along, it really couldn't be easier!

STOP * PRESS * STOP * PRESS

SAM bounces back!

In our 'Play it again, SAM' feature Xav was talking about a bug in Atari's System Audio Manager v1.2 which prevented the latest Kosmik Phish production SACK working with SAM. We're delighted to report Atari / JTS Corp have now given permission to distribute it! Here's what they said:

"Atari hereby gives you permission to distribute your modified version of our System Audio Manager version 1.2 providing that you agree not to seek product support or responsibility for the product from Atari/JTS Corporation and that you agree that the underlying copyright in the product is still the property of Atari / JTS Corporation."

John Skrush
 Director of Licensing
 Atari / JTS Corporation

SAM works on any STE, TT or Falcon machine and is bursting with untapped potential. We're looking forward to seeing exactly what Xav, KP and SACK is capable of soon - stay tuned! ☺

Diamond Ice

Martin Milner takes a look at STOSSER Software's latest gem...

FALCON COMPATIBILITY

One problem became apparent when testing the game on my Falcon (TOS 4.02). Running off hard disk, the Game Over screen and Mobile phone Reset Game options wouldn't work and locked the machine up. I resolved the problem by configuring Backwards to ignore the internal hard drive and run the game from floppy disk.

objects and move the cable cars provided to cross voids.

The more I played, the more I appreciated just how big the play area is - you could spend hours just wandering around looking for the objects you need to complete the game or finding characters to ask for advice. One of the key skills is finding your way back to places - now where has that helpful Eskimo gone?

There's a nifty map viewing feature which allows you to use the cursor keys to scroll the map around but it only lasts a short while before jumping back to your character - so make the most of this feature while it lasts.

With judicious use of the map viewing feature, I did manage to complete the game (pause for applause) and I'll probably have another go soon - it's that sort of game. The graphics and animations are good, as is the dry sense of humour which pervades the game. Diamond Ice comes highly recommended. ☺

DIAMOND ICE

Publisher
STOSSER Software

Contact
PD/Shareware libraries, online services and the official STOSSER web site:
<http://www.airtime.co.uk/users/stosser/>
Status: commentware

System
All Ataris with 1Mb memory minimum

Pros
It's free! Lots to do, nice graphics and animation, game save/load options provided

Cons
Sound effects too quiet when the music is playing on a Falcon via Backwards, only one background tune - Jingle Bells!

85%

Diamond Ice is a 'platform puzzler' style game and will be seen as a sequel to Heartland - their previous release.

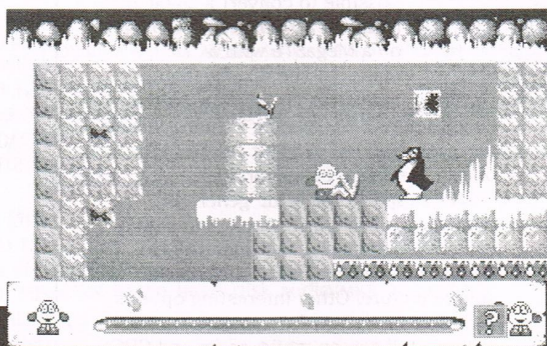
Diamond Ice is joystick controlled and runs from both floppy or hard disk in ST low screen resolution on ST machines, Falcon owners can use Backwards (see boxout).

Sound is enhanced when running on STe or Falcon machines - even more so on machines with more than 1Mb of memory. The game comes with instructions on how to install and play it along with a feedback form to let the authors know what you thought of the game and encourage them to create future releases - they call it Commentware and it's the least you can do.

In contrast to Heartland, which was a fast, easy to play platformer,



Diamond Ice includes puzzle elements, such as objects to find, pick up and use along with various interactive characters.



↑ This is a talking Penguin and above him a spinning ice cube

The plot runs as follows. Sissy and Sassy have just found the 13 hearts cards hidden around Heartland, but during that adventure someone sneakily stole the set of diamonds and encased them in a block of 'diamond-ice'. So the object of this game is to find the cards (easy enough) then find some way to melt the ice and retrieve the cards (not so easy).

Interactive characters abound with Eskimos, grumpy or helpful old men, talking Penguins and Snowmen! To interact with the characters pull back on the joystick while standing next to them and stand by for comments - which may be sarcastic, cryptic or helpful.

Mobile phones can be used to display a menu showing the current tally of ice cubes collected, an option to toggle the music on or off (STe/Falcon only), or reset the game.

Look out for bottles of red liquid which you can drink to replenish your health - you'll certainly need these if you walk over too many jets of water, and useful objects including carrots and candles can be picked up and used to progress through the level.

Joystick control is both smooth and responsive, press fire to jump and pull back on the joystick to pick up/drop

PLAYING TIPS

After several attempts, I managed to figure out how to get onto the second play area of the game and reached some snow covered steps up to a platform with jets of water.

Going in one direction allowed me to reach an area with three sets of ladder-like steps side by side where the only way on was up. At the top was a cable car which I couldn't get to move at all and to the right the first of two ascending staircases.

The first staircase is very long with virtually no platforms between it and the floor a long way below. This means the slightest misjudgement in jumping from one step to another (and there are lots of steps) and you fall all the way down and have to start over again - this is extremely frustrating!

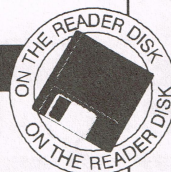
When you do finally get to the top (and maybe meet Phil and Grant), the next staircase leads off immediately and although shorter, has steps of different sizes and is even more difficult. Again there are very few platforms to stop any fall and again you have to restart at the bottom.

On the two occasions I made it all the way to the top I walked straight onto a slope that saw me back at the bottom of all three sets of steps - ARRGGGHHH! On subsequent attempts I avoided this area which proved to be much more fruitful.



BITMAP VIEW IV

Graphics
Shareware, any Atari



LIST OF PARX MODULES AT FEBRUARY 97:

* = Module included with Reader disk version

Christophe Boyanique and Denesh Bhabuta introduce you to this French Image Processor...

Bitmap View IV (BV4) is a modular image processor for all Ataris, making use of the PARX M&E modules protocol. By using these external modules, instead of than building them into the main application, common code can be shared between several programs resulting in more compact but powerful programs.

dithering. For example PARX.MEM takes care of all memory operations enabling you to allocate or free memory blocks as desired from within your program. Even better this module defragments memory automatically!

The dithering module, PARX.TRM is probably the most powerful single module and is resolution, bitplane and graphic card independent. Using this module BV4 can load, dither and zoom pictures on any standard or enhanced video card - including the higher resolutions available to Mac/PC users.

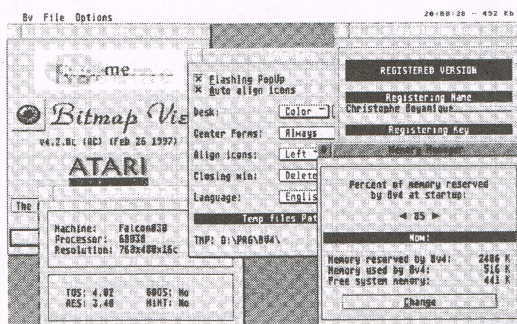
Unlike most other image processors BV4 can work on images without displaying them. For example, this makes it possible to convert a 24-bit JPEG image to a 16-bit TARGA image on a MegaSTe with a monochrome display. Batch conversion is also supported.

Furthermore BV4, running in monochrome, can scan pictures in 24-bit colour and output them to a colour printer!

BV4 supports the M&E 'generator' modules for driving scanners and digital cameras. Using these modules you can create fractals and textures without a source picture! Other interesting options include a Slideshow feature with various options, full screen mode, zoom and GDOS printing.

There's even direct support for users of the Selectric file selector, which enables path shortcuts to be set up from inside BV4. Memory can be freed up by unloading unused modules - they can always be loaded in again when required.

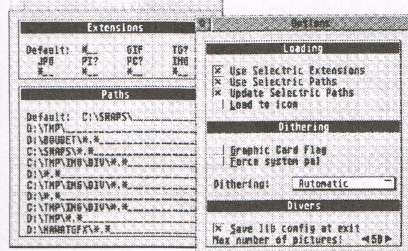
BV4 sports a typically French style GEM interface which can be customised to suit the way you work. With iconification, colour and 3D-look dialogs (on all machines - not just Falcons) BV4 is looking good. ☺



↑ Do it in style with the Bitmap View IV interface

The M&E module set includes modules for loading, scanning and generating (RIM); saving, printing and fax driving (WIM); and processing effects on images (IFX). BV4 loads and saves images exclusively using these external modules and is therefore restricted to the available modules. Happily there are already a wide range of supported formats with modules constantly being added.

The M&E distribution contains other modules to perform other operations such as memory management and picture



↑ Customising Selectric options from within Bitmap View

WHERE TO GET BITMAP VIEW IV...

The latest version is maintained on the author's web page and the CyberStrider website:

<http://www.lenet.fr/raceme>

<http://www.cyberstrider.org>

Bitmap View IV is also available from other online services and PD/Shareware libraries.

RIM (load modules)

*APX (Apex blocks), Art (Art Director), BMP (Win/OS2), IMA (Cloe) DS? (Dali), *P[IC][1-6] (Degas), ESM, FAX, FLI (animation), GEM (Metafile), PUT (GFA), *GIF, PIC, HTP/CHL (Chili), IFF, IIM (Inshape), *IMG/*XIMG, *JPG (DSP), MAC (Mac Paint), MBK (STOS sprite), MIM (Magic picture), NEO (Neochrome), PCX (PC Paintbrush), PCD (Kodak Photo CD), DOO (Doodle), *PNT (Prism Paint/True Image), RGH (ZZ Rough), SCA (Mustek), *SEF (Studio Photo), SEQ (animation), BIT (Spat scanner), SP[CU] (Spectrum), PAC (STAD), *TGA (Targa), TIFF, Tiny, *XGA (TC Falcon)

RIM (texture generators):

Degrade, *stone, grass, *labyrinth, fractal, *plasma, wood.

