ATARI
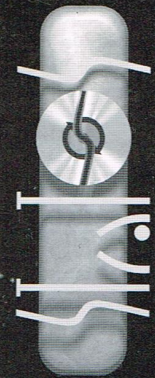
COMPUTING

Issue 7 ● November 1997 £3.00

CD-ROM OFFER!

New Releases
PPP-Connect
CAB, Geneva
Imagecopy

Hardware
Magnum ST
CENTurbo I

Business
Texel
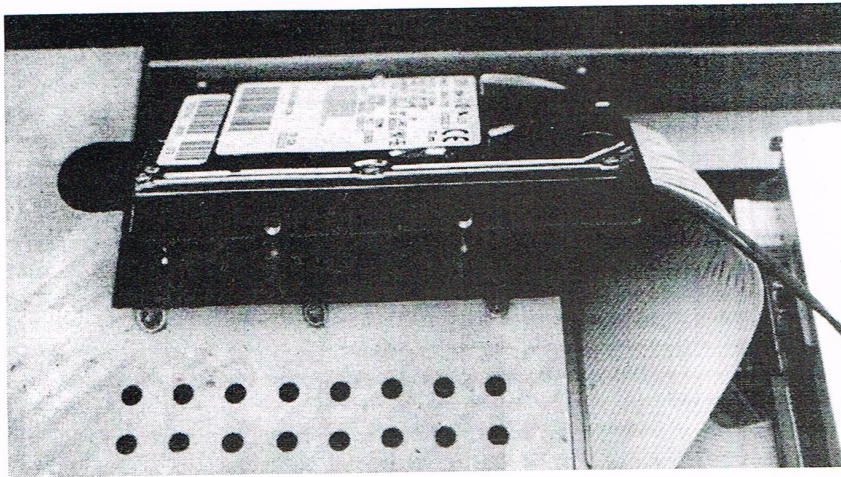
Emulation
PaCifiST
TOSBOX
NoSTalgia

C Compilers
Prospero v Lattice

Neuss 97 Report

Reviews: Tetris II•Everest•Les Animaux•LineRaiders•Sonolumineszenz•Shutdown

THE UPGRADE SHOP
TEL 01625 503448

IDEal Hard Drives

The IDEal hard drive system from T.U.S. Developments uses the latest 2.5" ide hard drives found in computers such as the Falcon and PC notebooks. The entire drive fits inside the STE and is extremely quiet in operation. DIY installation with full fitting instructions and technical support. All kits are complete with cables and formatting software. ** 3.5" drives are used in recased STE systems.

IDE INTERFACE ONLY £59.00

160MB INTERNAL 2.5" Drive & Interface £109.00

340MB INTERNAL 2.5" Drive & Interface £145.00

720MB INTERNAL 2.5" Drive & Interface £179.00

1GB 3.5" DRIVE & Interface £159.00 **

CHEETAH EXTERNAL HARD DRIVES

THE CHEETAH EXTERNAL HARD DRIVE FROM T.U.S. DEVELOPMENTS BRINGS AFFORDABILITY AND STYLE TO ATARI SYSTEMS. SMALL CASE DIMENSION WITH BUILT IN POWER SUPPLY, COOLING FAN, DUAL SCSI EXTERNAL CONNECTORS (FOR DAISY CHAINING EXTRA DEVICES) AND ID SELECTOR GIVES A FULLY FEATURED SYSTEM FOR USE ON MORE THAN JUST ATARI COMPUTERS. ALL SYSTEMS ARE SUPPLIED COMPLETE WITH HOST ADAPTER CABLE AND FORMAT / PARTITIONING SOFTWARE AND ARE PRE FORMATTED AND PARTITIONED READY FOR IMMEDIATE USE.

120MB.....£159.00   200MB.....£179.00   540MB.....£219.00

HI RESOLUTION 14" MONO MONITORS

T.U.S. 14" Mono monitor for ST series. High resolution picture for Cubase/ Notator etc.....

WITHOUT SOUND	WITH SOUND (STEREO ON STE)
£94.00	£109.00

ALL MONITORS INCLUDE APPROPRIATE CONNECTING LEADS AND A TILT AND SWIVEL STAND

ATARI MEMORY

STe / Mega STe		STFM MARPET	
1/2meg..............£10.00		1/2meg..............£36.00	
2meg................£25.00		2meg................£52.00	
4meg................£49.00		4meg................£75.00	

All kits are supplied with comprehensive fitting instructions, testing software and a free disk of useful PD/shareware utilities. Free technical support is available, as is a competitively priced fitting service.

T.U.S. 33,600 VOICE, DATA, FAX MODEM.............£84.00

BABT APPROVED WITH 'CE' MARKINGS, COMPLETE WITH CABLES AND SOFTWARE FOR BULLETIN BOARD ACCESS.
Serial port upgrade kit (38,400) for STFM and STE £20.00 Modem & Serial port upgrade £94.00

NEW ACCELERATOR FOR STE COMPUTERS AVAILABLE EARLY DECEMBER 1997. PLEASE RING OR WRITE FOR SPEC'S AND PRICES AFTER 1ST DECEMBER.

TOS 2.06 is the enhanced operating system from ATARI for the entire ST range. Improved desktop including full keyboard control of windows, place programs on the desktop for easy launching, or assign function keys to launch the required program. Switchers give access to old TOS system for complete compatability. All kits supplied with full fitting instructions and tos manual.
STE VERSION 2 kit...............£47.99
(TOS 1.62/2.06 supplied) Simple solderless installation
STF/STFM fitted...............£54.99
(free fitting)

HIGH DENSITY DRIVES

allow you to easily exchange data with other platforms by giving your ST the ability to read and write to high density (1.44mb) discs. Fully automatic switching that is controlled by the type of disc placed in the drive. Comes complete with software drivers and high density formatting software. Tos 1.4 or above required for high density support.

HIGH DENSITY MODULE £25.00

HIGH DENSITY MODULE
AND 2MB DISC DRIVE............£54.00

INTERNAL REPLACEMENT DRIVE KIT
For any ST with INTERNAL drive. High quality mechanism, with stand-offs for old ST's if required.
1MB or 2MB drive supplied £29.99

POWER SUPPLIES repaired and supplied (ring for availability).

STE real time clock £22.99

Replacement MOUSE £9.99

STE/FALCON SPEAKERS
Stereo speakers with leads £19.99

REPAIRS AND FITTINGS
Fully trained engineers for a reliable repair. All jobs quoted for individually (no fixed prices). 48 hour turnaround on most machines. Long 4 months warranty as standard. Courier collection and return available for £14.00.
We can fit any of the advertised products to your machine for a one off fitting charge of £15.00. This means that if you require say an upgrade and high density drive fitted then the charge is only £15.00.
Please ring for an appointment before bringing your machine or call if courier collection is required. Please ensure all parcels collected are adequately packaged.

STE TOS 2.06 WITH HIGH DENSITY DRIVE AND CONTROLLER
£95.00
STFM TOS 2.06 WITH HIGH DENSITY DRIVE AND CONTROLLER
£101.00

All prices include VAT @ 17.5% but exclude delivery (unless otherwise stated) please see below. Orders can be placed by TELEPHONE quoting credit card details or by MAIL ORDER, please make cheques and postal orders payable to "THE UPGRADE SHOP". 1 year warranty on all products (unless otherwise stated), 4 Months on repairs. Prices subject to change without notice.

UNIT F2, VENTURE HOUSE, CROSS STREET, MACCLESFIELD. CHESHIRE. SK11 7PG

MONDAY - FRIDAY 9:00AM - 6:00PM SATURDAY 9:00AM - 2:00PM
SAME DAY SERVICE AVAILABLE FOR UPGRADES AND MOST REPAIRS
PLEASE RING BEFORE YOU BRING

ACCESS   DELTA   MASTERCARD   VISA   SWITCH

DELIVERY CHARGES
Small items under £60.00 please add £3.00 P&P.
Large items and orders over £60.00 add £7.00 courier charge. Courier Pickup for Upgrades and Repairs £7.00

HOAX?

The cover image, created by David Howard, consists of two main layers, one for the main crop circle and one for the night sky and starfield. Various supplementary layers were used for individual parts of the image.

The crop circle image itself came from a catalogue of copyright free images. The Atari logo was cut from an image file using Imagecopy and vectorised so it could be scaled without loss of detail.

The Atari logo was edited to look like standing corn, perspective added and then finally overlaid onto the flattened corn area.

The starfield was created separately and involved some layering and offsetting to produce a slightly "spacey" feel then layered over the main crop circle image.

Various highlights and shadows were added to enhance detail and add realism to the image. Finally various different lighting effects were tested before settling on the circular pool of light highlighting the Atari logo.
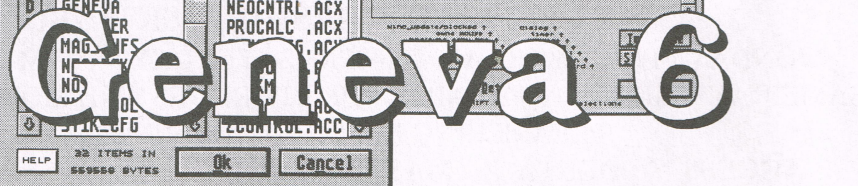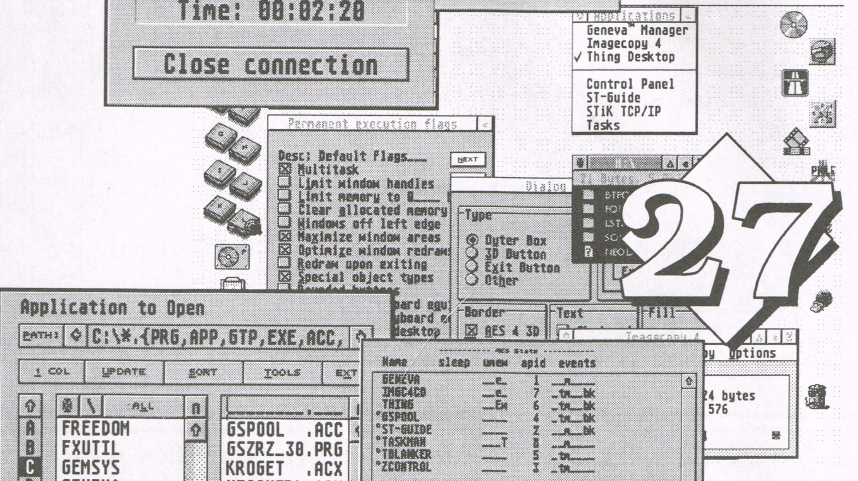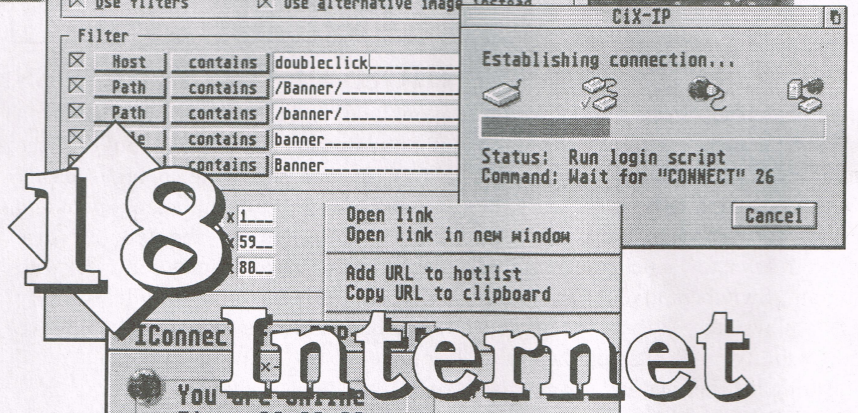
FEATURES

SHAREWARE

REVIEWS

REGULARS

With the "HiSoft BASIC useful routines and documentation guide" by Paul Jones, you can call BubbleGEM and various other useful things including iconify, Drag&Drop, the VA protocol and many other things!
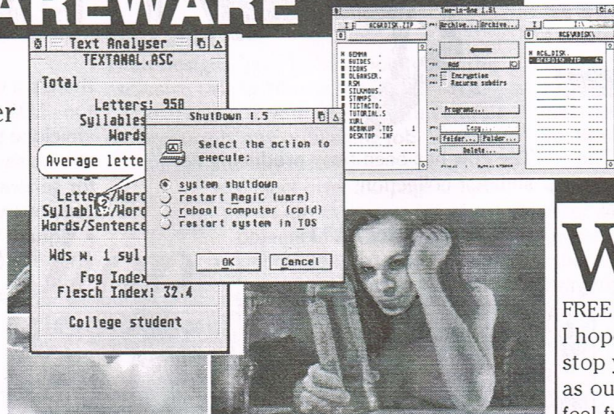
BONJOUR

We're delighted to welcome readers of the French STraTOS magazine readers to their FREE CD-ROM copy of Atari Computing! I hope the language barrier doesn't stop you enjoying our articles as much as our paying customers - please do feel free to get involved.