RIM (scanners)

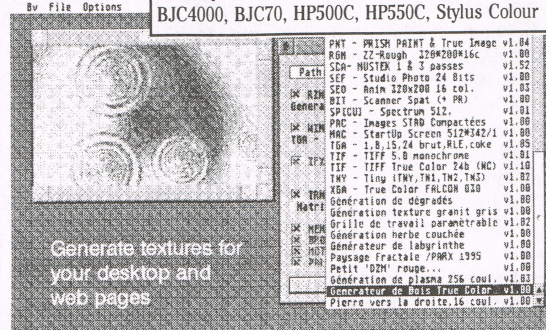
Mustek PANDAAL hand scanner 64 grey levels, CAMERON Handy scanner type 10, CAMERON Handy scanner type 2, PRINT-TECHNIC hand scanner, VIDI 12 video digitiser, VIDI ST video digitiser, MUSTEK PARAGON SCSI 1200 dpi 3 pass, fully configurable, MUSTEK PARAGON SCSI 600 dpi 3 pass, fully configurable, MUSTEK PARAGON SCSI 600 dpi 1 pass, fully configurable, MUSTEK 600HSP SCSI

WIM (save modules)

ART (Art Director), *P[IC][1-6] (Degas), FAX (200 dpi), FTC (Photo Show Pro), GEM (Metafile), PUT (GFA), *GIF, IFF, *IMG/*XIMG, MAC (Mac Paint), NEO (Neochrome), DOO (Doodle), PNT (Prism Paint/True Image), *TGA, TIFF, *TXT (Text art), FLC/FLH (Animator), MOV (Apple Quicktime), SEQ (animation)

WIM (colour printers)

BJC4000, BJC70, HP500C, HP550C, Stylus Colour



READER OFFER!

For a limited period of 2 months you can register Bitmap View IV for the discounted price of £10 (Overseas orders add £1).

You will receive a keycode (to disable registered user only features) along with a disk containing the full and latest

versions of Bitmap View IV and the latest available PARX modules.

To take advantage of this offer clip or photocopy this section, and send it along with your payment to:

CyberStrider, PO Box 78, Manchester M21 8SJ, UK.

I would like to register Bitmap View IV at the discounted price of £10. Here are my details:

Name: _____
Address: _____
Email: _____

SUNRISE *audio* SYSTEMS

Telephone/Facsimile: 01925 815828

SUNRISE *audio* 800

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The SUNRISE Audio 800 comprises 8 analogue to digital and 8 digital to analogue CONVERTORS CONNECTED TO QUARTER INCH JACK SOCKETS AT LINE LEVEL.

The unit allows SEPARATED Audio recording to 8 independant channels via Cubase Audio Falcon v.2.06 or Soundpool's Audio Tracker. SEPARATED audio output to AN EXTERNAL MIXER is ENABLED via THE QUARTER INCH JACK OUTPUTS, offering CD quality sound.

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The SUNRISE Audio Workstation is a COMPUTER BASED HARD disk audio/midi recording SYSTEM in a RED 19 INCH 2U RACKMOUNTABLE CASE. It includes:

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- ❑ MIDI IN, OUT AND THRU AND 4 EXTRA MIDI ports.
- ❑ MicroPHONE IN AND HeadPHONE OUT sockets.
- ❑ Cubase Audio Falcon v.2.06.
- ❑ SPDIF digital interface, allowing digital recording STRAIGHT IN, EXTERNAL clocking OR SAVING TO DAT.
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Other Products

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MO4 (4 EXTRA midil outs)	£140.00	14 Meg Upgrade	£130.00
SPDIF INTERFACE	£220.00	FALCON RACKMOUNTS FROM	£300.00
ADAT INTERFACE	£500.00	FALCON O30 Modifications FROM	£ 75.00
OTHER PRODUCTS AVAILABLE ON REQUEST			

DELIVERY CHARGES (GENERAL GUIDE): SMALL ITEMS UNDER £300.00 PLEASE ALLOW £3.95 P&P PER ITEM.

THREE OR MORE SMALLER ITEMS OR LARGER ITEM ALLOW £10.95 P&P PER ITEM.

Sunrise Audio Systems Ltd., The Cottage, Brook Lane, Rixton, Warrington, Cheshire . WA3 6DT.

VAT No. 677 3631 05. Registered 3252317 England. 20 Winmarleigh Street, Warrington, WA1 1JY.

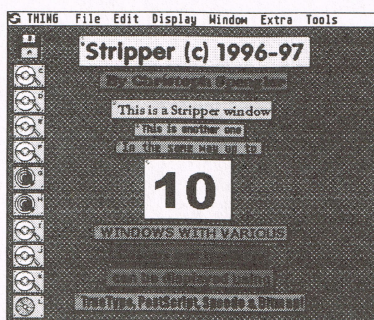


STRIPPER 2

Utility
Freeware, Multitasking OS, AV-Server (Thing etc)

Before you get too excited Stripper has nothing to do with scantily clad bodies, instead you're treated to a delightful desktop notes utility designed for use with Thing and MagiC - although it can be persuaded to work under any multitasking operating system and AV-Server desktop.

Stripper can be launched from your APPS/START folder or run directly from the desktop.



After configuring Stripper with your preferred text editor and entering the text for a desktop note, the integral MagiC font selector (or other font selector) can be called to select any available font and point size.

Up to ten Stripper windows, each with its own colour and font selection, can be set up and optionally configured to auto-close after a pre-defined number of seconds. You could, for example, set up reminders to be displayed briefly at boot time, which then remove themselves leaving a clutter-free desktop, crude animation is even possible. I'd like to see this feature extended to support blinking along with a birthday alarm but as it stands Stripper is better than either of the built-in utilities provided with Ease and NeoDesk.

By clicking and holding down the mouse key over any window it can be dragged anywhere on-screen. A right mouse click (or [Alternate]+left click)

Info	AI
Open file	AO
Open window	
Create new text	AN
Text editor	AE
Change editor	AE
Change font	EZ
Auto close	EC
Cycle colours	A+
Save settings	AS
Close window	AU
Quit Stripper	AO

83%

⇒ MagiC and N.AES users can access functions via a popup menu, users of other combinations can use keyboard shortcuts instead

on any Stripper window tops it - a small red dot indicates key functions now apply to this window. Messages can be Drag&Dropped onto any Stripper window via the AV protocol.

Stripper is resolution independent and saves a separate configuration file for each resolution. Full English ST-Guide format hypertext help is provided.

Joe Connor



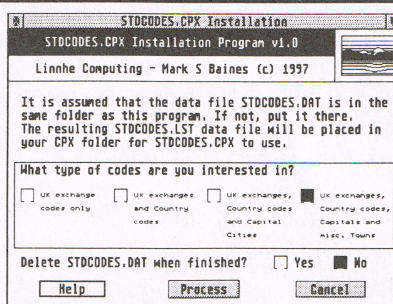
STD CODES V2.0

Utility
Freeware, all Ataris

Since our review of the STD Codes v1.4 CPX in AC#1 the author, Mark Baines, has been busy extending STD Codes to include International dialling codes, capital cities and even the time difference compared with GMT. The comprehensive database now contains over 4600 UK National and International codes. Using the same basic program design Mark has created two further CPX modules:

Car Registration v1.4 finds where a car was registered and its year of registration. Enter a registration number and select the Find button and place and year are displayed. Alternatively enter a place name and search for registration plates and a dummy code in the form 'A123 XX' where 'XX' is the Place Code is displayed.

Post Codes v1.2 enables you to find where a Post Code refers to or the

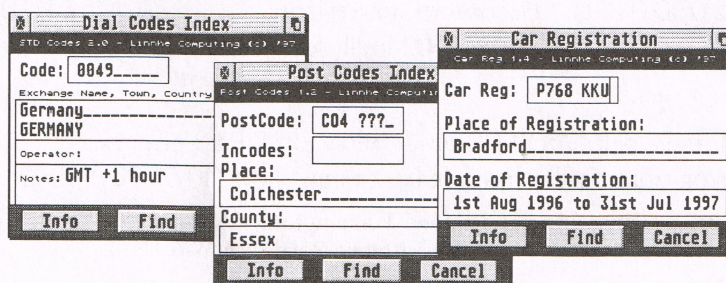


↑ Each CPX includes a variant of this install program which checks the integrity of the raw ASCII database files and creates compressed files for use by the CPXs.

Outcode (the part of the Post Code before the space character) for a particular town.

All three CPX modules work well and the database files (colon delimited variable-length fields ASCII file with one entry per line) can be edited if new data becomes available.

Joe Connor



STIC V1.00 75%



Utility
Freeware, any machine running MagiC and Stewart

Stic, short for 'Stewart Icon server' (don't get this one confused with STiK, the TCP/IP stack), is a freeware utility, programmed by John McCloud and supported by InterActive in the UK. Stic was designed to enable desktops and applications to exchange icons and save duplication of resources, worthy aspirations, but that's not why I use it! Used together with Stewart and MagiC, by installing it in the APPS/START folder, Stic enables Stewart to display a mini-icon in the menu bar to indicate the currently running program - just like the Mac desktop.

Options

13:02



OK, so this is a small niche in an already small niche, but it is ground-breaking stuff and it's also cute which is reason enough for this review here.

The icons are contained in a STIC.RSC file and can be edited using Interface or other suitable icon editor and the English distribution includes over 50 icons for popular programs. ST-Guide help is included.

Joe Connor

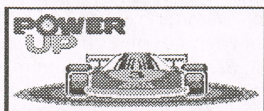


Floppyshop are pleased to announce the release of DTP+, the first of our new range of CD-ROM products for Atari computers. DTP+ is a collection of fonts, clip art, DTP support programs, printer drivers, printer utilities, labelling programs, word processors, image processing packages, vector graphics packages, demos of DTP related commercial programs and more besides. It includes everything you need to enhance your existing Desktop Publishing setup, regardless of which package you use. Well over 90% of the contents are in English and there's an easy to use catalogue which gives a clear description of each and every program on the CD along with the full directory path to the relevant program/file. Finding things just couldn't be easier and almost everything is ready to run direct from the CD.