If you're reading the printed Atari Computing magazine and wondering what on earth is going on turn to page 17 where all is revealed...

I'm sure many of you are in two minds whether to upgrade your Atari hardware or buy a different machine and take the emulation route and in this issue we cover some of the options.

If you're considering changing platforms to play games have you considered upgrading your ST, or buying a Falcon, Milan, Phenix or Hades along with a dedicated games machine?

We've reviewed the groundbreaking Magnum RAM upgrade which, combined with an accelerator, can give any ST a new lease of life.

For Falcon owners feeling the need for speed we've reviewed the CENTurbo I accelerator which you can compare with the Nemesis review in AC#3.

Atari ST emulators are popping up everywhere. These offer access to high resolution colour displays, CD-ROMs and other peripherals in exchange for a loss of compatibility and varying degrees of hassle. This issue we take a look at the PaCifiST Atari emulator designed to bring classic Atari gaming action to the PC platform!

Finally, I'd like to express my sadness AtariPhile has reached its final issue. I really enjoyed every issue so thanks guys! Any former AtariPhile contributors are more than welcome to send their contributions us instead!

Joe Connor

News

Atari Computing website changes!

We've taken the plunge and registered our own easy to remember domain name. The new site mirrors our zetnet pages and offers easy email access to the editorial team:

editor@ataricomputing.com
admin@ataricomputing.com
advertising@ataricomputing.com
letters@ataricomputing.com
usergroups@ataricomputing.com
web@ataricomputing.com

Jinnee

Jinnee is yet another replacement desktop, programmed by Manfred Lippert, and marketed by ASH. Jinnee runs on any TOS compatible machine from 640x200 (ST medium) resolution upwards and looks set to challenge the established alternatives - check out Jinnee's tree style display in text windows. No details of an English release date as yet.

Calamus offers

IMAGE Applications have released their first home grown CD, Calamus Ultima 1. This CD contains over 450Mb of Calamus goodies including:

- Over 3000 colour CVG images
- Over 6000 mono CVG images
- Over 500 in-house CFN fonts
- Over 600 PD CFN fonts
- Volume's 1,2,3 User to User SL hints, both 1.09 & SL Productivity Packs include Control lines, Raster settings, CDK templates, Colour curves, Vectors, Fonts and much more!
- Large number of Calamus related Demos including Calamus SL96, modules from Adequate System and Invers Media.
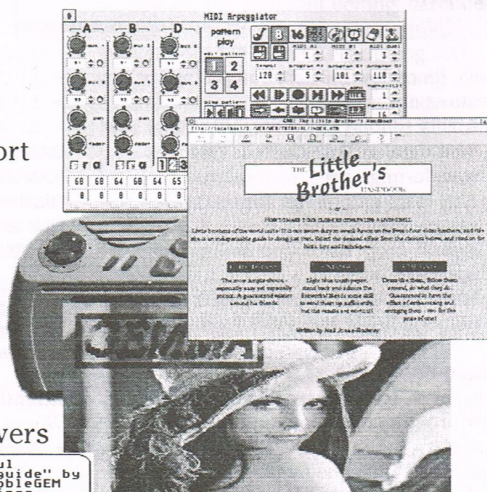- Calamus related PD/Shareware software £40 including VAT and P&P
  IMAGE Applications also have a limited supply of the original mono Calamus 1.09n packages available for £35 including VAT

and P&P. These are supplied complete with 1.09 Productivity Pack and an Easy To Use Guide.
IMAGE Applications, Unit 3, Wellesley House, Walmer Castle Road, Deal, Kent, CT14 7NG, UK
Tel: +44 (0)1304 369364
Email: caluser@cbx.compulink.co.uk
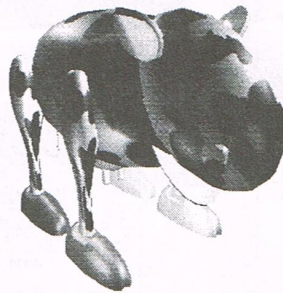
The cow has been busy producing her summer collection:

MIDI Arpeggiator v2.11

New features include 64 step tracks, an improved MIDI mixer section, with a channel for the duophonic part, and now runs as a program or desktop accessory.

Snippit Synth v1.21

Since its review in Atari Computing the new features are:

- Ability to load any AIFF/AVR/SPL or raw 8-bit data and use them as complex waveform grains
- Akai S900/S950 driver for the MIDI sample dump option
- sample crop, distortion limiter and optimise tools
- Improved interface with easier to edit numeric fields.
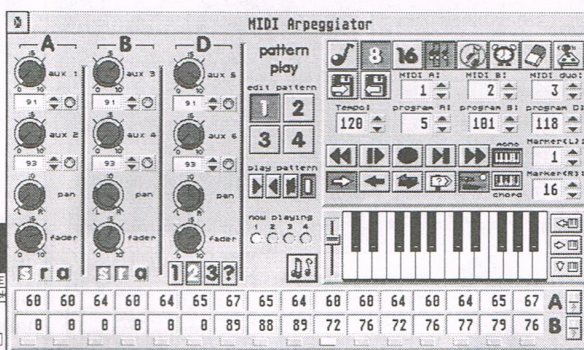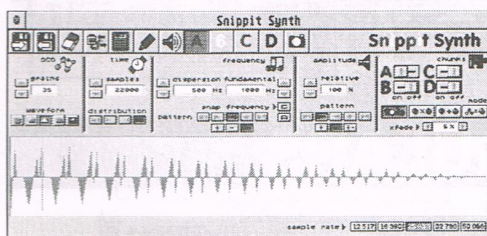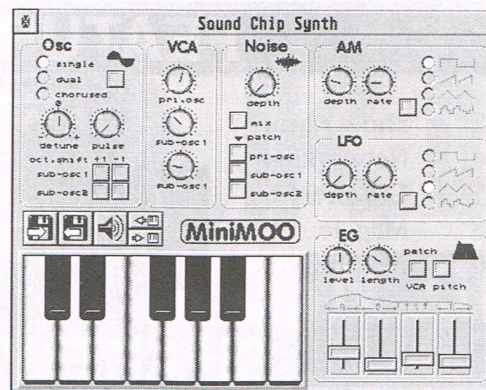
Sound Chip Synth v3.0

This latest release is really a completely new program masquerading as an upgrade! The software now looks and operates more like an old analogue mono-synth. Real-time performance attributes have been added and improved, MIDI triggering of notes, and portamento (note gliding) are featured. And

there's a wealth of new synthesis controls too - LFO, AM, and a pitch/amplitude envelope generator for starters. Sounds can still be saved as samples, and the routines for generating these is much faster than previous versions! Here's a feature list:

- Square wave oscillator (30Hz to 125KHz) with two sub-oscillators
- Noise generator (4KHz - 125KHz) mappable to any oscillator
- Oscillator volume, detuning, and octave shift controls
- Amplitude modulator with depth, rate, and four waveforms
- LFO with depth, rate, and four waveforms, and pulse effector
- Four-pole envelope shaper mappable to amplitude and/or pitch
- Real-time MIDI control, with portamento and omni-mode support
- Export sounds as AVR/AIFF/SPL format samples (8 or 16-bit)
- Variable sampling rates: 16, 22, 33, 44, 48KHz and user-definable, with digital audio playback on the STe/TT/Falcon
- Load and save patch data from and to disk using SYN format file
- On-line ST-Guide hypertext help and an eight-page printed manual
- Free user support and upgrades

Upgrades

Registered users can upgrade free of charge, by email, or by sending their original disk(s) in a suitable stamped addressed envelope.
Prices:
- £15 MIDI Arpeggiator
- £10 Sound Chip Synth
- £16 Snippit Synth
- £1.50 Post and packing

Electronic Cow, 350 Broadwater Crescent, Stevenage, Hertfordshire, SG2 8EZ, UK.
Telephone: +44 (0)1420 281347
Email: electronic_cow@dial.pipex.com
URL: http://dspace.dial.pipex.com/town/terrace/ahl91/cownet.htm

System Solutions

Attention Cubase Users!

Would you like:
- A bigger monitor so you can display and open more edit windows
- Much faster editing
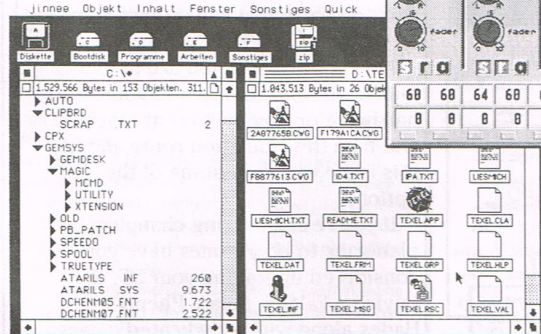- The cursor to follow the score and other editors in time

- Faster printed output

Take a look at the supercharged HADES Atari/TOS compatible computer. Hades comes with standard Atari MIDI ports, offering precise, rock solid, MIDI timing.

This supercharged computer allows you to use your existing Cubase software to load, display and edit large arrangements faster than you ever thought possible. For more details contact:

Sales office: 110 Arthur Road, Windsor, Berkshire, SL4 1RU
Fax: +44 (0)1753 830433
Tel: +44 (0)1753 832212
Email: Sales@System-Solutions.co.uk
Head office: 17-19 Blackwater Street, East Dulwich, London, SE22 8SS
Tel: +44 (0)181 693 3355
Fax: +44 (0)181 693 6936
Email: Mike@System-Solutions.co.uk
URL: www.system-solutions.co.uk/cafe

Floppyshop

Floppyshop have announced a "Trans-Atlantic cooperation" with Suzy B Software, a leading supplier of PD/Shareware software in the States.

As a result three CD-ROM compilations of the best PD/Shareware/Freeware software ever produced for Atari computers will soon all be available.

The first two titles already available with the third title due before the end of this year. All three CDs have been compiled by Michael Burkley - "The Unabashed Atariophile" of Z*Net, ST Report and Atari Explorer On-Line. Floppyshop will handle the manufacture, packaging and distribution of these titles within the UK, Suzy B Software will do the same for North America and other European distributors may be appointed.

Suzy B's Software Treasury #1
When originally released this double CD set was hailed as the best compilation of English language Atari software to date. The downside was the price tag of over £50. This re-release includes the complete contents of the original two CD set archived to fit onto a single CD.

Suzy B's Software Treasury #2
This follow-up CD-ROM contains more of the same. There's almost one Gigabyte (when uncompressed) of Atari software - equivalent to over 1400 floppies!

Much of the software on these CD-ROMs is American in origin and has never made its way onto the Internet, BBSs or PDLs.

They cost £25 each plus P&P (UK £2, Europe £3, ROW £4).

Double-sided drives
Floppyshop have managed to obtain a small consignment of DS/DD floppy drives which are fully compatible with the all ST models (but NOT STe models). These are brand new but old models which work better on STs!

New PC floppy drives are all HD these days, some do not support DS/DD formats and others have their ID hardwired to 1 instead of 0 rendering them useless for STs. These drives cost £25 each plus P&P (UK £2, Europe £3, ROW £4), while stocks last.
Floppyshop, PO Box 273, Aberdeen, Scotland, UK, AB15 8GJ
Tel/Fax: +44 (0)1224 312756
Email: sdelaney@zetnet.co.uk
URL: http://www.users.zetnet.co.uk/sdelaney/floppyshop/
Suzy B's Software, 3712 Military Road, Niagara Falls, NY 14305 USA
Tel: +1 716 2981986
Email: MRBURKLEY@delphi.com

DA's Layout
Titan Designs have been appointed as the exclusive UK distributor for Digital Art's LAYOUT. DA's Layout v6.1 integrates tools for practically any publishing job. Here's the key features:

- Object oriented page layout with direct placement of objects in real-time.
- Unlimited document wide layers.
- Integrated vector editing with true Bezier curves and a complete range of editing tools.
- Integrated image editing functions for on-line correction of images.
- Extensive typographical control including powerful vertical justification options.
- Expandable with plugIn modules offering powerful solutions for complex designs.
- Powerful output control with FM Stochastic screening, Reference.K, hand optimised screens and more. Introductory price is £199 including VAT

There are four different versions available:
- DA's Layout: £222.06 including VAT. This incorporates full DTP page layout combined with vector editing features
- DA's Layout Pro: £363.08 including VAT. As Layout, but with font editing, barcode generation and vector autotracing.
- DA's Layout EPS: £468.83 including VAT. As Layout, but bundled with clipping extensions and EPS-AI3-Import modules.
- DA's Layout Pro Designer Bundle: £739.08 including VAT. As Layout Pro, but bundled with archive, extruder, compose, calibration, clipping extensions and EPS-AI3-import.