Here's a very brief rundown of the contents. 3600 fonts in Calamus (almost 1200), True Type (almost 500), PostScript (over 400), GDOS (about 450), Signum (over 200) and 9 other formats. 8000 Clip Art images, mainly in IMG format but with large sections devoted to GEM Metafile, Calamus CVG, GIF and PCX formats amongst others. DTP support utilities for use with all popular DTP packages. Almost 300 printer drivers for near enough every package (and printer) available. Lots of printer controllers so that you can access those hidden features without twiddling with the dipswitches (if there are any!). All your favourite Shareware word processors, text editors, spell checkers and dictionary files. A collection of drawing/painting/image processing packages specifically chosen to compliment DTP. The CD includes the full versions of our DegasArt tutorial and Family Roots v1, the forerunner to our popular genealogy program.

So how much would you expect to pay for such a compilation? Smaller font compilations typically sell for around £50 and Clip Art collections for about £20. This unique compilation has more fonts and Clip Art than the competition and that's not even mentioning all the programs on the disc! Wait for it, DTP+ costs just £35 + P&P (UK £2, Europe £3, rest of world £4).

New Release!



A brand new commercial game. Who said nobody produces Atari games any more? MC Soft's Power Up is a racing car game seen from an overhead perspective looking down on the track. Five cars participate in each race, two of which can be player controlled. Control is by keyboard or joystick and is much more responsive than similar games of this type. Power Up is unique in that it runs on any Atari computer but has the ability to utilise the blitter and DMA sound (at 25 KHz on the STE/ 50KHz on the TT and Falcon) if your hardware supports it. There's even a special fast scrolling mode for Falcon owners. Even STFM owners get digitised music! It can also output sound to Replay, Replay Professional, Playback, MV16 and Prosound Designer cartridges. There will be 12 different tracks on which to compete, each track having five different scenarios. Power Up will be released on 26th April at the Birmingham Atari Show and will cost just £12 + P&P (£1 UK, £2 Europe, £3 rest of world).

About Floppyshop

As most of you know, we run one of the largest and longest established Shareware libraries in the world and offer a fast and efficient service. You may not know that all regular customers are mailed with a 12-16 page booklet detailing all the latest and best releases of Shareware and PD software.

We normally add around 50 disks of software for the ST and over 20 for the Falcon every two months? So how do you get onto this mailing list? Simple, buy something from us! If you don't see anything you want from this advert, send us two blank disks and ask for the ST catalogue or one blank disk if you want the Falcon catalogue. We stock thousands of disks so you won't be disappointed. Besides, the disks are only £1.50 each (plus P&P) so you've got nothing to lose!

Floppyshop, PO Box 273,
Aberdeen, AB15 8GJ. Tel: 01224 312756

Positive Image v1.12

THE image processing and retouching package for Atari computers. Retouch 24-bit True Colour graphics on an ordinary ST without loss of image quality. Print out your masterpiece to almost any printer (including colour). Positive Image is brimming with features, many of which are a first on Atari computers. What's more, it's under continuous development. Package includes enhanced version for TT and Falcon users. Fully compatible with all graphic cards, it even runs on PCs and Macs under any of the available ST emulators! Recently upgraded to v1.1, price held at £65 plus P&P (£2 UK, £5 Europe, £10 rest of world). Needs 1 megabyte.

EZ-Art Professional

Is the leading paint package for the Atari ST. It offers a fast friendly icon driven interface with a vast array of drawing tools and block manipulation facilities. Supports the use of up to 10 workscreens, makes use of the STE's extended palette (even on an STFM!), allows multiple fonts and has lots of special FX. Complete with a fully illustrated 60 page manual. It even runs on a 520! Available now for just £10 plus P&P (£1 UK, £2 Europe, £3 rest of world).

Family Roots II

The leading genealogy package for Atari computers. Currently in use by hundreds of Atari users worldwide. Features a nice easy to use graphical interface where you create individuals by placing blocks on a grid and link them up with each other using a few simple mouse clicks. Includes easy access to each individual's database record and a powerful search facility. Supports printout of both the individual database entries and the graphical tree structure. Available now for only £15 plus P&P (£1 UK, £2 Europe, £3 rest of world).

Easy Stitch

Allows you to design your own cross stitch patterns. These can be created from scratch or existing graphics may be imported. Easy Stitch allows you to generate patterns of any size up to a maximum of 10 feet by 8 feet! Using a grid, the pattern is designed on screen. Areas can be easily copied, rotated, reduced or enlarged. You can even edit individual stitches! Easy Stitch costs only £10 plus P&P (£1 UK, £2 Europe, £3 rest of world).

Latest PD & Shareware

Prices as stated, please add £1.25 UK, £2.25 Europe or £3.00 Rest of World (regardless of size) to the total for P&P.

ART.5827/5895 BITMAP VIEW 4 & PARX M&E MODULES - Excellent graphic file viewing/convert/printing tool. Similar to GEM-View and absolutely brimming with features. Two disks, 1 Mb, £3.00.

S-ART.5908/5909/5910/5911 POV RAYTRACER V3 - A reliable stable followup to POV 2.2 for the ST/STe. Downwardly compatible with POV 2.2 but with dozens of new features and bug fixes. There's over 6 Mb of data crammed onto these disks! Needs 2 Mb and a hard drive. Four disk set, £6.00

S-E.5726/5727 POV V3 - TT/Falcon version of the above. Two disks, £3.00.

THE BOURNEMOUTH COLLECTION (CFN) - An impressive collection of over 300 high quality Calamus fonts. What makes these almost unique is the fact that most are supplied as complete font families. 20 disk set, £30.00.

THE BOURNEMOUTH COLLECTION (POSTSCRIPT) - As above but in PostScript Type 1 format. 16 disk set, £24.00.

COM.5898 WEBSPINNER & HTML HELP - Two excellent aids for designing and editing your own HTML documents for use on the Web. £1.50.

GAM.5766C BATTLEZONE - Control an army of earthworms as you set out to destroy your opponents! Hilarious gameplay! Colour, 1 Mb, £1.50

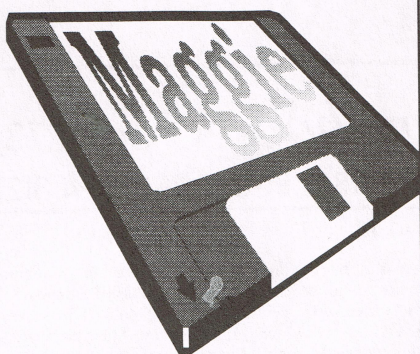
GAM.5783C AFL Pro Football - American Football like you've never seen it before! A couple of years ago you would have paid thirty quid for this sort of quality. Colour, 1 Mb, STe/TT or Falcon.

GAM.5860C DARC II - Another DOOM clone for the ST and a damned fine one. There's a real challenge in this one! Colour, 1 Mb, £1.50.

GAM.5862C DIAMOND ICE - The followup to Heartland. Cartoon based platformer with a barrel of laughs for all the family. Colour, 1 Mb, £1.50.

Ordering from Floppyshop

Please make cheques/POs payable to Floppyshop and ensure that you add the required amount for postage. Credit card orders welcome. Overseas customers not paying by credit card must make payment in UK pounds sterling by way of a cheque drawn on a British bank, International Money Order or Eurocheque (made out in sterling).



Maggie - more than a diskmag!

A part from writing articles, members of the Maggie Team are also involved programming games and utilities. Hopefully, by the time you read this, a preview version of Ed Cleveland's Donkey Island graphic adventure game, reviewed here, should be available.

Maggie's appeal spreads well beyond the demo scene and we're delighted to present an interview with Dave Encill, the MD of Titan Designs, who in collaboration with Black Scorpion Software (BSS) are one of the most innovative developers left on the Atari scene.

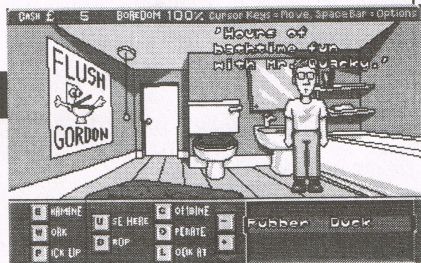
Returning to our roots we review the Gloop demo which stands out from the crowd compared with other recent releases. Elsewhere in the magazine reviews of German disk magazine Undercover, which recently returned from the dead, and the latest demo from Scottish group Senior Dads reviewed - we get everywhere which brings us nicely to out new website address located at:

<http://www.users.zetnet.co.uk/maggie/>

Please pop in and visit us soon. The previous Maggie site has been nominated for a Webby award - thanks to everyone who voted for us!



Richard Spowart and Chris Holland
The Maggie Team



We first caught sight of Donkey Island last summer at the Birmingham Atari Show in the form of a brief technology demonstrator that had been lying around unseen for a year. The programmer, Ed Cleveland, was so encouraged by the feedback he got at the show he resolved to turn it into a full game and release it, probably as Freeware or Shareware.

THE GLOOP DEMO BY MISFITS

Chris Holland reviews a cute new French demo ...

This one made its debut appearance at the Birmingham Atari Show last summer when Leon unexpectedly popped it onto my hard drive. Even back then it was a nice little demo, although we only seemed to get half the soundtrack due to a faulty connecting lead to the speakers...

Gloop falls firmly into the 'design' school made famous by a thousand French coders before them. Definitely a 'good looks first, whizz coding second' production, although what they do with the Falcon from a metal bashing point of view isn't bad either. The demo starts up with a jolly, jaunty, boppy sort of soundtrack which you'll either love or hate fading to a lively swirling 3D starfield. Whatever the musical merits - or not - of the audio, it certainly fits the intended mood. Anyway, back to the starfield, it certainly spins around all over the place - obviously keen to let the next effect on. Enter circles spinning in a light-sourced fashion in a similar manner to the DNT demo Maggie reviewed a couple of years ago. 'too slow, but nice looking' as Arto may have once said!

Some squiggly ST-inspired bouncing spirograph patterns appear next followed by a little turtle which grows to fill the whole screen - it's a fancy new way to clear the screen as the texture left by the 'turtle' becomes the background for some dot-spline globular objects to wriggle in front of.

A window does a nice fancy fade-in to the left hand side, and the first serious effect comes into play. It's a bijou version of ye olde zoom and rotate - but after a brief moment the Misfits move things on...

They do a take-off of Exa, particularly a teddy bear related drawing by Flan, which is definitely NOT called Ripley! This sits on the left hand side, and acts as the 'design' element of the forthcoming bits of the demo. Another window pops in on the right where the remaining effects take place. A rather nice polygon with multiple spinning textures mapped onto each face of the object is there for a while then followed by the inevitable doughnut. This is subjected to a ferocious assault by a variety of effects and textures - initially we get a pineapple slice effect with some gold/yellow shading effects which slows to a crawl to take on some kind of

environment mapping which makes it look a bit like bananas were involved in surface texturing the object. Some colour-shock type shading follows on from that, with the Falcon racking its silicon brains, to come up with the lesser known deeper shades of purple-blue...

A change in mood sees a fiery vector cube spinning over a lake of fire - although it's hard to be sure! Another old effect, but again it works well enough within the confines of its on-screen prison as the cube zooms right into the screen and out again. Finally, out of this series of effects, a double helix type 3D dot spline object spins around on the screen featuring a nice multi-coloured effect in the process.

The screen fades - not a normal fade - but a 'spotlight' effect and the displayed area grows smaller and smaller until it is gone altogether. The music changes to a similar jaunty happy boppy tune later and we are into the end credits which include a little effect in with the functional upward scrolling text - it's a constantly mutating 3D bob shiny plastic look 'molecule' which floats around the screen as the text does its thing.

Tech watch

This is a very neat demo with a good deal more going on beneath the surface than the (very clean) design suggests.

The DSP is only used for the music so the 3D effects are not cutting edge but does include one new feature namely the Phong shading technique is used twice - altering the texture used in the RGB split section for a neat twist. It's a shame the objects aren't a bit bigger, faster or more original.

Most of the other effects were copies from earlier demos, but it is well coded - reminiscent of Amiga demos - something the Falcon really isn't suited to!

RATINGS

Graphics: 85%

Good presentation, even a little original hand drawn material.

Sound: 78% or 8%

Depending on your musical taste!

Gee-Whiz: 70%

Not a lot new in here. Firmly relies on presentation skills.

Overall: 81%

Almost a classic cliché 'design' school demo.

DONKEY ISLAND

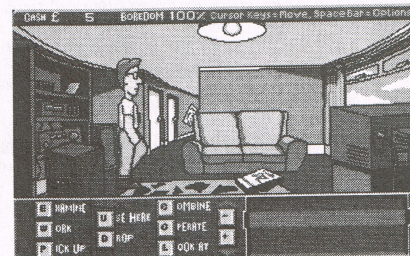
95%

Donkey Island is the response of the Atari platform to PC based adventure games in the same vein as 'Day of the Tentacle'.

Surprisingly the graphical perfection will run on any Atari with 1Mb memory or more, including the Falcon, and there will be sampled sound effects on all machines - in contrast to most new productions where only STe/Falcon machines get the full treatment.

The plot revolves around one man's attempt to re-discover Donkey Island, the most famous Atari game, that got stuck in a development cycle somewhere and was never released. Along the way he

encounters various puzzles, sharply observed barbs aimed at the current computer scene and encounters with various 'famous' Atarians from the demo scene. *



Interview

MAGGIE

INTERVIEW: DAVID ENCILL

David Encill of Titan Designs talks to John Summerfield about Titan and their partnership with Black Scorpion Software...

Titan Designs Ltd was formed in 1989 to develop the Reflex Card - a high resolution graphic card for the Mega ST. Soon after release an interface card was produced to allow the card to be used on the rest of the ST range. The Reflex Card proved to be a very successful development and the springboard to launch other projects. I asked David Encill to take up the story...

During 1993, when the Atari Falcon started make an appearance, we concentrated on development of a new video digitizer, which evolved into Expose'.

We needed high quality software to support Expose' and aware of the wonderful developments created by the Black Scorpion Software (BSS) team we contacted them and APEX Media was the result.

At the time APEX Media was, without doubt, the most sensational software package to appear for the Falcon and proved such a resounding hit we had to release as a stand-alone product.

Apart from our current Nemesis Falcon accelerator and videlity screen enhancement software, APEX Alpha and APEX Audio we have other ideas and developments which promise to be every bit as successful as our other products.

In the last couple of years there have been many claims the Atari market has been in decline. How do you as a company and as an individual view this statement?

There's no doubt the Atari market has declined but we are finding interest in Falcon products continues unabated. Certainly the interest shown in the APEX Series and Nemesis suggests the professional side of the market is holding its own.

Do Titan have plans to expand into the PC area?...

Peter Armitage, the developer of our Thought! Ideas Processor, is already converting Thought! to OS/2 and BSS have just finished an art package for this platform and are developing a morphing engine for Windows NT. Unfortunately the future of the OS/2 platform is uncertain, particularly with the advent of Windows 95.

However Titan are most definitely not switching development to the PC platform! After completion of APEX Alpha/Audio, our next major software development will be Falcon based - aimed at professional

musicians and composers and we're also considering a new Falcon based graphic development.

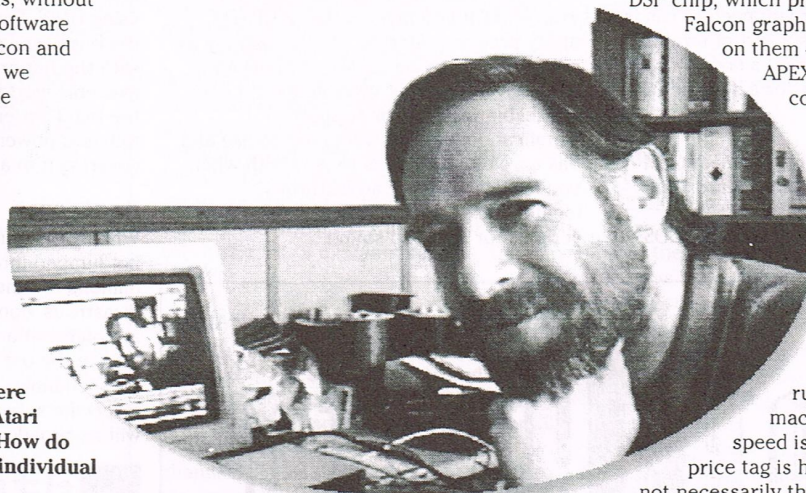
When we met at the Atari show in Birmingham last summer I thought the show went well. How did it seem from your point of view?...

I saw the shows as a resounding success! Good attendances with an amazing level of enthusiasm proving the Atari market is still alive and kicking. Other companies I spoke to reported similar experiences.

Atari Computing was launched at the show, what did you think of the first issue?...

An excellent foray into this market and something sorely needed following the closure of first Atari World then ST Format. I think the ACG got the balance just about right - there's something for everybody.

I see the internet playing a crucial role in the survival of the Atari platform, providing a place where Atarians can meet and stay up to date with developments. How do you view the internet and other media - such as disk magazines?



Titan is increasingly making use of the internet. It's so much easier for customers anywhere in the world to contact us and to receive a reply - usually the same day! I'd encourage everyone to use the internet and take advantage of the mass of news and up to date information. Disk magazines also have an important role to play keeping the offline Atari community informed of the latest news and providing a forum where new products can be reviewed - I always looked forward to receiving new issues of Maggie and AtariPhile.

What has the response to the Titan website been like?...

Extremely good! Our website has received plenty of praise and provides another opportunity to keep people informed of the latest developments. It has also made it much easier for overseas Atarians to contact us - it's much cheaper to email than pick up the phone or send a Fax. Jim

helped us get the website started and now it's just a matter of keeping it up to date.

There are still enough quality programmers on the Atari scene. Does Titan have anything to offer these people?

I often wonder how much good talent is being wasted out there, purely because they believe there's no real incentive to produce applications or utilities. Demo coding is fine - it demonstrates the power of the platform and skill of the coder but they have no real functional use. Our doors are always open to talented programmers or anyone with a good idea, either hardware or software. We have some stunning ideas up our sleeves but there's never enough time to see them all through to completion - maybe one of these could find an outlet for someone to earn money in their spare time...

The Atari range over the last ten years has seen developments from the ST to the Hades and other top end clones. How do you see the future?

The only problem with the 040/060 clones (apart from our Falcon Afterburner040 accelerator) is none of them support the DSP chip, which prevents the best

Falcon graphic programs running on them - I'm talking about APEX Media and Alpha of course!

I've heard the new Centek 040/060 is downwardly compatible with the DSP so if the developers are interested in lending us a machine we may be able to get the APEX series up and running on these machines. Although more speed is always welcome, the price tag is high. Sheer speed is

not necessarily the answer anyway - take a look at what Doug Little of BSS has achieved using a standard STe and Falcon machines.

Following the closure of Compo last year Titan has taken over UK distribution for the Gribnif range of products, has this been successful?...

Reasonably successful, considering we took over during the summer period when Atari's traditionally gather dust! The Geneva/NeoDesk 4 bundle at £79.95 is attractive and at £39.95 Arabesque Pro should tempt a few people.

How do you view the products other developers are working on?

There are some excellent GEM based programs under development but whilst these cover the entire Atari range they don't take advantage of the raw power available inside every Falcon. Other developers would be surprised at the level of interest Falcon specific products generate but then that's Titan niche! ☺

ATARI COMPUTING ISSUE 4

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Talking shop

With the current craze for 'Internet Telephone' applications on the PC and Mac, net users worldwide are whipping themselves into a frenzy at the prospect of real-time chat with other people across the globe. Actually rigging up microphones and sound hardware may be a new idea, but real-time chat with users on the other side of the world isn't. IRC - Internet Relay Chat - has existed almost since the birth of the net itself. It might not be as hip as squirting digitised voices across the Internet, but it's considerably more fun and a lot more friendly to the already overloaded net.