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

A range of modules is also available, prices include VAT & P&P:
- £79   DA's Archive
- £79   DA's 3D Extrude
- £109 DA's Compose
- £109 DA's Calibration
- £109 DA's Clipping Extensions
- £199 DA's EPS-AI3-Import
- £159 REFERENCE.K
- £159 DA's Photoscreen 720dpi
- £249 DA's Photoscreen 3600dpi

A demo version is available for download from:
URL: http://www.compdirect.com/digital-arts/atari/
Titan Designs/Black Scorpion Software
8 Witherford Way, Selly Oak, Birmingham, B29 4AX, England
Tel: +44 (0)121 693 6669
Fax: +44 (0)121 414 1630
Email: 100345.2350@compuserve.com
URL: http://ourworld.compuserve.com/homepages/TITANWEB/

42BBS closes
After a spell of ill-health and financial pressure Colin Fisher-McAllum, SysOp, closed 42BBS on 26th September 1997 bringing to an end a successful run of over two years. Existing points and nodes have been offered the same NeST addresses at
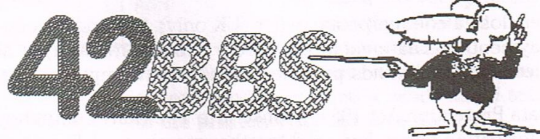
the Meon Valley BBS hosted by SysOp Si Gardner. We'd like to thank Colin for his support for Atari Computing and wish Si Gardner every success. The NeST contact point for Atari Computing remains unchanged:
90:100/315.0@nest.ftn

1997 Atari Times Awards
The Atari Times disk magazine launched these awards to pay tribute to people who have supported the Atari scene over the last year.

Voting closes on 1st December 1997 and the December issue of the Atari Times (UK) and the Atari Times web pages will publish the results.

Voting Categories:
- Best Programmer of 1997
- Best commercial release of 1997
- Best Shareware release of 1997
- Best PD/Freeware release of 1997
- Best TOS game of 1997
- Best Jaguar game of 1997
- Best Demo of 1997
- Best hardware add-on of 1997
- Best Atari supporting company of 1997
- Best non-profit making Atari organisation of 1997
- Best Disk Magazine of 1997
- Best paper based magazine of 1997
- Best Atari supporting web page
  - Best Internet Service Provider for the Atari range
  - Most exciting announcement for Atari owners in 1997
- Best thing to happen in 1997
- Worst thing to happen in 1997
- Special award for long standing services to the Atari community

You can vote as follows:
Atari Times, The Croft, Hope Road, Nibley, Bristol, BS17 5JH
Email: polonowski@zetnet.co.uk
URL: http://www.users.zetnet.co.uk/polonowski/atimes/

Subscription	UK	EUROPE	USA	OTHER
3 Issues, magazine only:	£ 9.00 ☐	£11.50 ☐	£12.00 ☐	£13.00 ☐
3 Issues, with Reader Disk/CD:	£15.00 ☐	£17.50 ☐	£18.00 ☐	£19.00 ☐
6 Issues, magazine only:	£18.00 ☐	£23.00 ☐	£24.00 ☐	£26.00 ☐
6 Issues, with Reader Disk/CD:	£30.00 ☐	£35.00 ☐	£36.00 ☐	£38.00 ☐

IMPORTANT!

Please indicate whether you prefer to receive the Reader Disk or CD-ROM.

Reader Disk: ☐

CD-ROM: ☐

All prices in Sterling. Please send me Atari Computing starting with issue: _____

Name: _____

Street: _____

Town: _____ Postcode: _____

Country: _____

Telephone: _____ E-Mail: _____

I enclose a cheque/postal order (UK only), Sterling Eurocheque/Post Office payment (Europe), Sterling Post Office Payment/International Money Order (Commonwealth) or an International Money Order (Rest of world) for £ Please make all funds payable to the "Atari Computing Group"

Data Protection Act 1984: I consent to The Atari Computing Group holding my subscription record on computer. I also consent to this information being disclosed to other members of The Atari Computing Group. I understand my entry is available for inspection under the provisions of the UK Data Protection Act 1984.

Signature: _____ Date: _____

Return this form with payment to: Atari Computing (Subscriptions), 73 Bentinck Drive, TROON, Ayrshire, KA10 6HZ, Scotland, UK.

READER OFFERS

Cult Atari T-Shirts!

Thanks to the seventies revival the **Atari logo** is popular once again. We now have stock of new sexy and trendy Atari T-Shirts featuring the famous **Atari fuji logo** in silver relief. They're black, 100% cotton, unisex and one size fits all.

£8.99

Atari Computing readers can obtain these essential fashion statements for just **£8.99** including P&P.

Now available direct from Atari Computing!

£12.50

Following our inclusion of **Edith Pro**, the ex-commercial and fully featured text editor, on our Reader Disk we can now supply the official **70 page comb bound A4 manual** and labelled master disk for just **£12.50** including UK postage and package. Contact us for postage costs outside UK.
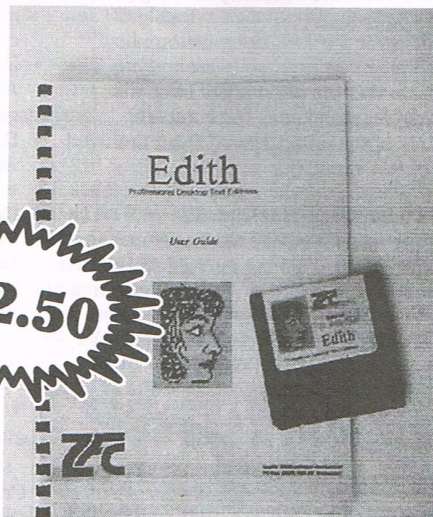
Read all about this excellent program in the giant text editor review in issue 4 of **Atari Computing** where it received a sparkling recommendation from our panel of experts.

Send your cheques (payable to Atari Computing) to A|C|G Edith Pro offer "Rois Bhein", Overton Crescent Johnstone. PA5 8JB. And remember to include your address.

Letters
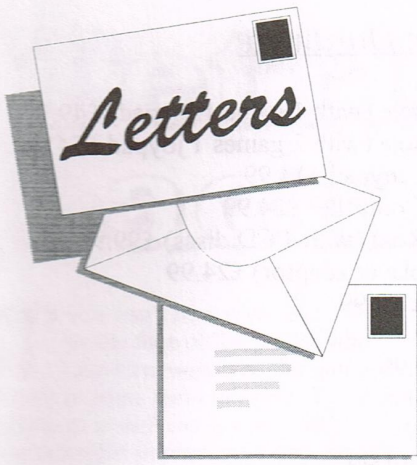
End of the road?

To say that I have been impressed by your attention, courtesy and service would be an understatement - your phone call to me in Australia was a delightful surprise!

As an Atari user from "day one" with my treasured 800, followed by various ST/STe machines and now two Falcons, one of which is a Mark X, I have supported Atari more than most and I am saddened by the slow demise of this remarkable computer. This has not been assisted by the declining service standards from the firms we depend on. I've experienced lack of interest, poor response times and lack of knowledgeable assistance all of which don't encourage me to continue to support the Atari platform.

For example I cannot obtain any satisfactory response as to why the quality of colour picture printing from Papyrus is so poor - it is dull, dark and lifeless - quite unacceptable.

NVDI seemed to offer a solution but I have spent countless hours over many months trying to get it to print at an acceptable speed, for while its colour prints are superior to Papyrus (but still far short of the magnificent Imagecopy) it is so slow

as to be unusable. Surely I'm not the only one to complain about its incredibly slow printing speed?

Now I've bought an Epson GT9000 scanner my experiences trying to set this up would fill a book!

It seems I have reached the stage where no matter how much expense I am prepared to commit there simply isn't a solution and the urge to change platforms is growing.

In the meantime Atari Computing plays an essential role of my Atari existence, it's my only lifeline to what's happening in the world of Atari computing, and I write this letter as a big thank you for the remarkable dedication you have shown getting this far.

Rod Jenkins, Kedron, Australia

Thanks for the praise Rod, it's much appreciated. We've heard colour output from most Windows and Mac applications are not in the same league as Imagecopy which makes it a tough act to follow on any platform! We'll have to wait and see how NVDI 5 performs.

Sadly the days when most peripherals could be connected to our machines and used together with drivers supplied with applications seems to be coming to an end. We already accept the need for HDDriver and ExtenDOS Pro to access the latest hard drives and CD-ROMs and we can see the same pattern emerging with ScanX software required to access scanners.

The advent of Windows only printers, supplied without manuals detailing the control codes couldn't have been envisaged when our machines were designed and is obviously proving a formidable obstacle.

Companies like PARX in France have signposted one way forward. They have developed driver software and a modified cable to connect the CASIO digital cameras to a Falcon which they offer as a complete solution.

Horses for courses

Congratulations on the magazine so far. I have just renewed my subscription and have only one complaint. I find the Edith Pro word-processor without doubt the most user unfriendly program I have ever used!

I've been an Atari enthusiast for nearly twelve years starting off with an 800XL and I currently have an STe. I have tried everything I can think of to get this program to output to a Lexmark

1020 inkjet using the Hewlett Packard driver but Edith crashes - even outputting to disk. Would it be possible to print a short set of instructions in a future edition so that subscribers could get the best out of this program.

C.Ayres, London

Your letter follows on the theme started in the previous letter! Isn't the Lexmark inkjet one of those Windows only printers I was talking about? It seems likely to me this is more likely to be the source of your problems rather than any general problem Edith Pro has with inkjets...
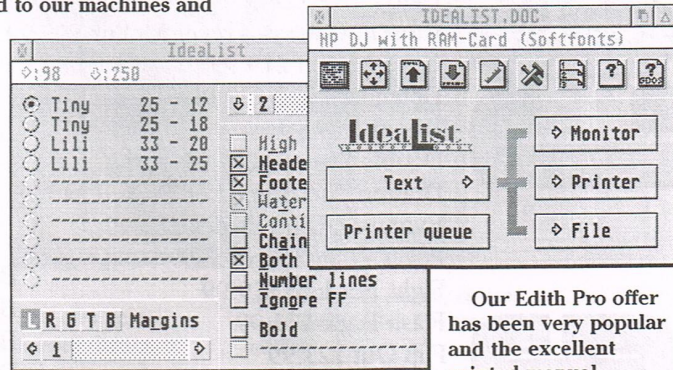
Our Edith Pro offer has been very popular and the excellent printed manual explains Edith is a text editor rather than a word processor - it only sends ASCII text to the printer. Why not save the text normally and try printing using IdeaList which offers near total control over printers and offers a choice of fonts and layout for your text? Let us know how you get on...

TUS Praise

I'm writing to extol the virtues of The Upgrade Shop. Last week my MiniS hard drive suffered the culmination of a series of crashes/corruptions - I'd spent a week or more re-partitioning it every time I booted up until finally even the formatting software gave up and refused to recognise the drive existed.

I gave up hope of using the machine for some time then remembered I planned to visit friends near TUS. I took my machine and drive to them and the problem was diagnosed as DMA chip problem - despite having used a hard drive with it for several years!

While it was being repaired I decided to have the serial port upgraded and an internal IDE drive fitted. Because I'd travelled up from Cornwall and had to return the next day Dave made an exception and worked his day off! I arrived to collect my machine and watched as he fitted and tested the last components.

This was fantastic service well beyond the call of duty and it's great to find an Atari specialist providing such an excellent service. I hope, if you print this letter, TUS will get the credit they deserve and my conscience for disturbing Dave's weekend will be eased!