IRC uses two pieces of software - the server, and the client. The server is a machine which acts as a central meeting place for all IRC users. Servers across the world are connected together, and they relay the chat between machines, hence the name. The software you need to run is the client. Think of it as a sort of terminal program if you like, since it's connecting you to another machine for a specific task.

Meet your clients

At the moment, there are two main GEM based IRC clients and both require STiK. Lonny Pursell's excellent AtariIRC has evolved from a primitive text-based TOS



↑ Users of #atari love it so much, this striking T-Shirt design was recently created!

program to a full-blown GEM client. It runs under normal TOS, MagiC, Geneva and even MiNT if you pick up the GLUESTIK utility program. AtariIRC will run happily as either a Desktop accessory or application, although the current version doesn't offer resizable windows or support iconification. Still, it's very easy to use and has a wealth of options to play with when you feel a little more adventurous, including user definable text colours and support for sampled sound.

Frank Charlton delves into the time-devouring phenomenon that is Internet Relay Chat...

The alternative is the fresh-faced FracIRC from Tim Putnam - it's also fully GEMmed, and very capable. FracIRC is slightly faster than AtariIRC thanks to its C roots - AtariIRC is compiled GFA BASIC. Tim has come a long way in a short time, and it's a remarkable achievement considering FracIRC is his first C program! Version 2 may well be available by the time you read this, and Tim is promising bigger and better things to come.

Whichever client you decide to use, it's good to know both are under active development, and both programmers turn up on the atari channel most days.

If you're using both MiNT and MiNTNet, you have even more options available. Armed with GLUESTIK you can use both AtariIRC and FracIRC under either a singletasking or multitasking AES. For real IRC power and expandability there's an even better choice because ircII, the de-facto standard UNIX client, is available in a MiNT version. It's not a wise choice for novices, though - ircII is a character-driven TOS program, and can seem cryptic if you're not used to using UNIX. For hard core IRCers it really is the business - powerful and expandable with the hundreds of add-on scripts available worldwide. With enough memory, the MiNTNet environment is both feature rich and powerful - so much so we'll be covering it in a future issue...

On channel

When you connect to an IRC server, you're not lumped into a giant virtual room with millions of other users - that would be disastrous, considering how many people are online at any given time. IRC works a bit like the old CB radio system, in that it uses 'channels'. Each channel is devoted to a specific subject, and anything you say will be broadcast to everyone else in the

ATARI PHILE[®]

By the FFF

Time travel is all the rage at the moment so this issue we've leapt forward to AtariPhile #5 to present an article Joe simply wouldn't let us keep to ourselves!

Internet Relay Chat (IRC) is an often neglected area of comms. Most comms enthusiasts go to great lengths to minimise their online time and keep the phone bill under control. IRCers do it online - often for several hours at a time! We show you how the rest is up to you.

All issues of AtariPhile are available by sending an SAE, disk and two

stamps per issue, one for return postage, one towards our costs to: 11 Pound Meadow, Whitchurch, Hants, RG28 7LG, England.

Don't forget to say which issue/s you require! The current issue can also be read online or ftp'ed from the relevant addresses below. Please note our email address has changed.

URL: <http://www.walusoft.co.uk/fff/>
<ftp://demon.co.uk/pub/atari/atariophile/>
<ftp://funet.fi/pub/atari/mags/>
<ftp://cnam.fr/>

Email: atariophile@fff.compulink.co.uk
 Colin Fisher-McAllum

GETTING THE SOFTWARE

<http://www.flinny.demon.co.uk/>

The STiK Pages - everything you need to get online with STiK, including the IRC clients mentioned here

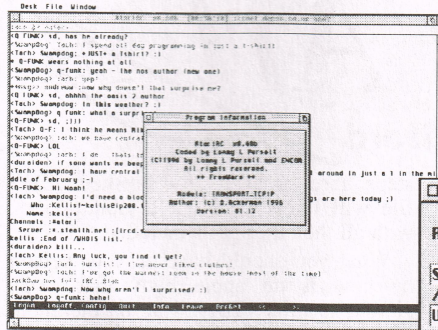
<http://www.bright.net/~atari/>

Lonny Pursell's Atari Pages - home of the AtariIRC developer, and you can often find new versions here

<http://www.roseivy.demon.co.uk/>

FracIRC Homepage - The personal home for Tim Putnam's GEM client

<ftp://demon.co.uk/pub/atari/stik/>
 Demon Internet Atari Directories - if you're still using NOS and you can't access the web, you can get all of the latest STiK stuff from this ftpsite



channel. In the same CB sense, you don't go by your real name in this virtual world - you use a nickname, or 'nick'. With the ircnet network - where almost all Atari users hang out - you're limited to using a 'nick' of 9 characters or less.

Choose whatever you like, but keep it clean and inoffensive or you may not make many friends among the regulars. You may find the IRC server tells you that a particular nickname is in use, though - with millions of people online, it can be hard to come up with something original. There's no point getting

BY YOUR COMMAND

All IRC commands are entered in text format, and are all prefixed with the '/' character. When your client sees input beginning with /, it tries to interpret it as a command. Both AtariIRC and FracIRC come with a comprehensive list of commands, but these ones should be enough to get you started:

/join #channelname

Joins the channel specified, or creates it if it doesn't exist.

/part #channelname

Leaves the channel specified, closing it if nobody else remains.

/quit

Makes you leave all channels, closes your connection to the IRC server and exits the client program.

/who #channelname

Shows a list of who is currently on the specified channel. You can do this whether you're on the channel yourself or not.

/whois nickname

Shows a little information about the specified user, who can be on any channel.

/msg nickname text

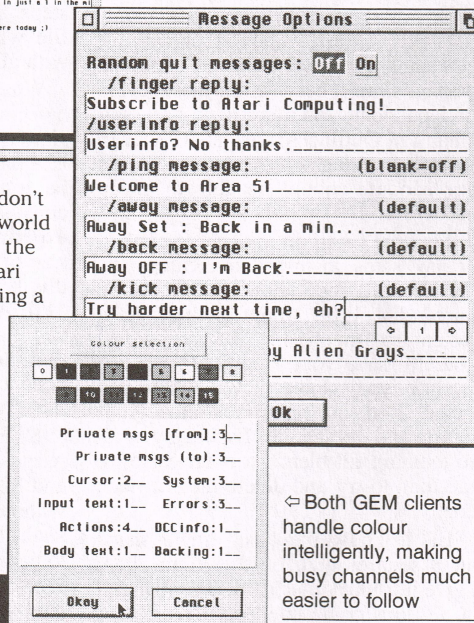
Sends a private message which only the specified user can read, and not the whole channel.

/me text

Sends a string of text to the current channel as if you were performing it. For example, typing /me hits Flinny with a wet fish' would send the text 'MyNick hits Flinny with a wet fish'.

Although just as good on a mono screen, AtariIRC works very well with colour, making message identification much easier

AtariIRC makes configuration easy with its extensive use of GEM dialogs



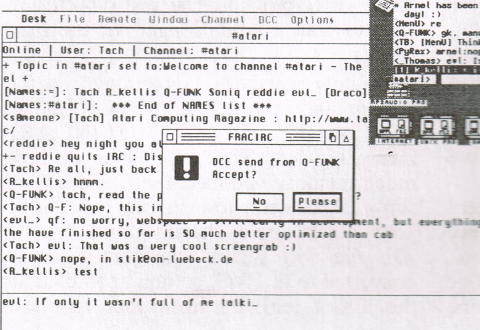
Both GEM clients handle colour intelligently, making busy channels much easier to follow

upset if someone else er, nicks your nick - the usual practice when this happens is to add an underscore character after your usual choice, like 'nick_'.

To begin with, the best place to hang out is the home of all Atari-owning IRC fiends - the #atari channel. Being a text system, IRC uses simple text commands to perform actions - see the 'By your command' boxout. To join #atari, simply type '/join #atari' and hit the return key. As you enter the channel you'll see the topic (if one is set) and a list of everyone else on the channel.

Channel operators

As with any online environment, IRC suffers from its share of idiots and offensive lunatics. With no regulation, most channels would soon become a free-for-all of insults and abuse. Like all other channels, #atari regulates itself thanks to the Channel Operators. Simply, these are regular users who've been around for a long time, and are online often enough to protect the channel from invasion. The Ops have the power to 'kick' offensive IRCers off the channel. If they persist in being offensive, the Ops can ban them, effectively preventing them from entering #atari at a later date. If all of this sounds a little like digital



FURTHER READING

If you want to know a little more before you go online, drop into the Atari Computing website at

<http://www.tachyon.demon.co.uk/ac/> where you'll find an expanded version of this article, complete with hints and tips on setting both AtariIRC and FracIRC up for regular use.

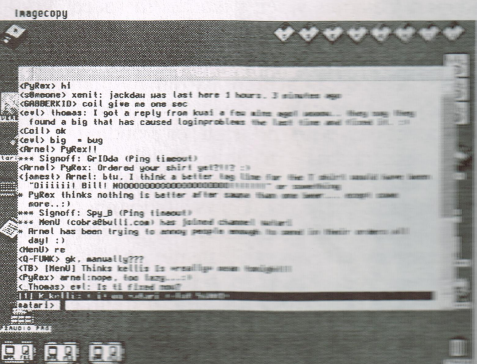
warfare, then don't be put off. In almost all cases, the Ops are very vigilant, and you're not likely to get hassled or offended. If you are, complain - the Ops can easily be spotted in the list of people on channel because their nicknames are prefixed by the '@' character.

I, Robot

Normally, when everyone leaves a channel, it disappears, only to be recreated when someone enters again. The first person to enter is given Channel Operator status though - and anyone intent on being malicious could stop regular users from entering. To keep #atari open permanently, a 'bot' or channel robot is used. A bot is nothing more than a piece of software which sits online all day, keeping the channel active. Bots can do much more, though - they can watch the channel for certain types of idiot, and can enforce the list of banned users. On #atari there are currently two bots which work with each other and the Ops to keep #atari clean. So, if you see users called TB and someone behaving oddly, remember they're bits of code and not people.

What goes on?

Despite the channel name, #atari isn't all dry techie talk about computers - far from it, in fact. At any given time, subjects could range from installing Linux on a Falcon to what the current episode of Red Dwarf was like this week. Essentially, it's a common room for like-minded users to talk about almost everything. With users from as far afield as Sweden, Norway, German, Iceland, Poland, Finland, Australia, Canada and the USA, it's a melting pot of ideas - and it's also a place of good humour and fun most of the time. Take your time in getting to know who's who, and you'll fit right in. See you online! ☺



With enough memory, you can run the whole MINTNet setup including ircd under a multitasking AES

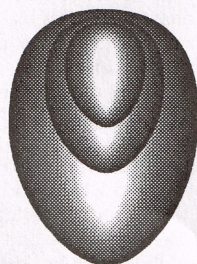
FracIRC also runs in a clean GEM manner, both for configuration and operation

Creative Line Art

By George Bradford



**Want a
perfect
greyscale
fountain off
your 300dpi
laser
printer?
Outline Art
through
Calamus is
the answer.**



After working with a Macintosh Quadra 900 at my place of employment during the week, I have always found it a joy to come home to my Atari Mega ST4 at night. Even though the expensive and sophisticated Mac programs like Illustrator and Freehand can build superbly subtle blends on the screen, they print out as ugly banded interpretations on our 300dpi Apple Laserwriter II NT. Everyone takes this for granted and when I tell them that Outline Art through Calamus gives me almost perfect blends, and greyscale fountains on my Atari SLM804 laser, they simply shrug and give me that look of disbelief. Obviously the PostScript language built into most commercial equipment these days is no match for the dedicated language used to support Calamus when it comes to speed and matching the screen representation.

With your Calamus print screen set at Raster X1 you can achieve extremely high quality greyscale fountain blend reproduction, with no sign of banding. The illustrations in this article are reproduced from 300dpi output to demonstrate this point. Greyscale fountain fills, blends, and graduations all fall into the category of a smooth transition of dots blending from black to white, or any greyscale range. These delicate fills allow you to create infinite 3-dimensional type shapes, which are outside the limits of the convenient dynamic greyscale frames supported in Outline Art 1.0.

In actuality they are numerous screens stacked on top of each other to produce the soft rounded effects shown here. Given a command of 50 steps, Outline Art simply produces 50 different layers,

each of a slightly different percentage screen fill. Unfortunately fountain fill objects cannot easily be moved about on the screen simply because all these layers are independent, and there is no grouping command in Outline Art as yet. However, if you are working with Calamus SL, its Vector Module should be able to group them for you.

At this time I will do my best to explain the many steps involved in creating the Apple Orchard logo shown here, but be prepared for little things I may have forgotten to mention. As you work, continually save your file, so that when you find you don't have what you expected, then you can always reload your last save and try again. Especially with these fountain fill blends it is far easier to reload than to try and delete them all one by one.

STEP 1: Draw the basic apple shape about 8 squares high on the 10mm grid, and give it a 100% black fill. The leaf and stem portions come later, so don't bother with them at this time. Bring up the Calculator screen and click on ENLARGE %, then enter Width % = 95, Height % = 95, and click on Center Object in the Position Buttons box. Finally click on CANCEL at the bottom right, not Calculate. If you choose Calculate the computer goes into action immediately, and we still have to set up the Clipboard Extra Functions menu.

STEP 2: Activate "Clipboard Extra Functions" and leave the top part alone. Beside the camera icon; click ON Transform before copy; click OFF Move To, but change DX and DY: to 0.00 mm; click ON Multiple Copy; click ON Greyscale variation, and set at -3% (backspace until minus sign will function); click ON Copy to foreground; click OFF Copy to background; click ON Prompt # of copies; click OFF Number of copies, but set to 50; click ON Extra Functions active.

STEP 3: Now close these menus and be sure to "select" your black apple shape so that it is active. At this point you will put all this into play by clicking on the camera icon in the Object Menu, which you normally use to copy frames. A prompt with Number of Copies set at 50 should appear, click OK and sit back and wait. For those of you who have Codeheads' WARP 9 screen refresh accelerator installed, things will move along fairly quickly. The rest of you will have to wait a while longer for the final results.

By now you have "something" on the screen, and it would be a good time to click on the ABOUT OUTLINE ART menu, top left. This will show you how much memory you have used, and should show 51 objects now in play, including your black apple shape. Your eventual .OL file will shrink considerably when converted to a .CVG, so don't panic about the 16K it registers from your first few

steps here. Your totally finished .CVG file will likely read out at about 15.5K with all the other parts included.

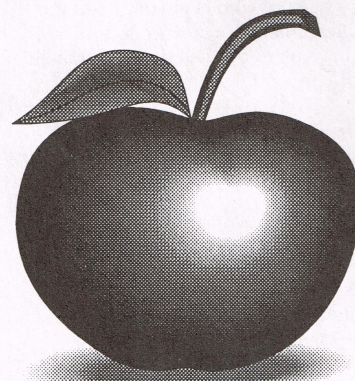
What you should have on your screen by now is an apple body that looks similar to mine. The hi-lite on the apple is a bit large and glaring, and this could be softened by changing the number of copy steps to 60 or 70 if you want to experiment. The refresh time and the size of the file will both be affected, but this is your choice. If you now turn off "Fill Areas" under the "Extra" heading, and magnify your work, you will see the multitude of blend steps that have been created, as fine lines stepped one inside the other.

STEP 4: Creating the apple stem. I purposely kept it simple, with an outline and 82% fill, then a 50% adjusted clone without a outline supered on top for a slight hi-lite effect. These should be sent to background to lap behind the apple.

STEP 5: The leaf was a little more demanding, and I found this to be a real toughy. I drew the leaf with bezier curves, gave it a 50% fill, and an outline later, when the blending was all done. Set the Calculator to Width 90, Height 85, Center Object. Set "Extra Functions" as Greyscale Variation 3% (not -3% here), and the Number of Copy steps at 8. This will give some shape to the leaf, but I ended up physically dragging in several of the leaf tips that were protruding beyond the main leaf just to tidy things up a bit. Select the main leaf and give it an outline, now that the blending is done. When it reads 50% in the Modify Object box you know you have the right one selected. To dress up the leaf a bit I have added a single curved line down the center, but feel free to add radiating veins to it also.

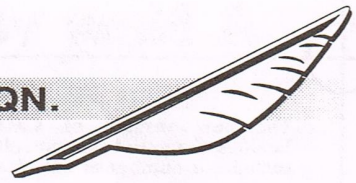
This would also be a good time to go back to the calculator and click on NULL so that it doesn't screw you up later on with old commands.

STEP 6: The shadow at the base of the apple. To my mind this is the simplest,



The apple was built with 50 copies of a simple black apple shape, each step reducing 97% of the previous, and the tone changing gradually by a 3% value.

Calamus User, Po Box 148, Deal, Kent, UK, CT14 7QN.



The type was built separately in two parts and given a Line and White Fill command. The decorative diamond shapes were added last, with outline and 50% fill.



The finished Apple Orchard logo weighing in at 15.5K and almost good enough to eat. Much could be done to improve on it, but I leave that to you.

yet most impressive part of the illustration. Draw yourself a small irregular shape below the apple, to act as the innermost part of the soft shadow effect. We are now going to copy to background this time, with the steps getting larger and lighter as they stack behind each other outwardly, eventually blending off to nothing. Give your small shadow shape a 60% fill, and no outline of course. Now slide it in behind the bottom of the apple, using your Alternate Key to hi-light all points, and then dragging it. Now we will blend from dark to a light feathered edge.

STEP 7: Set the Greyscale Variation to -3% again, so it will get lighter as it grows outward. Set the Number of Copies to 20. Click ON Copy to Background so that each step will generate BEHIND the apple, and not in front. Set the Calculator to Enlarge 103% for each step, and click on the Center Object button in the Position Buttons box. Click on the (Copy Objects) camera icon again and the end result should be a dandy soft base shadow.

STEP 8: The type was set using the Circular Text command, given an outline and 00 white fill. Two decorative diamonds were then added and given a 50% fill and outline. Because the apple occupied so much of the screen I decided to build this type as a separate file and then merge the two later. Since my apple had been drawn a bit to large I decided to do a Select All Points, and set the calculator to Enlarge (reduce) 90% to reduce it a bit. This calculation took the Mega ST4 about 30 seconds to do, and as you can see it handled the calculations perfectly.

When saving to .CVG format I entered a line weight of .50mm. The finished APPLE ORCHARD logo, with the type merged into it resulted in a .CVG file of only 15.5K. This type of simple fountain fill can be used for a number of functional purposes if you think things through first. The oval shapes shown at the beginning of this article was created

in much the same way as the apple in this tutorial, and has a gem-like quality. In actuality I started it from a black base also, but it produced too harsh an edge, so I turned off Fill Areas, magnified the top half and went in and deleted the bottom 4 layers, so it now starts at 88%. The final result is merely 3 copies of the finished .CVG piled on top of each other after being reduced to fit.

The somewhat rectangular (GB) blend shown here is created in a similar manner, but has much sharper shoulders because of its inherent shape. Some of the settings were: 10 steps, - 3%, W 97%, H 97%, Center Object, and change upper layer to 12% when done. The possibilities are endless, but you must be careful not to overdo it either. Try to keep your components as simple and functional as possible, or the whole thing starts to look like a batch of experiments with no true design purpose.

Finally, the "GB" was added on top and given the outline command from the Style Menu.