John Cloke, Bodmin
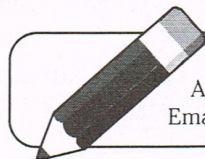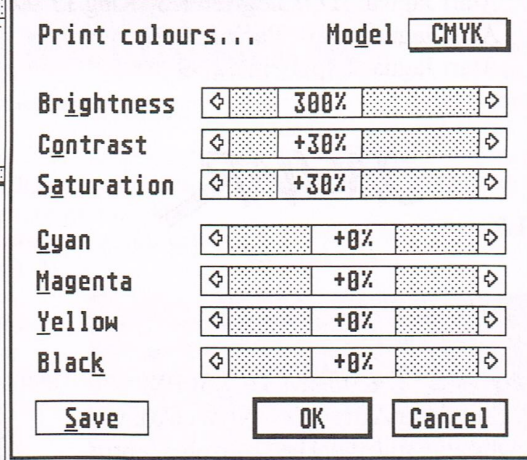
Letters and editorial contributions should be sent to:
Atari Computing, 65 Mill Road, Colchester, CO4 5LJ.
Email: acg@inactive.compulink.co.uk

The Console Centre

Atari Jaguar Carts

Air Cars (new) £58.99
Alien VS Predator £29.99
Atari Carts £39.99
Att.Of Mutant Penguins £39.99
Brutal Sports Football £29.99
Busby The Bobcat £29.99
Break Out 2000 (new) £58.99
Cannon Fodder £39.99
Checked Flag £29.99
Club Drive £24.99
Cresent Galaxy- Trever McFur £19.99
CyberMorph £19.99
Defender 2000 £39.99
Doom £ 29.99
Double Dragon £19.99
Dragon The Bruce Lee Story £24.99
Evolution Dino Dudes £21.99
Fever Pitch Soccer £39.99
Fight For Life £39.99
Flash Back £25.99
Flip Out £23.99
Hover Strike £34.99
I- War £34.99
In.Sensible Soccer £29.99
Iron Soldier £24.99
Kasumi Ninja £22.99
Missle Command 3D £34.99
NBA Jam T-E £34.99
Pinball Fantasies £29.99
PitFall £29.99
Power Drive Rally £29.99
Raiden £24.99
Rayman £33.99
Runier Pinball £39.99
Super Burnout £29.99
Super Cross 3D £34.99
Syndicate £29.99
Tempest 2000 £19.99
Theme Park £28.99
Tower 2 (new) £58.99
Troy Aikman Football £29.99
Ultra Vortex £31.99
Valdisere Skiing £31.99
White Men Cant Jump £29.99
Wolfenstein 3D £19.99
Worms OUT LATE NOVEMBER
Zero 5 (new) £58.99
Zool 2 £24.99
Zoop £34.99

Atari Jaguar Hardware

Atari Jaguar Console (with 1 game 1 joypad) £49.9(
Atari Jaguar Console (with 2 games 1 joypad £54.9(
Atari Jaguar Plain Joypad £14.99
Atari Jaguar Pro Controller £24.99
Atari Jaguar CD Rom (with 4 CD discs) £99.99
Team Tap (Four player adaptor) £24.99
Aerial Switch Box £9.99
Aerial Lead £5.99
Jag Link Cable £9.99
Mains Unit £14.99
Scart Cable £14.99
Stereo AV Lead £14.99
Combination Scart/Stereo AV Lead £22.49
S-VHS Lead £12.99
Cat Box £49.99

Atari Jaguar Software (CD'S)

Baldies CD £34.99
BattleMorph CD £39.99
Brain Dead 13 CD £44.99
Dragons Lair CD £34.99
Highlander CD £39.99
Hoverstrike CD £32.99
Ironsoldier II CD (new) £58.99
Myst CD £34.99
Primal Rage CD £49.99
Space Ace CD £39.99
World Tour Racing CD (new) £58.99
Jag CD Memory Track £28.99

Atari Jaguar Promotonal Items

Atari Jaguar T-Shirt (L or XL) £14.99
Atari Jaguar Long Sleeved Shirt (L or XL) £19.99
Atari Jaguar Baseball Cap £12.99
Offical Jag Gamers Guide £11.99
Atari Jaguar Magic Eyes Coffee Cup £9.99
Atari Jaguar 3D Hologram Key Ring £3.99
Atari Jaguar Waist Pack £10.99
Atari Jaguar Lapel Pin £2.99

JAGUAR

October-December Price List 1997

Tel/Fax 01484 544926 Mon-Fri 8.00AM To 5.30PM
Tel 01484 300730 Sat And Sun Also After 5.30PM Weekdays
Cheques And Postal Orders Made Payable To The Console Centre
Payment By Credit Card Please Call.

Shire Link LTD: The Console Centre: Halfax Road: Birchencliffe
Huddersfield: West Yorkshire: HD3 3BS

Tetris II strikes back...

Just when Blockhead Shiuming Lai thought he'd seen every Tetris variation along comes this release...

There can't be a computer owner on the face of the planet who hasn't encountered the game Tetris in some form or other. The Atari platform is well catered for, with various GEM implementations, slickly presented efforts like the amusing (but highly accurate) Gameboy emulator, or more recently, Super Tetris.

Tetris II Strikes Back features solid game design which sounds good, looks great and plays well.

Tetris II Strikes Back is the latest offering, one of a crop of games to emerge from the Czech Republic recently. Skipping the scary-sounding intro for Beast Software displays the game selection screen which deserves detailed scrutiny, because accounting for a second player, there are a total of eight game variations!
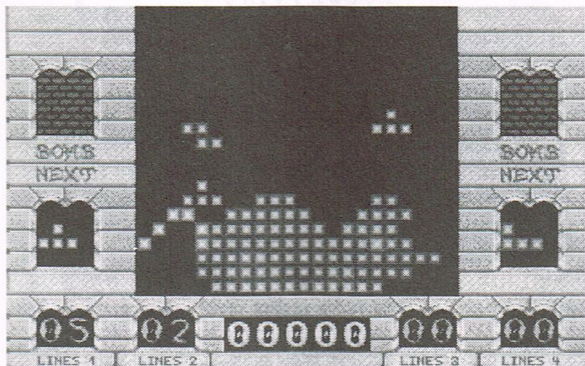
▲ Anyone for a spot of wide-screen block stacking mayhem?

The first is the original, no-nonsense Tetris. Things get more exciting in Tetris II, because there are additional objectives to be met. A certain quota of one, two, three and four-line clearances must be made. Blocks, including indestructible ones, are pre-arranged at the bottom of the well to get in the way or help things along, depending on the exact blocks involved. Then there is Type II (still with me?), introducing bombs and

a bundle of extra block shapes - which really tests your spatial awareness.

It's all quite confusing initially but you'll soon get the hang of it due to the simplicity of the whole Tetris concept.

Soundwise there is a choice of sampled effects, or a soundtrack of several catchy tracker tunes, which use sampled instruments for a realistic sound - not a chip bleep anywhere! It would have been nice if the STe sound hardware had been supported because that would have reduced the background noise.
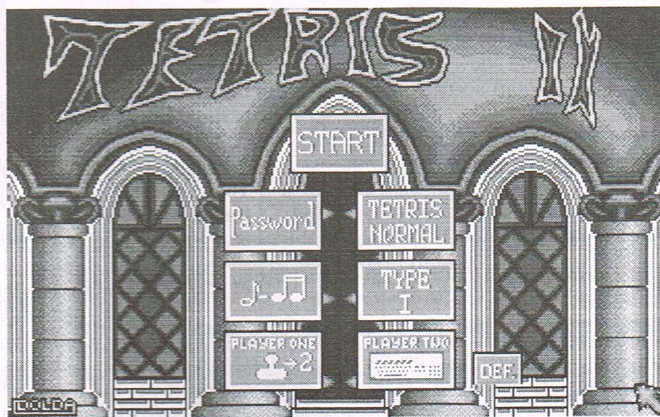
The only criticism I have of Tetris II Strikes Back as a game is a fundamental one, based on the control mechanism. In the original version and most Tetris clones, it is possible to steer the blocks at the same time as pulling down to make them drop faster. Here, it's only possible to steer or drop. This is not too much of a problem on the slower levels, but later on, or for seasoned players who like to slam the blocks down fast, it does feel awkward.

This program doesn't seem to like NVDI or TOS 2.06 but this still leaves

▼ Two-player, type-I original Tetris... one of eight game variations!

▲ Preferences are fully customisable, including keyboard definition if selected as the control method

plenty of potential users. Tetris II Strikes Back features solid game design which sounds good, looks great and plays well. ✪
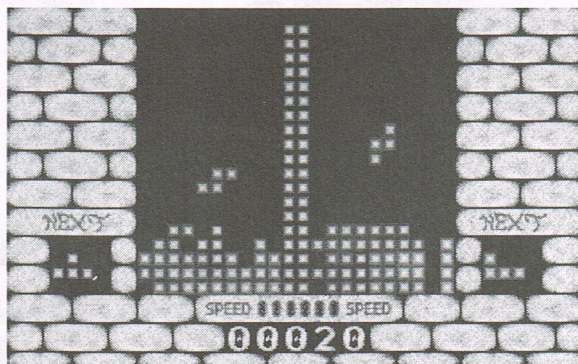
TETRIS II

Publisher:
Karel Rous

Distribution:
UK: Floppyshop
Tel: +44 (0)1224 312756
RRP: £8.00 + P&P (£1.00 UK, £2.00 EU)
Czech Republic: Karel Rous
Email: Karel_Rous@p11.f16.n421.z2.fido.cz
Tel: +42 (0)5/571 682
Australia, New Zealand and **Oceania:** Anthony Green
Email: ac_green@tassie.net.au
USA: Systems For Tomorrow
Email: sales@SystemsForTomorrow.com

Requires
STFM/STe (separate TT/Falcon version also available), 1Mb memory, 320x200 resolution (ST low)

Pros
Good presentation, different game variations, can be installed on HD

Cons
Sound not STe-enhanced, slightly clumsy control

Scores
Graphics: 78%
Sound: 85%
Gameplay: 78%

80%

Neuss '97

Joe Connor and Denesh Bhabuta report from the Neuss '97 Atari Messe, organised by the German Atari Inside magazine.

Around 3,200 visitors over two days attended the show proving once again the Atari scene is alive and kicking.

Neuss is situated only 20 minutes from Dusseldorf airport and offers easy access from several motorways. Denesh and I took the Channel tunnel and drove through the night arriving early enough for a nap in the car before we set up the Atari Computing stand.
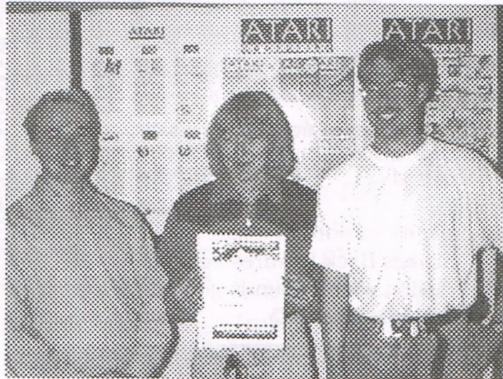
▲ Without Thorsten Butschke (left) our German distributor and Oliver Heun (right) we would have been relying on my German so thanks guys - and Hi to Mrs Heaps!

The venue was the Neuss Stadthalle (Town hall) - the same venue used for the Neuss '96 show, expect this year the lobby area outside the main hall filled with stands.

People were queuing outside for over an hour before the show opened at 10am and when the doors finally opened people were jostling several rows deep on most stands and there wasn't much room to move!

The Atari Computing stand was located between Titan Designs and Calamus User with 16/32 off to our left. HOMA Systems

▼ The main exhibition hall with full size cinema screen and seating for presentations.

and Best Electronics were to the right of Calamus User and collectively we made up the native English speaking contingent. Titan Designs sold all their Nemesis boards and you can't do much better than that!

Over the two days we sold more copies of Atari Computing than we did last year which we deemed a successful mission. Denesh and I were wearing our Atari T-shirts so people could look - but not touch. Naturally they sold like hot cakes!

It was satisfying to see an increased number of individual programmers taking stands to promote their wares. Thomas Binder, the Thing programmer, gave me a guided tour around the latest beta. The most visible new features are some nifty window management routines and sexy 3D dialogs, programmed by Dirk Klemmt, who was sitting alongside Thomas showing off POV-Shell.