The picture frame effect was created with settings at: 82% base (outer shape), 16 copies, - 4%, W 98.9, H 98.8, Center Object for outer frame portion. Your upper layer will read about 24% in the Modify Object box, and for the downward curve of the frame you change the -4% to 4%, 16 copies to 10 copies, and leave the rest as it was. Now change

the final layer to 15% for the soft background within the frame. Finally an .IMG file of the lady was imported and a 2pt. white border from your standard Calamus 1.09N frames was added for trim.



Picture frame effect from fountains around edge, with white 2 point rule added for effect.

One point that I have overlooked is the naming of your many .OL files during these steps. You would be wise to name them very clearly, or write down on paper exactly what each file contains. Otherwise you will find yourself guessing when it comes time to merge or revise files. The Calculator, combined with the Extra Functions has limitless uses, and the more you probe the more you will find yourself relying on them.



Calamus User Magazine

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A New version from a New Distributor

The new version of Calamus SL, besides the usual system refinements, includes a number of new features:

- ◆ The most significant change is the fact that most additional modules, which used to be available at extra cost, are now included in the basic price. These include the following: Line Art 1.5, StarScreening, Blend, Toolbox, PhotoFX and the External Clipboard.
- ◆ In addition two new modules: Histogram and Helplines (coloured guidelines etc).
- ◆ Several refinements to the user interface (e.g. dialogue boxes and some icon sets).
- ◆ A built-in MASK frame/function which now eliminates the need for a separate Mask module.
- ◆ A Text scaling feature, which allows the user to adjust text sizes within a frame by dragging that frame.
- ◆ Several new bitmap import/export drivers: Kodak Photo CD (I), Photoshop PSD (I/E), Windows BMP (I/E), IMG (I/E).
- ◆ Optional settings for both Raster Generator and Color Separation from within the Print dialogue.
- ◆ Closer compatibility with MagiC Magic Mac/MagiC PC.
- ◆ There are several new printer drivers, e.g. Canon BJC 800 A4/A3, Epson Stylus II and HPDJ660c (Also used with HPDJ690c).

CALAMUS[®]_96



Additional Modules Bridge 2 £ 99.00

The Bridge 2, is an additional Calamus Module which allows the conversion and outputting of the contents of a page, a number of pages or individual frames to a number of bitmap and vector formats. These formats including Degas, PIC, NEO, AIM, BMP(Windows), GRA, PAC, RAW, IMG, ESM, BLK, PCX (Paintbrush), IFF, PSD 2.5 (Photoshop), TIF, TGA, CRG, GIF(87a), CVG 1.0 or 1.1, GEM, DXF, PLT, EPS, PS(Postscript Level 1), and Adobe Illustrator EPS.

Atari Show Time

To coincide with the release of the new version of Calamus SL, IMAGE Applications will be demonstrating this latest variant at the forthcoming Atari shows.

There you will see this exciting new version of the premier Atari Desktop Publishing package operating on several different TOS based platforms (i.e. Atari, MagiCMac/PC on the Mac and PC).

Birmingham Atari Show

Saturday, 26th April, Motor Cycle Museum

London Atari Show

Sunday, 27th April, Osterley Hotel

Glasgow Atari Show

Sunday, 11th May, Central Hotel

For more details on the show contact:
Goodman International, Tel:01782-335650

Upgrade to CALAMUS[®]_96

SL92/93/94/95 to SL96	£ 129.00
S/S2 to SL96	£ 139.00
1.09/1.09n to SL96	£ 159.00

Bearing in mind the fact that Calamus 96 now includes eight modules which used to be available only at extra cost these upgrade prices are better value than ever.

To qualify you must return your original master disk(s) with serial number, together with your remittance. Any disks posted to us should be sent Registered Post with Insurance. IMAGE Applications cannot take responsibility for any disks lost in the post, other than those we despatch to you, which are insured in any case.

MGI's policy is one of continuous improvement and they reserve the right to vary specifications at any time without warning.

image applications

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Email: caluser@clx.compulink.co.uk

All prices include VAT, and include postage/packing within the UK. Should you require Next Day delivery within the UK please add £ 5.00 to your order.

As all upgrades and additional modules have to be supplied from Canada, please allow 14 days for delivery.

Please make all Cheques / Postal Orders payable to "IMAGE Applications"

IMAGE Applications are the official distributor of all MGI Calamus products within the UK. Calamus is a trade mark for MGI Software Inc



Acrobatic files

Q Having started browsing the web a few months ago I have come across lots of files in Adobe Acrobat (PDF) format. Are there any programs available on the ST which will allow me to read these?

Mark Jones, via email

A GhostScript can read acrobat-files. The current Atari version is 3.53 which allows you to view PDF files on screen and even print them out. To download the current version point your browser at:

URL: <http://godel.ph.utexas.edu/Members/timg/gs.html>

Denesh Bhabuta

Atari and music?

Q I'm looking for some information on setting up a Mega STe 4 for music, specifically getting this machine rigged up to some keyboards. What interfaces are available and what software would you recommend? I am mainly interested in using Cubase, Notator and Logic - are these the same thing?

Wayne Johnson, California

A A Mega STe 4 is an excellent machine for MIDI. The extra speed (compared with a standard ST) is very helpful.

Interfaces

If you purchase Emagic Logic, this includes the LOG3 Interface, which is a combination dongle and MIDI expander featuring three additional sets of 16 MIDI channels (48 + STe's 16) on its four MIDI out ports (two of the ports on the LOG3 output the same information) resulting in a total of 64 MIDI channels.

MIDI ins are much harder to come by. The Emagic Unit II offers two outputs and two inputs and when used with LOG3 provides 96 MIDI channels and a total of three MIDI ins.

You can expand using other interfaces to provide more independent channels. The options include:

- Kawai MM-16 MIDI Mixer, providing MIDI merge capability, effectively adding an additional MIDI in. There are a wide variety of (usually expensive) MIDI merge boxes.
- Emagic/C-Lab Export (not for Falcon) serial port interface, 3 MIDI outs
- Steinberg MO-4 - Parallel Port interface, 4 MIDI outs

Software

The three biggies are Cubase, Notator and Logic. Development for the Atari versions has more or less stopped. You may have to look hard for Atari versions though, as most music shops these days tend to cater for Mac/PC owners - and their bigger wallets.

However, Emagic have recently released a v2.5 upgrade for Atari Logic. It apparently includes features from Mac Logic 2.6 and since the newest Mac/PC versions are 2.6.x, MIDI-only work using Atari Logic probably just about rivals the best versions for Mac/PC. The non-Atari versions have the audio features which are missing from the Atari version though (Except for the Logic Audio Falcon 2.01 which isn't very good for Audio stuff anyway).

Notator SL came before Logic and some early versions of Logic were called Notator Logic, but they are not the same. Some people have reported Logic seems sluggish in comparison as they could load, save and format disks without interrupting the MIDI playback within Notator. Additionally, Logic requires frequent screen redraws, taking up precious time.

Logic and Notator can be a bit confusing at first but are incredibly flexible when you get accustomed to them. Cubase is supposedly easier to use for beginners but lacks all the configurability of Logic.

Steve Taylor

Powerless with a price

Q My 10 year old 520STFM is starting to switch off by itself all of a sudden. It crackles and sometimes it comes back on if I thump the top of the case. I'm worried I may need a new power supply and I heard they were expensive.

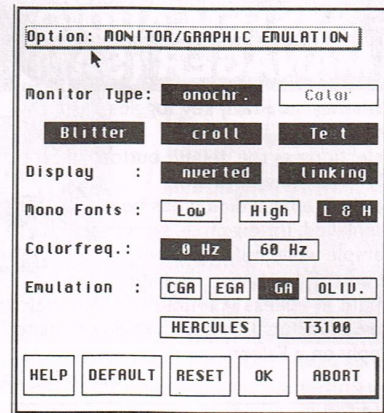
Dave Featherstone, Preston

A It does sound like a power supply problem. They're not as expensive as they used to be but you may have nothing more than a dry solder joint on the PSU board. It's a fairly straightforward repair but since the unit is 10 years old and there's mains voltage involved we recommend you buy a replacement power supply. The Upgrade Shop or System solutions will be able to help.

Shiuning Lai

Emulate

Q I have an Atari 1040 STe computer and since most computers used now are PCs I am interested to know how to go about turning my Atari into a PC computer. A friend mentioned a



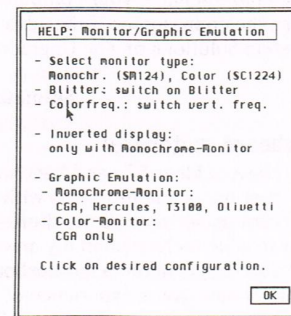
↑ Setting up the screen according to your hardware under AT-Once 386SX

software emulator costing around \$50 can turn an Atari computer into a PC, but is that only the start? Would I need a monitor instead of a television, and would I need a High Density (HD) disk drive? Would I be able to use this as an external drive with my existing Double Density internal drive? I would be grateful if you could tell me step by step how to go about this conversion.

L.Willey, Bracknell

A It's not possible to turn your STe into a fully fledged IBM PC compatible computer - if that's what you want you'd be better off buying a complete PC system. Alternatively you could stick with your STe and find native Atari software to carry out the tasks you propose to carry out on a PC.

We are not aware of any currently available PC emulators although there the secondhand market is awash with them so you should be able to pick one up cheaply if you decide to go this route. To be Frank, unless you want to use specific DOS based programs, PC emulation on a ST/e machines isn't a practical option given the system resources required by modern Windows software and the low cost of native PC hardware.



↑ Useful online help is available

Regarding your specific questions, yes, so long as your TV can display ST-Medium resolution, you should be able to get CGA mode using a PC emulator.

A High Density disk drive is not required but it's a worthwhile upgrade to any ST - most PC software is supplied on HD disks (or CD-ROM).

Some PC emulators are tricky to install (just one more reason to forget the idea) but once installed are usually set up using an installation program.