Atari Inside (FALKE Verlag) made a biggest splash with their Milan 68040 TOS clone but with no machines for sale on the day it was a bit of an anti-climax. However, they did hold a developers conference after the show (using the full size cinema screen) and it seems most of the German Atari hardware manufacturers bought something to the party which should help ensure its success. The

projected price for a basic machine is expected to be around 1500 DM (around £530).

ASH was promoting its entire range of software, notably CAB2.5 which was being demonstrated by Alexander Clauss - I picked up a copy of the new Jinee desktop and the latest MagiC Mac v2.1.6 which is OS8 compatible and features MagiC v5.13.

ROM Software were there with Papyrus 5.5 and had the nerve to demonstrate their Window95 version with speech recognition, I could think of a few choice words!

We could fill an entire issue with show news but we've at least given you a flavour, a great weekend! ✪

Thing

Version 1.28 (Oct 15 1997)

Copyright © 1994-97 Arno Welzel und Thomas Binder

[Hilfe] [OK] [Info]

▲ The ATOS magazine stand was a popular place to visit to pick up the latest edition and check out their latest projects. Michael Ruge (Atari Computing German correspondent) is seated with Thomas Much behind him to the right.

Imagecopy 4.1

Nearly two years to the day since the release of version 4.0 Imagecopy reaches version 4.1. Chris Good investigates...

Imagecopy is one of those utilities which almost everyone can find a use for. Imagecopy can be used to take screen grabs, output images to printers, convert between file formats, palettes and colour depths, cataloguing and viewing images.

The biggest changes in this version are aimed at anyone using MagiC or Geneva multitasking operating systems. Here's a rundown:

Imagecopy is a must have purchase for anyone working with images

Drag&Drop

- If your desktop supports the VA_START protocol you can drag an image file from an open window or the desktop onto either an open Imagecopy window or it's Menu to be viewed. Also, images can be dragged onto layout or catalogue windows and they're automatically added.
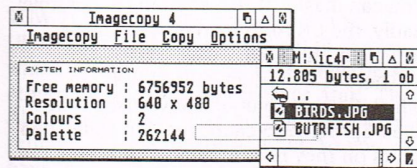
- Holding the [Shift] key down while dragging displays a dialog where options to print, view or convert are provided.
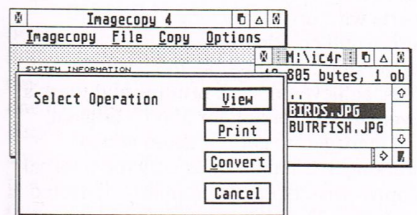
- Images can be dragged from an open catalogue window to another open catalogue window and the image is automatically copied across.

Window handling

- Imagecopy itself or any any open Imagecopy window can now be iconified.
- Imagecopy's main window can now be collapsed to just the menu bar by clicking on the fuller icon or pressing the [Insert] key.
- The main window can also be hidden completely or revealed by pressing the F1 or [Delete] keys.

- Windows can now be closed while other images are being processed with configurable keys for close, next or previous window.
- Separate printer and system INF files can be loaded and saved in addition to the normal default.
- Custom palette files for viewing and converting images can be loaded and saved. Windows, Mac, Atari and Netscape palettes are included. This is a really useful enhancement for web authors.
- For anyone working with limited memory resources slideshow sequences only load images into memory as required.
- In addition to grabbing images under MagiC Mac it's now also possible to grab individual windows with or without the window gadgets. This is achieved using the [Insert] key, pressing once selects the window content, pressing twice selects the window plus gadgets - perfect for Atari Computing contributors.

Printing

- There's a new option to adjust the printed page to output onto A3 format printers along with support for pre 1983 Epson printers and Stylus II at 720dpi.

Catalogues

- Images can now be automatically collected into a single directory.
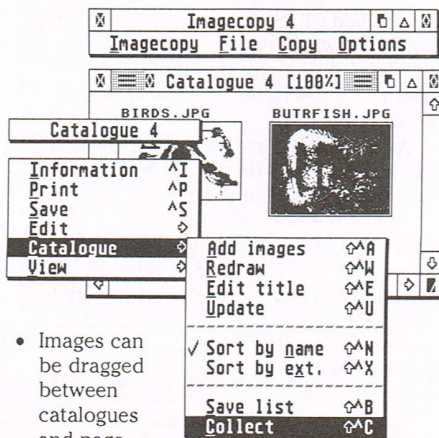
- Images can be dragged between catalogues and page layout windows and also onto windows of other applications such as Positive Image.
- If a catalogue hasn't been given a filename, Imagecopy creates a default name from the catalogue's title.

Images

- Imagecopy adds support for: Apex blocks, XBM images, 320x200 XGA images and Huffman-compressed TIFFs.

- There's a new option to save IMG files in the VDI palette order - ideal for Thing desktop pictures and programs like True Paint which are fussy in this respect.

Summary

Imagecopy is a must have purchase for anyone working with images. Used alongside CAB and Everest, its support for both transparent and interlaced GIFs make it ideal for putting together web pages. ❂

IMAGECOPY 4.1

Publisher
FaST Club

Contact
PO Box 101, Nottingham, NG2 7NN, UK.
Tel +44 (0)115 945 5250
email: stclub@cix.co.uk

RRP: Imagecopy 4.1, £24.95, refer to pricing boxout for details.

Requires
Any Atari

Pros ✓
Everything you could want and more

Cons ✗
Currently No OLGA support

95%

Networking

When networking one plus one never seems to equal two and any number greater than two always equals zero! Mark Wherry tries to make the sums add up!...

Networking is the linking of computers to communicate with each other to share resources - typically printers or hard disks, but they can be used for "shared processing", where tasks are spread across many computers to make the execution of one process quicker, for example, a "rendering farm" to render complex images.

There are two main types of networks, LANs (Local Area Networks) and WANs (Wide Area Networks) - not to be confused with a Chinese restaurant! A LAN is used to link resources in one geographical location together, for example, a room or building. If the resources are in different locations this is a WAN, the internet is the obvious example. This article is concentrating on setting up a LAN for your Ataris.

Networking on the Atari platform is tantalisingly close to being really useful - let's hope programmers are aware of the opportunities

DIY NULL MODEM CABLE

A null modem cable enables two machines to exchange data via the serial port. Essentially these are standard serial cables with a couple of wires crossed over at one end to enable the two machines to "handshake" with each other to control data flow. They can be bought off the shelf but you can make your own by following the diagram below.

Disclaimer

Neither Mark Wherry nor the Atari Computing Group accept any responsibility or liability for any damage to your machine caused either directly or indirectly as a result of attempting this project.

25 Way To 25 Way

2 TX	<--->	3 RX
3 RX	<--->	2 TX
4 RTS	<--->	5 CTS
5 CTS	<--->	4 RTS
6 DSR	<--->	20 DTR
7 GND	<===>	7 GND
20 DTR	<--->	6 DSR

If you have a 9 pin serial port then you can use the same mapping (for example RX<->TX, RTS<->CTS...) just refer to your manual for the different pin numbers.

Two For You?

The simplest network consists of two computers connected together and is probably the most likely use for most of us. To do this you have a choice of two ports, the standard serial RS232 port, or the MIDI port, which is also a serial port. There are some specialist applications which use the parallel port (for example, Parallel Copy), but these are the exception.

If you don't use your Atari for MIDI, the MIDI ports make an ideal choice because they can achieve speeds of 31.75Kb per second. They are also easy to connect together because standard MIDI leads can be used. Simply connect MIDI in sockets to MIDI out sockets until you run out of sockets!

However, if you're already using the MIDI ports, you only have one choice. The serial ports on standard Atari ST machines only support 19.2Kb a second - which is fine for occasional disk access across the link, but too slow for regular use or executing programs. However all STs can be upgraded to support at least 38.4Kb using one of the many hardware modifications available such as RSVE from System Solutions. Used together with the HSMODEM software patch speeds of up to 57.6Kb can be achieved or with RSVE fitted and a 68000 processor clocked at 16MHz or faster speeds up to 115.2Kb are possible.

There's also an alternative hardware mod called ST ESCC, available from System Solutions, which can boost serial port throughput up to an incredible 220Kb - about 11 times faster than the standard serial port!

As far as leads are concerned any null modem cable will do the job, but do check how many pins your serial ports have first!

One of the best software options available is Duet, which is shareware, supported by CyberSTrider. Although there haven't been any recent updates, there is a "patched" MagiC compatible version programmed by another author.

Apart from Duet there are many other packages to investigate including Big net, Medium net, small net, MX2NET, ANET to name just a few but Duet supports more interfaces than anything else: MIDI, RS232 and

TCP/IP

TCP/IP (Transmission Control Protocol/Internet Protocol) is a set of rules which keeps a network running by controlling how information is sent and received. This protocol is used on the internet, so one implication of a LAN supporting TCP/IP is that each computer on the network, could be connected to the internet - via a single telephone connection.

LAN (for Falcons and TTs). It also offers network printing which makes Duet useful even if you don't want to share disks. A serial cable is cheaper than a data switch, and you'll have a lot more fun.

Many Computers Make Managers Weep!
Networks get more complicated when you want to add a third computer or more. If you can master three, anything is possible! Sadly, the UK Atari market is seriously lacking in this area.

There is a product called MIDICom, which System Solutions advertised it in their Spring 1995 catalogue, but sadly, two years on they're still "almost" finishing the manual. It isn't all bad though, I noticed a German demo version was available on the internet, so I tried that instead.

MIDICom enables up to seven computers to be networked via their MIDI or serial ports with drivers included for both - although I couldn't figure the serial port drivers out. It's possible to specify locked files, achieve network printing and there's even an XFS version for MiNT - brilliant!

I managed to get the demo version working, the limitation is only the internal floppy drive of each computer connected is available. The alternative to learning German is to encourage System Solutions to finalise and English release!

Ethernet
Ethernet is one of the popular standards in networking that most other computers enjoy and it's popular because it's possible

The MIDICom Utilities suite, to control all aspects of your network set-up
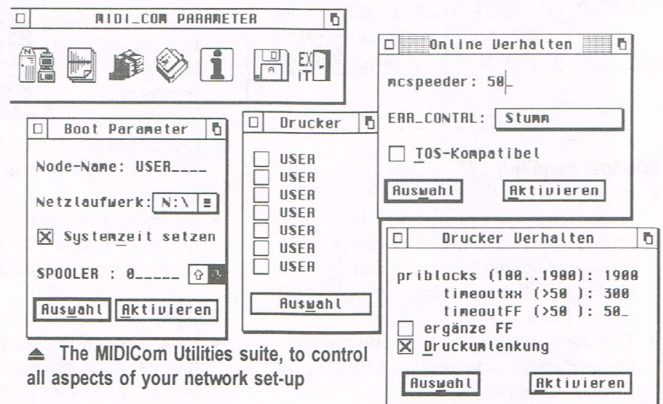
to achieve speeds in excess of one megabyte a second. There is an ethernet solution for the Atari which utilises the DMA port called BioNET and it's available in Germany (or via System Solutions in the UK) but each node is expensive and sadly not a viable proposition for the home user.

LAN allows machines to be networked via the built-in local-talk ports. The TCP/IP protocol is supported, and OXO states "Itos LAN responds to the professional demands of transfer security." OXO boasts a user base including municipal services, schools and individuals.
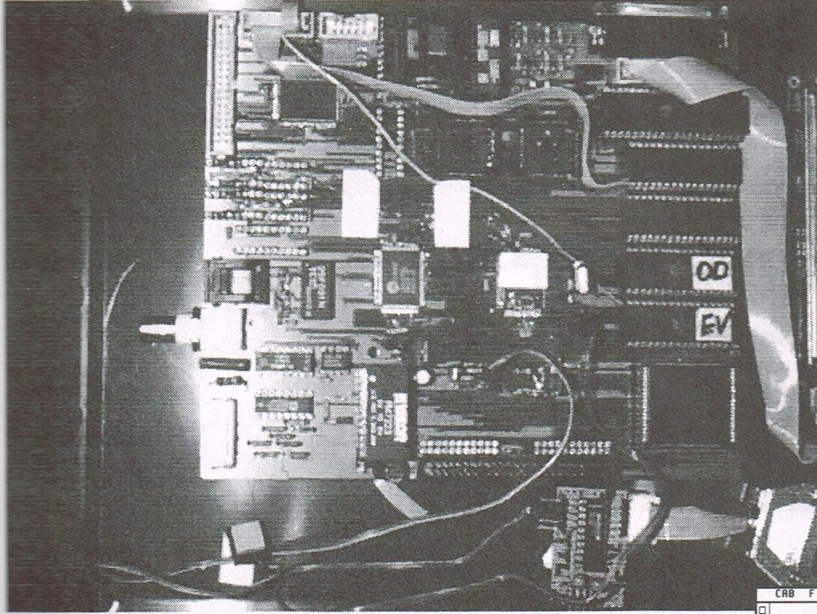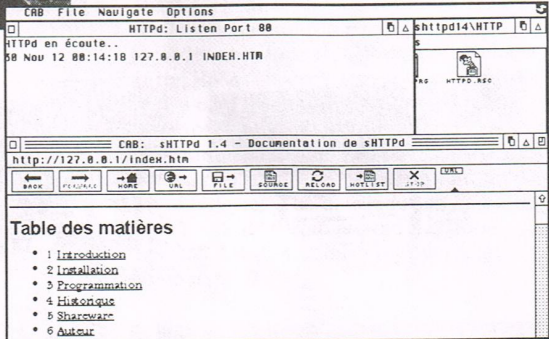
computer access the internet, any computer can launch the dialer to get onto the internet!

Currently there are plenty of Internet client applications such as CAB and Newsie but what we really need are servers, until we have the corresponding Email, Telnet and HTTP servers we can't set up an intranet. So if you're programming an internet client please consider programming a corresponding server? After all, you've already done the hard work!

Another possibility could be the TUW-TCP/IP package available at any UMICH mirror ftp site. It is a set of drivers which allows you to attach the Dlink DE600 ethernet pocket adapter to your Atari. The Atari parallel port does not support all the required signals for the adapter, so you will have to construct a device (described in the package) to enable it to be plugged into the cartridge port. I'm not aware of anyone who has got this up and running but if you have please do write in and let us know...

There's also an ethernet card under development by Wieczorek Developments in Germany. This plugs into an Atari machine via the ACSI/SCSI bus, occupying one ID. This photo shows the prototype displayed at the recent Neuss 97 German show. It supports the TCP/IP protocol (see box out) and can also be connected to other platforms. Unfortunately no release date has been set since we first covered it in AC#3.

LANtastic
If you are the owner of more than one Atari machine with LAN ports (TT/Falcon) you could use Itos LAN, developed by OXO Concepts (the Wen.Suite developers). Itos

The supplied software allows the mounting of partitions, and peripherals to the network which means hard disks, serial, parallel and MIDI devices can all be shared.

A starter pack to network two computers costs 1500FF (approximately £150).

The STinG In The Tail
I'm not usually keen to get stung but I'll make an exception in this case! ST internet the next Generation (STinG) is a comprehensive rewrite of the popular STiK program. STinG can act as a client TCP/IP stack to get you on the internet, supporting both SLIP (Serial Line Internet Protocol) and PPP (Point to Point Protocol). Support for PPP has been a long time coming to the Atari, although there is now competition from PPP-Connect (supplied with CAB 2.5) and Wen.Suite. However, STinG has a secret weapon - it can also act as a TCP/IP server.

This means it is now possible to set up an intranet (the LAN equivalent of the internet) on Atari computers! From here on things just get better and better. STinG can network using any physical port it has a driver for, currently MIDI, serial, ethernet and local talk drivers are included, and using the appropriate driver, any port could be addressed.

STinG also makes it possible for any computer on the network, to call the dialer remotely on the computer that has the modem. So not only can any

Happily one server has appeared, sHTTPd (simple HyperText Transfer Protocol daemon) by french programmer Olivier Booklage. Although still in the early stages and in French, I managed to set-up a two machine network via MIDI ports and download a page in CAB on one computer, from the other machine running sHTTPd (which requires a multitasking OS). The whole experience was quite amazing and I can't wait for other programmers to jump on the STinG bandwagon which really looks set to make the breakthrough in connectivity between Atari machines.

Foreign Affair
Another aspect to consider is the possibility of networking different computers platforms, using the internet we know it's perfectly feasible. Offline PC and Atari machines can exchange files using the Ghostlink package which works via a null modem cable and the serial ports and Parallel Copy which uses custom software to copy between the parallel ports. Another new possibility is offered by MagiCMac which enables access to the native Mac networking abilities which seems the ideal solution for anyone using this software.

Networking on the Atari platform is tantalisingly close to being really useful - let's hope programmers are aware of the opportunities. ☺
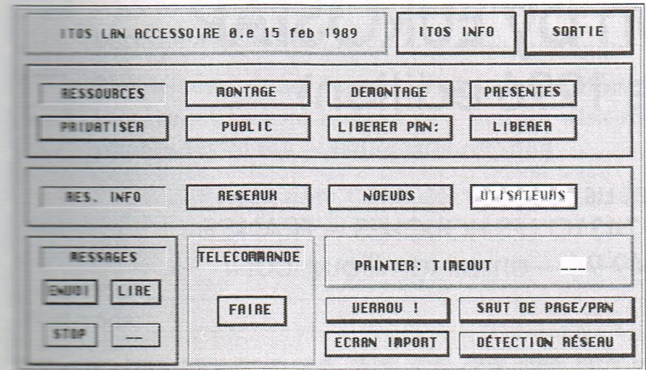
3ẽme FORUM DES APPLICATIONS ATARI
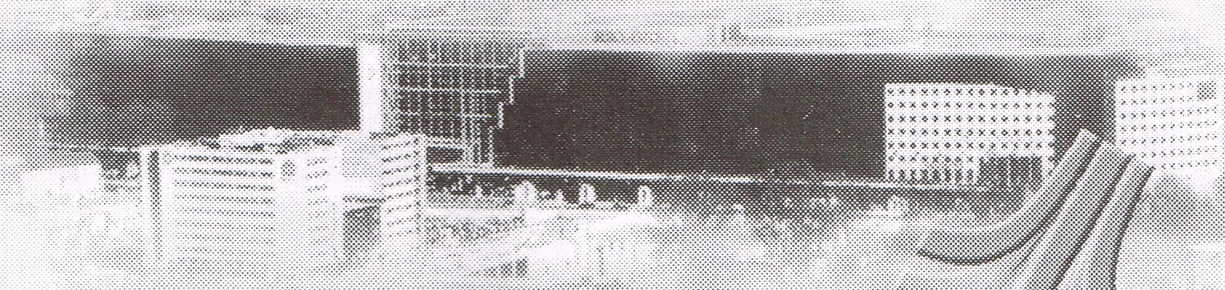
6 & 7 December 1997
BERCY EXPO – PARIS

More than 50 exibitors
to show you what exist or will exist
in the ATARI universe
at 3 Hours of London by EUROSTAR
(3000 visitors in the 1996 edition)

for infos contact us to :
LA TERRE DU MILIEU, 216, rue de l'Essert 74310 LES HOUCHES – FRANCE
tél. 04 50 54 49 77 – fax 04 50 54 49 94 – email tdmilieu@icor.fr

STraTOS No. 1 and ST Magazine Nos 117&118

Reviews by Monsieur Colin Monro...

The rest of the CD is crammed full of software demos, including every flavour of MagiC available, Linux stuff, disk mags including AtariPhile issues 1 to 4, a folder containing virtually every Atari internet tool plus a raft of sites for you to browse offline, including the impressive PARX pages.

The conventional paper magazine is A5 format and contains articles ranging from a discussion about fractal compression through the BeBox computer to a new modeller based around the Persistence of Vision 3 raytracer. There are hardware articles on some French based Falcon accelerators such as Centurbo 2, and getting a Jaguar joypad to work on an ST along with an extensive reader survey form. At 40FF (around £4.50) it is expensive but taking into account the free CD and full colour cover it's a fair price.

In the second part of this Gallic double-whammy, ST Magazine's June and July issues feature a detailed look at Calamus SL '96, and articles on web page design, C programming and working with Linux, the Unix clone for TOS computers. There's a hugely-detailed review of StarTrack, the awesome hard disk audio recorder seen in such high-end Atari clones as the Hades. There's also some shots from Crown of Creation 3D, a stunning-looking game for the Falcon. As usual, these magazines contain a lot of reading, most of which is unashamedly aimed at the advanced user. The detailed round-up of Atari magazines from around the globe includes a review of our very own Atari Computing! ✪

This first issue of STraTOS was a big first for the Atari platform - a multimedia CD of our very own! Loosely billed as a magazine on CD, it contains video animations, articles, reviews and superb graphics throughout. With a slick interface designed to work on Falcons, or in ST high or low resolutions, let's hope this will be the first of a series.

ENTENTE CORDIALE!

Here at Atari Computing we were delighted STraTOS had produced the first multimedia magazine on CD-ROM for the Atari platform - and more than a little jealous! Imagine our excitement when we were approached by the STraTOS team and asked if we would be interested in collaborating with them.

Thanks to an agreement between our two magazines we're proud to announce Atari Computing articles along with our Reader Disk content is now also available on CD-ROM!

There's never been a better reason to buy a CD-ROM for your Atari system and with Christmas just around the corner why not treat yourself?

Apart from almost the entire output from Atari Computing you get the STraTOS disk magazine completely FREE along with software demos, video animations, images, and a vast collection of PD/Shareware from all over the world.

I want one now!
CD-ROM subscriptions are made available

to printed magazine subscribers as a special service. Initially we're offering a separate three issue CD-ROM subscription OR, for existing Reader Disk subscribers, a chance to convert to a CD-ROM subscription for no extra charge!

Fill in the coupon below (photocopies or copies on plain paper are acceptable) and return to: **Atari Computing (Subscriptions), 73 Bentinck Drive, TROON, Ayrshire, KA10 6HZ, Scotland, UK.**


CAB 2.5 and PPP-Connect

Half a dozen shiny new plug-in modules and the long awaited PPP-Connect persuaded Kev Beardsworth to take another look...

CAB is now supplied with PPP-Connect internet connection software for MagiC which supports both PPP and SLIP connections. Although PPP-Connect and the modules are the main attraction there are a few changes in CAB itself.

The General options dialog has been tweaked to accommodate some extra options to display the toolbar horizontally or vertically without or without icons or text. Another option sets the width of CAB's window sliders and a "Popup mouse button control" option includes a new links popup.

> **CAB, the taxi to the internet highway, seems more of a limousine these days!**
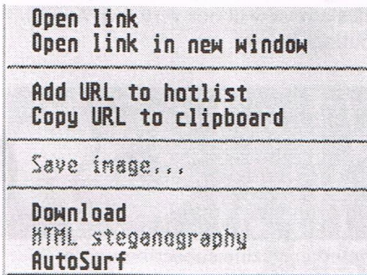
Links in documents can now be pasted directly to the Clipboard, Hotlist or displayed in a new CAB window. Other options are available depending on the available modules.

The Hotlist dialog now offers an import option to load other CAB hotlists or NetScape and Microsoft Explorer bookmark files.

CAB Modules
Software in the MODULES folder can be accessed by selecting the modules entry from the File menu. CAB modules are designed for use under a multitasking OS although most also offer limited functionality under single TOS.
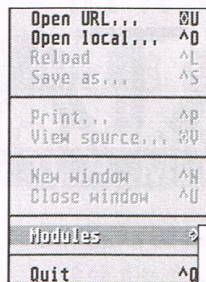
Advertising filter
They're everywhere already but have you noticed most of the banner style adverts are usually the same size? By specifying image sizes, directories, file and host names the majority of adverts can be filtered out and optionally replaced with a library image of your choosing - the default "censored" banner image is very satisfying. The downside is you're bound to loose a few images but the filter can be overridden or the individual image downloaded manually.
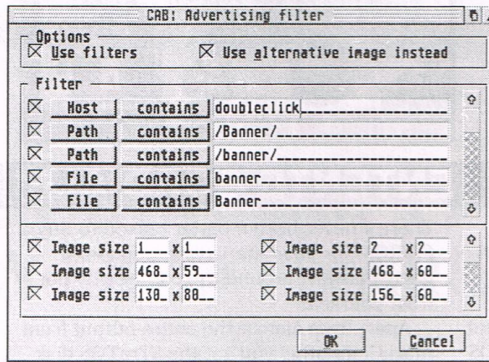
Until NetScape and Microsoft Explorer implement similar filters we can enjoy the benefits of using a minority browser. Atari web authors would be well advised to change the size of any banner images by a pixel or two to make sure their images are not filtered out.

CAB Cache Editor
After a surfing session you may have files you'd like to keep but they're hidden deep inside your cache and labelled with some cryptic filename. This module makes it easy to retrieve them.