Denesh Bhabuta

MAGIC EXTENDOS

If you're getting 'invalid drive' errors using ExtenDOS v2.1 under MagiC you need to upgrade. The current version is ExtenDOS Pro 2.4A.

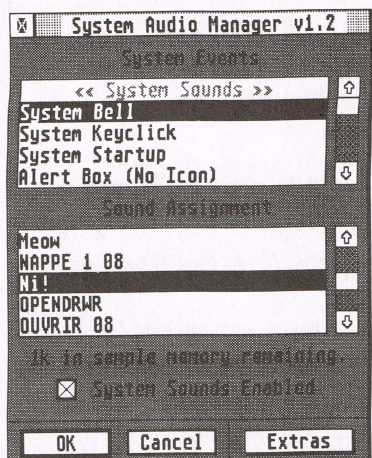
Patch files have recently hit BBSSs and FTP sites and should be available from PD/Shareware libraries by the time you read this. The filenames to look out for are: EPRO_210.ZIP, EPRO_23A.ZIP, EPRO_240.ZIP, and EPRO_24A.ZIP. If you're using v2.1 you'll need all of them. Alternatively contact your ExtenDOS supplier for an upgrade.

Denesh Bhabuta

SYSTEM AUDIO MANAGER (SAM)

Pressing the [Tab] key toggles the different available selections as the default button. However, this does stop working after a dialog has been displayed, for example, selecting a sample while holding down [Control] to show information about it - unless you hold the [Alternate] key! Unfortunately none of this seems to apply on a Falcon.

Shiuming Lai



↑ Assign sounds to various system events

Ready to float!

Q I have the opportunity to buy a used Motorola 68882 FPU quite cheaply. Is this the one that's suitable for Mega STe computers?

Gary Manley, Co Durham

A Yes, so long as it's in a PLCC package (flat and square with legs on the sides - like the main processor). However it's not a Plug&Play upgrade because you'll also need a PAL interface chip to enable your computer to recognise the coprocessor. Take advice from System Solutions or The Upgrade Shop...

Shiuming Lai

Motherboard switchover

Q I have a Mega STe and have in the past had some problems with various peripherals. As there wasn't a reliable technician in my area who knew about STs I ordered a motherboard from Toad. I have some experience of replacing floppy and hard drives and TOS chips. Apart from protecting everything from static electricity are there any particular pitfalls I should watch for?

Karl Blinkhorn, Lancaster

A Opening the Mega STe to extract the power supply is fairly easy as you only need to unscrew two screws. Be careful with the PSU connector though as it can be a bit tough unplugging it from the main board. Be firm but not too firm. The motherboard is held down by numerous screws, all of which will need to be undone. You need to be very careful when lifting the motherboard from the

case. The problem is the reset button - there is no good way of lifting out the board without bending the reset button part a little. Replacing the new motherboard in the case is fairly easy. Just remember to attach all the parts back on the motherboard in the correct place. It may be an idea to mark on a drawing where various things plug in, by examining the Mega STe before pulling it apart.

Steve Taylor

Shareware registration

Q I am a firm believer of the shareware ethic and have registered all the programs I use regularly. Having the facility to register various shareware programs within the UK is a boon to us Atari owners. However sometimes I have to wait up to a month for my registration key. Why do I have to wait so long for something which surely only takes a matter of minutes?

Joseph Adams, Grimsby

A First of all, thank you for registering the programs you use - your direct action helps keep the Atari platform alive. InterActive and CyberStrider handle the bulk of UK registrations for overseas authors and both Joe and I do it as a hobby to do our bit towards the continued success of our favourite platform.

However, neither of us earn a living from the schemes and we both have other jobs, families which take priority over registrations not to mention our contributions to this magazine!

Over the years registrations have continued to rise and we both find it difficult to resist adding support for 'just one more' extra special program - which adds up to more work. The only sensible way is to process registrations in batches so if you're lucky it takes a few days and if you're unlucky it can take up to a month. We can't do two things at once so please be patient and only start to worry if your cheque has been cashed and you haven't yet received your registration. Neither Joe nor I cash cheques until we process your registration(s).

Denesh Bhabuta

Sample the silence

Q I use ProTracker, and the sample mixing function doesn't seem to work. When I mix two samples all I get is silence!

Mark Boothe, Manchester

A Take a look at the parameters of the sample block. ProTracker sets the volume of the resultant sample to zero by default. Simply adjust this to suit and enjoy your work.

Shiuming Lai

SAMPLE	1	↑	↓
VOLUME	64	↑	↓
LENGTH	702	↑	↓
REPSTRT	0	↑	↓
REPLEN	2	↑	↓

↑ Look for this section within Protracker if you want to listen to your creations.

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Current Notes - European Distribution of Canadian Atari Magazine

Internet File Archive - Containing all CyberSTrider shareware files and more for free download via the Web.

PO Box 78, Manchester, M21 8SJ, UK
 denesh@cyberstrider.org
 http://www.cyberstrider.org

(Please note: CyberSTrider is closed for a month 20 March to 20 April)

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Deluxe Paint - graphics/ani. - £7.00, **Canvas** - graphics - £3.00, **Neochrome** - graphics - £3.00, **Truepaint** - graphics/animation - £7.00, **Redacteur 3** - the full package with everything - £25.00, **Tempus 2** - £5.00, **StereoMaster** (sampling cartridge for STFM/STe) - £7.00, **NVDI 2.11** - £7.00, **Chase HQ 2** - £3.00, **Winners** (4 fab games: Thunderblade/LEDStorm/Blasteroids/Impossible Mission - £5.00, **RVF Honda** - £3.00, **Saragon 3 Chess** - £3.00.

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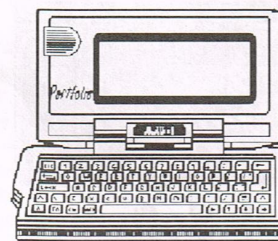
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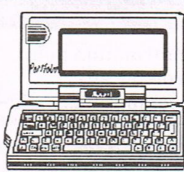
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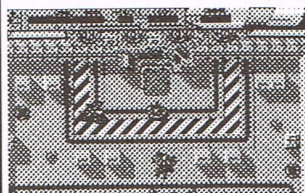
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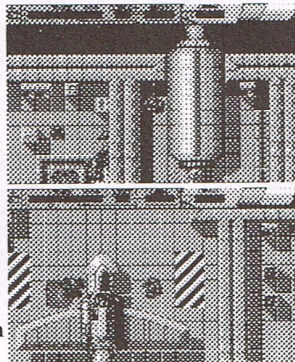
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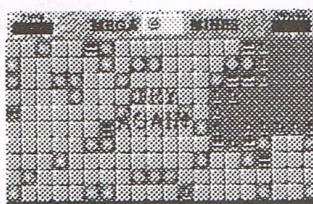
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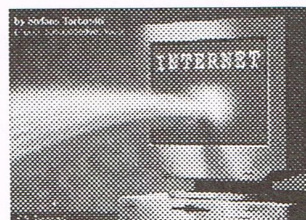
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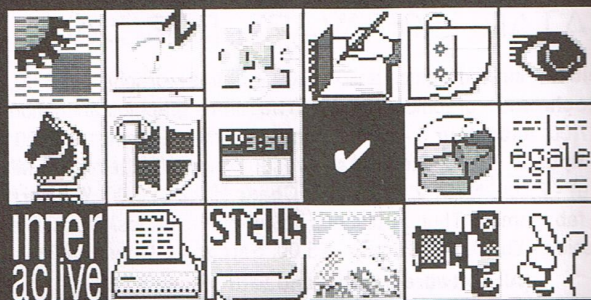
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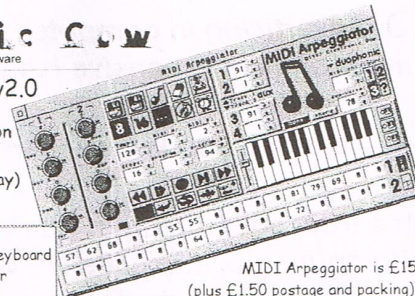
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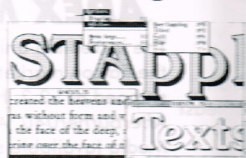
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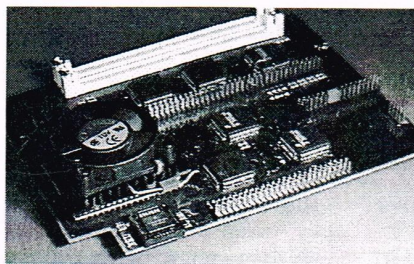


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Afterburner retains an extremely high level of compatibility with existing Falcon software - including the APEX series and Cubase Audio.

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Further details from:

Titan Designs Ltd

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All prices include VAT. E&OE. Prices and specifications can change without prior notice.

C-Lab MK.X Case

Superb replacement Desktop-style case for the Falcon. An essential accessory and ideal for housing the Afterburner!

Price: £199.00

See our advert elsewhere in this issue for details on Nemesis & Videlity

APEX Alpha

Stunning image processing program with the ultimate real-time Window system, delivering an unbelievable level of performance.

- Full 24-bit real-time image editing.
- Real-time zoom to any level of detail.
- Anti-aliased (MIP-mapped) real-time block operations.
- Real-time Alpha channelled tools & paste operations (8-bit masking).
- Variable alpha on gradients and masks.
- Analog chroma-key range masking.
- Compound (multiple) filtering using a real-time brush.

With Nemesis and Videlity, APEX Alpha provides resolutions of 720x528 in 16-bit true-colour, on standard VGA monitors.

APEX Audio

New APEX development for professional audio users providing fast waveform editing and manipulation and D2D recording.

- Extremely fast real-time DSP operation.
- Full 24-bit sampling capability.
- Waveform enhancement technology for high quality audio.
- Real-time record and playback resampling at any sample rate from 6KHz to 99KHz.
- Direct-to-Disk sampling.
- Basic Filtering functions.
- Waveform generation Studio.

Please Note:

APEX Audio and APEX Alpha are currently under development