The CAB Cache Editor can display, move, delete or export any file in the cache. Select the target site, folder or file in the left hand selector and manipulate it using the buttons on the right.

Using the Cache Editor it's easy to delete unwanted items - certainly more selective than the CAB Free cache option!

Like CAB itself, CAB modules can use the AV protocol, so the Cache Editor will pass files via an AV server to display them in any application you like. For example images could be displayed in Imagecopy, archives unpacked using Two In One and sound files played using GEMjing - all without leaving the module.

Image Catalog
This module can search any path on your hard drive and create an HTML document including any GIF and JPG images found which can in turn be displayed as pages inside CAB if desired. The "Paths recursive" option is useful for searching subdirectories.

Thumbnail images can be created or the original images scaled "on the fly" along with the size and filename of each image.
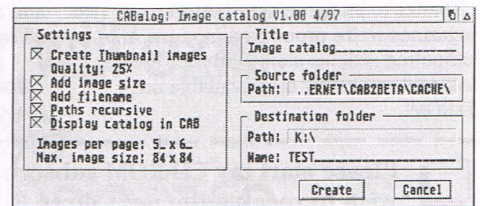
Check hotlist
How old is your hotlist? Mine is several months old and I haven't visited some of the sites for ages. This module checks every site in your hotlist to check if it's still valid and displays its findings directly in the hotlist dialog. Sites currently unavailable are displayed in red - they're not deleted in case the sites are merely temporarily down. If your

Iconf for PPP-Connect

Setup: CiX-OUT   [Rename] [Delete] [New]

MODEM

ACCOUNT

LOGIN

LOGOUT

DNS

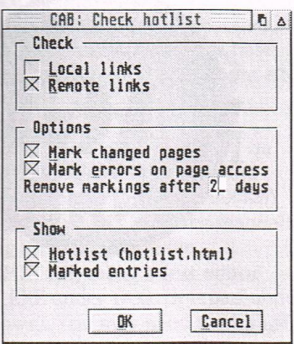|		DEFAULT:
Modem port:	MODEM1	YOUR MODEM PORT
Baud:	38400	MAX. SPEED PORT/MODEM
Handshake:	Rts/Cts	RTS/CTS
Parity:	None	NONE
Data-Bits:	8	8
Stop-Bits:	1	1

HANG UP

◉ Use command: ○ Drop DTR
  Escape sequence: +++
  Wait 2 second(s)
  AT-command: ath

☐ Profi Mode   [OK] [Cancel]

▷ PPP-Connect is easy to configure with neat, easy to understand, dialogs - you probably won't even need the manual!

IConnect for PPP-C

CiX-IP
You are online
Time: 00:02:20

[Close connection]

CiX-IP

Establishing connection...

Status: Run login script
Command: Wait for "CONNECT" 26

[Cancel]

⏏ Seconds out, only a few seconds away from an internet connection

◁ This window appears after establishing an internet connection.

Before PPP-Connect CAB could be connected to the internet using STiK, STiNG or MintNet. These involved editing ASCII configuration files and for many people establishing a reliable connection proved elusive.

By contrast PPP-Connect is point and click with separate connect and configuration utilities along with a couple of useful utilities, a single AUTO folder program and a CAB.OVL file. Be careful to use the CAB.OVL

supplied with PPP-Connect - the CAB.OVL files for use with STiK, STiNG or MintNet will **NOT** work.

Used together with the information supplied by your internet provider, typically a password, username, access telephone numbers and the log-in procedure, ICONF.PRG can be configured in minutes (example files for various IPs, including CiX, are included).

Many of the option dialogs remain greyed out, unless expert mode is activated, which in practise means beginners can leave PPP-Connect to take care of the techie details.

After configuration ICONNECT.PRG is used to establish an internet connection - I run this from the CAB Modules entry. If a problem is encountered some useful information is displayed to help you solve it.
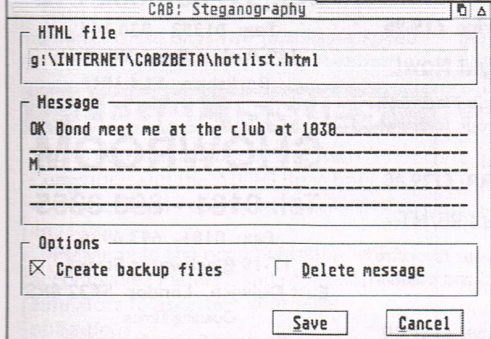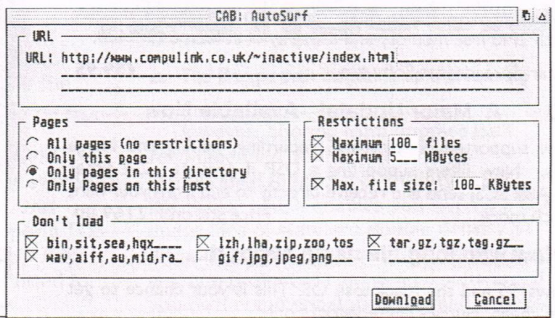
CAB: Check hotlist

Check
☐ Local links
☒ Remote links

Options
☒ Mark changed pages
☒ Mark errors on page access
Remove markings after 2_ days

Show
☒ Hotlist (hotlist.html)
☒ Marked entries

[OK] [Cancel]

home page is your hotlist small icons are added used to denote current sites.

HTML Steganography
Using this module it's possible to hide messages inside your HTML files without changing the size of the file. It's certainly one way CAB users could pass messages to other CAB users under the noses

other browsers but, as the manual explains, it's a demonstration of the technique rather than a serious tool for secret agents!

AutoSurf
This module extends the concept of offline reading to the internet by downloading entire WWW sites at the touch of a button for reading offline.

There's no easy way to know in advance how many files a target site contains so AutoSurf enables various criteria to be defined to restrict downloads to a sensible size.

CAB: AutoSurf

URL
URL: http://www.compulink.co.uk/~inactive/index.html

Pages
○ All pages (no restrictions)
○ Only this page
◉ Only pages in this directory
○ Only Pages on this host

Restrictions
☒ Maximum 100_ files
☒ Maximum 5___ MBytes
☒ Max. file size: 100_ KBytes

Don't load
☒ bin,sit,sea,hqx___ ☒ lzh,lha,zip,zoo,tos ☒ tar,gz,tgz,tag,gz_
☒ wav,aiff,au,mid,ra_ ☐ gif,jpg,jpeg,png__

[Download] [Cancel]

Simply enter the target URL, or select AutoSurf from the links popup, and off it goes. Files are downloaded in the background under a multitasking operating system so you can carry on browsing.

Apart from saving online time this module makes it easy for web authors to backup their web pages or download entire sites without missing anything.

CAB: Steganography

HTML file
g:\INTERNET\CAB2BETA\hotlist.html

Message
OK Bond meet me at the club at 1830_____
M_____

Options
☒ Create backup files   ☐ Delete message

[Save] [Cancel]

CAB Download
This module downloads binary files in the background. It's not listed directly in the Modules entry but is accessed from the link popup menu. A neat dialog in displayed to select a destination for the file to be downloaded and then displays the download in progress.

CAB, the taxi to the internet highway, seems more of a limousine these days! ✪

What's new?

StarTrack - The high quality VME Audio Card for Hades and TT is now available from stock. The new **DSP Module** supports 16 channels unlike the Falcon which supports only 8. SoundPool add-ons and software are now HADES compatible. **RoPoCoP** a new ISA card for Hades allows the connection of 3 cartridges (dongles).

HD Driver 7 — New Version!

Old & new drives, IDE/EIDE, SCSI, ZIP, JAZ, EasyFlyer, SyJet, Magneto Optical or Phase Change drives.

No problem! Unlike AHDI and other drive software, HD Driver is still supported and kept up-to-date to reflect the latest in storage technology.

- Gene ic SCSI inte face (SCSIDRV)
- Suppo ts 512 physical bytes pe secto
- Fo matting of SCSI d ives
- DOS compatible pa titioning
- Pa titions up to 2 GByte capacity
- Rebuild (to ecove) pa tition data
- W ite p otect pa titions, boot & oot
- Passwo d p otect ZIP & JAZ d ives
- SCSI initiato identification and bus a bit ation (TT and Falcon only)
- Boot f om any pa tition
- Suppo t fo two IDE o EIDE units
- Special suppo t fo ICD compatible adapte s allowing d ives > 1GByte
- With MagiC up to 23 pa titions.
- Autopa k & sta t d ives (ie. fo Studios)
- Non-blocking DMA t ansfe s with MagiC Applications un while data is t ansfe ed.

HD D ive 7   Still only **£29.95**

Marpet Xtra RAM for ST/FM

XtraRAM is back in stock. We are now the sole manufacturers of the excellent Marpet memory expansions boards for the ST and STFM.

XtraRAM kit 0 Mb	£29.95
XtraRAM upgrade to 1 Mb	£39.95
XtraRAM upgrade to 2 Mb	**£79.95**
XtraRAM upgrade to 4 Mb	**£129.95**

We are happy to do the fitting for you!

Repairs, Spares, Upgrades

A special deal with Atari allowed us to take on 7 tonnes of Atari Spares. Our Windsor branch is now the **European Atari Spare Parts Centre.**

The Atari Workshop is the only **Atari UK Authorised Service Centre.** We use genuine parts, Atari factory test kits and highly skilled technical staff. For urgent repairs & upgrades ask for the special Next Day guaranteed Pro Service. Call for more information.

E-mail & World Wide Web

You now can contact us via e-mail. Our domain is: **system-solutions.co.uk** (eg. sales@system-solutions.co.uk)

sales	All Sales enquiries
	(No credit card orders via E-Mail. sorry)
atari-quotes	Atari system quotes
mac-quotes	Mac system quotes
pc-quotes	PC systems quotes
info-hardware	Information only
info-software	Information only

Check out our new web site at:
www.system-solutions.co.uk/cafe

All prices include VAT unless stated different. For small items please add £3.95 P&P. Multiple or large items - please add £10.00 for courier delivery. E&OE

NEW! CAB 2.5 — Surf the Internet with Your Atari!

This new version comes with a PPP-connect and SLIP dialler for MagiC. CAB 2.5 works on TOS (STiK req), MagiC, MagiC Mac and PC. Easy to install and set up, you will be surfing within minutes (you do need and internet account, of course). CAB now comes with useful plug-ins:

AutoSurf - downloads whole pages including graphics for off-line reading
CAB alog - catalogues images using 'thumbnails'.
CAB stega - Hide a text message in an image (secret information)
CAB check - Checks Hotlist pages for updates. Find whats new quickly.
CAB com - Allows you to reject advertising.

CAB2.5 Internet HTML Browser Software including PPP	£29.95
Special price for InterActive registered Shareware CAB users	£23.95
CAB v2 to 2.5 upgrades	£15.00

RSVE — High Speed ST Modem Port Enhancement Kit

With the advent of high speed modems, the Atari's serial port is showing it's age. If you have a modem or are thinking of buying one you will require higher speed connection. The RSVE is a small hardware & software solution allowing connection speeds of 38,400 right up to 115,200 bps on an accelerated ST.   **New Price £29.95**

High Speed Fax Modem's — Get a bundle - Save Money!

All CE and BABT approved. 3 years warranty (Atari Fax software is optional).

14400bps External Fax Modem complete with all cables	£49.00
33600bps External Fax Modem complete with all cables	£89.00
K56flex External Fax Modem complete with all cables	£119.00

Add **CAB 2.5** for **£25.00**   Add **RSVE** for **£25.00**   or both for only **£40.00**

Hades 040/060 — NOW Cubase compatible!

Do you enjoy working with Cubase MIDI on the Atari? But you would like:
A bigger monitor to both see more tracks and open more edit windows;
To make edit and page changes happen much quicker; To print faster;
The cursor to follow the score and other editors on time.

Is this too much to ask for? Do I have to buy a Mac or PC?

NO! All this and more is now reality with the supercharged HADES Atari compatible from System Solutions. Hades has ATARI standard MIDI ports, which are known for solid and precise timing, allowing you to use your Atari Cubase Software to load large arrangements in an instant, moving the cursor from the beginning to the end in a second and displays the score sheet so fast, you will say "I don't believe it".

Hades is a joy to use, a time saver and real alternative to PC and Mac for MIDI Studios and professional MIDI users wanting to replace their aging ST. Interested? Well, if you don't believe us, bring a disk with your largest Cubase MIDI arrangement and try the Hades at out London Showroom or give a call us for an individual quote.

Hades 040, 16MB, 3Gb, Keyboard, Mouse, NVDI 4   from **£1295+VAT**
Hades 060, 16MB, 3Gb, Keyboard, Mouse, NVDI 4   from **£1595+VAT**

Texel — The New Look, Easy to Use Atari Spreadsheet

Texel is a new, easy to use spreadsheet program for MagiC and TOS. Because it is a true GEM application it will run on just about any hardware. Texel allows a maximum of 16384 * 702 cells per worksheet. You can choose from over 90 functions. Export/Import of most common formats, powerful sorting routines, preview in windows. Texel comes on a single floppy disk, runs on systems with 2Mb free memory and a display of at least 640 * 400.

Texel v1.60 The Atari Spreadsheet Software   **£59.95**

Zero – X 2.0 — A Major Update! Available Now

Direct to disk now supported on playback, recording, editing and image creating operations. New filters supporting a DSP if present. 2-4 times faster autosearch. Akai SCSI send and receive directly to and from your hard drive. + Much much more.   Price still only **£169.00**

Ease 5 — Now with long file name support ...

As used by Windows '95 and the Macintosh OS. This is your chance to get this superb desktop cheap. Hurry - limited stocks only.

Ease 5 Desktop Replacement RRP £49.95   **November Offer Price £19.95**

MagiCMac — New release v2.1.5 for System 8 - Out Now!

The ideal solution for anyone moving from the Atari to the Apple Macintosh platform. Reliable, stable and fast, MagiC allows you to run your favourite Atari programs on a Mac. (Please ask for upgrade prices).

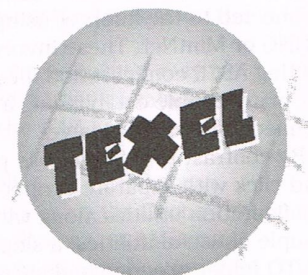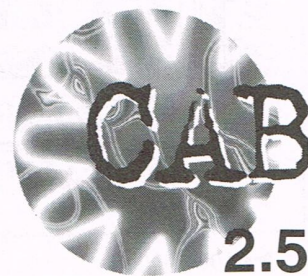MagiCMac - Atari O/S for Macintosh   **New RRP £129.00**

MagiC PC — Atari Operating System for Windows 95/NT

This is ideal for Atari users moving to the PC platform, run all your favourite Atari software. NVDI PC highly recommended for extra speed and colours (available separately).

MagiC PC - Atari O/S for PC's   **New RRP now £129.00**

System Solutions

Brandt Fernandes (Europe) Ltd.
Company registered in England 2612998

CAB 2.5

TEXEL

MAGIC 5.1

MAIL ORDER
Tel: 01753 - 832 212
Fax: 01753 - 830 344
119 Arthur Road, Windsor
Berkshire SL4 1RU

SHOWROOM
Tel: 0181 - 693 3355
Fax: 0181- 693 6936
17-19 Blackwater Street,
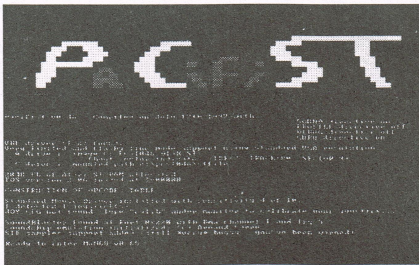East Dulwich, London SE22 8RS
Opening Times:
Monday to Friday 10am to 6pm

PaCifiST v0.46

Richard Spowart and Joe Connor take a look at this intriguing Atari ST emulator...

- Motorola 68000 CPU emulation: 100% assembler, 68030 is on the todo list.
- Video shifter chip: 100% assembler, the three standard ST graphics modes and 640x480x16 extended ST resolution.
- 6301 Keyboard simulation for keyboard, mouse, joystick & clock control.
- Yamaha YM-2149 chip emulation: Programmed by Arnaud Carre, STF sample emulation in progress.
- MFP Interrupts: VBL, FDC, ACIA, TIMER C and TIMERs A, B & D in events count mode.
- FDC/HDC disk emulation: Gemdos, BIOS and hardware level, all implemented but under development.
- I/O: Parallel sent to LPT1, no serial or MIDI support.
- STe Blitter chip emulation: New in the current release.

Atari emulation is all the rage with Gemulator, MagiC PC/MagiC Mac, Janus, STonX, TOSBOX and others it's possible to run most "cleanly programmed GEM applications" on any platform you like. However, the Atari ST remains one of the classic gaming platforms and games are not usually GEM applications. Enter stage left French programmer, Frederic Gidouin, who last April took up the challenge to program an emulator capable of running games software and PaCifiST is the result.

Since PaCifiST first appeared on the internet there has been phenomenal interest and many other sites have appeared to support the authors efforts.

Taming PaCifiST

PaCifiST runs fine from DOS or via Windows 95. After extracting the compact archive (less than 200Kb) setting up PaCifiST involves manually editing a configuration file (PACIFIST.INI) using a text editor (EDIT.EXE under DOS, Notepad under Windows). You may need to change. This file sets the paths to the various data files used by PaCifiST. It's straightforward enough but seems unnecessarily messy in this point and click era.

In common with other Atari ST software only emulators you will also need a "TOS image file" - a copy of the contents of the TOS chips inside every real Atari ST (see boxout).

A utility program (DUMP_ROM.PRG) is supplied with PaCifiST to make it easy to copy the TOS chips inside your Atari machine. PaCifiST currently supports TOS 1.00, 1.62 or 2.06 but unfortunately skips support for TOS 1.04 which was fitted to large numbers of machines.

With Pentium's sold as entry level machines these days raw processor speed isn't an issue anymore and any Pentium

based machine will run Atari ST software faster than the real thing but the author reckons the minimum specification is a 486DX-100MHz. PaCifiST is developed on an AMD586-133MHz (roughly equivalent to a Pentium-75MHz) and the emulation normally runs faster than 8MHz at full frame rate with sound enabled for most games.

To hear sound you'll need a SoundBlaster or Gravis Ultrasound or compatible sound card and PaCifiST takes about 1.5Mb memory for itself.

In use PaCifiST is remarkably stable and, minor glitches aside, runs a wide range of software.

Playtime!

On starting PaCifiST the opening screen is displayed followed by a screen which looks similar to a disassembler. If everything is configured OK pressing G [Return] will transport you to the standard Atari ST Desktop. Drive A will be configured to use whatever is being emulated as though you were using a real ST.

▲ The Maggie disk magazine up and running

However, booting from floppies isn't recommended, in fact, it's strongly discouraged in favour of a utility called IMGBUILD which enables you to create DOS image files of standard double density ST disks and is the recommended way to load any non-protected commercial software. If you own commercial games which feature anti-piracy devices it is possible to persuade these games to run but this is beyond the scoop of this article.

By pointing PACIFIST.INI to access the disk image for drive A (you prepared earlier using IMGBUILD) the disk can be read and software run from the desktop in the traditional manner. Most demo disks will also work under PaCifiST.

Remember STOS - the application which suffered badly at the hands of a TOS upgrade many eons ago? Well, this works fine under PaCifiST, as verified by Tony "STOSer" Greenwood himself.

In use PaCifiST is remarkably stable and, minor glitches, limitations, and irritations aside, runs a wide range of software.

The ASCII format documentation is both comprehensive and informative and certainly added to the enjoyment of using the program.

It's worth pointing out PaCifiST isn't a substitute for a real ST, if you want to play the odd Atari game on your PC or show off some classic Atari games to jaded PC owners this is the program for you.

PaCifiST does not currently support MIDI devices or other hardware plug-ins but with real Atari machines changing hands for less than £50 there really doesn't seem much point - and you'll need to own the real thing anyway to copy the TOS ROMs won't you?!☺

LEGAL ISSUES

TOS is copyright material and Atari Computing and the AICIG does not condone illegal copying or distribution in any form.

Please read the documentation which accompanies PaCifiST and other software emulators to ascertain your legal obligations.

PACIFIST

Author
Frederic Gidouin
Email: frederic.gidouin@bol.fr
Official URLs:
http://wwwperso.bol.fr/~gidouin/pacifist.html
http://www.geocities.com/SiliconValley/Lakes/6875/pacifist.html
Status: Giftware

Requires
Any 486/Pentium machine running DOS/Windows. Real Atari ST to copy TOS ROMs from.

Pros
✓ Runs leisure and serious software, excellent documentation

Cons
✗ Fiddly to set up

85%

MagnumST

We've always been told ST TOS versions and the ST's Memory Management Unit (MMU) cannot handle more than 4Mb but it seems the increasing system requirements of newer applications has driven developers to come up with a solution.

Memory upgrade for STs which breaks the 4Mb barrier, Derryck Croker tools up for the job...

Mission impossible

So how does the Magnum card work? The cunning solution has overcome both obstacles as follows:

- The existing TOS ROMs can be replaced with TOS 2.06 which supports memory above 4Mb - by simply plugging ROMs into slots provided on the Magnum card.
- Alternatively you can use MagiC v5.11 or later because it supports memory above 4Mb - in which case you do not need to upgrade TOS as well.
- The Magnum card includes a supplementary MMU which manages memory above 4Mb - the original MMU carries on managing your existing memory.

Installation

If your processor is already socketed it couldn't be easier. Plug the processor into the Magnum card then plug the Magnum into the empty processor socket - ideal for anyone who has already installed an accelerator! Aixit claim Magnum is compatible with the HBS 240/640 and the PAK accelerators, my AdSpeed accelerator didn't work.

If your processor is soldered to the motherboard you have two options:

- Solder a socket directly on top of the processor and plug the Magnum into that.
- Remove the processor and fit a socket to the motherboard then plug in the Magnum card and processor. If you ever plan to add an accelerator this is the best option.

Unless you intend to use MagiC exclusively there's a cable to be soldered. The installation guide includes diagrams for the various models but these could be a lot clearer. The connection has to be made to a PCB track connecting to the GLUE chip pin 19, apparently the ROM 2 signal from this pin is also present on the TOS ROM chips U4 and U7 pin 20 which might be easier to locate - check this carefully before soldering!

▽ **The ribbon cables at the left edge of the MagnumST board indicate the position of the MMU connector/PCB below the SIMM.**
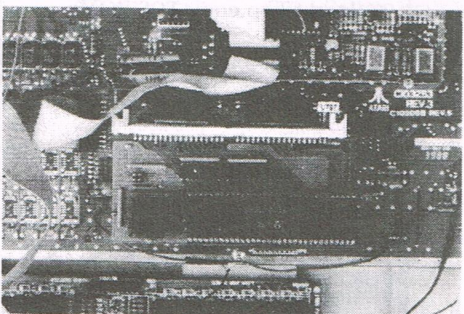
PS/2 memory Single Inline Memory Modules (SIMMs) are used offering a maximum of 14Mb plus two non-contiguous 512Kb blocks (see boxout). Currently STe machines are not supported - but Aixit are working on it.

Existing upgrades
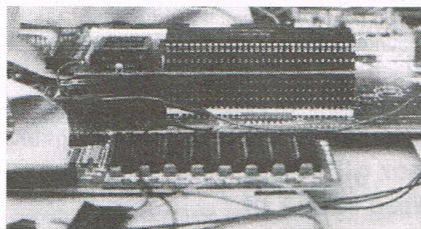
△ **I've used IC sockets to space the MagnumST board above the MMU. I've used another socket to space the 68000 processor above the TOS 2.06 chips, one of which can be seen poking out. This "skyscraper" fits in my Tower case.**

I'd recommend retaining any memory upgrade already fitted because ST memory is sometimes required. For example, the DMA system driving the Atari SLM laser printers requires at least 1Mb. Also, apart from the HBS 640 accelerator, which can cache up to 8Mb of TT RAM, most accelerators only cache ST RAM.

However, if your existing memory upgrade includes a connector/PCB which pushes onto the MMU socket you may find the Magnum SIMM hits the connector/PCB and you have a choice to make:

- Retain the ST memory and use CPU sockets as spacers to clear the MMU and recase the computer/keyboard if necessary.
- Remove your existing memory upgrade, accept the limitations of less ST memory, and avoid having to recase your computer/keyboard.

POKEing about

A disk is supplied which includes various utilities and documentation. The most important one is a small AUTO folder program which tells TOS/MagiC to see the Magnum memory as TT RAM. A utility is provided to modify program headers so they are set to "Run in TT RAM" and "Malloc from TT RAM". Another utility is used to select between a thorough, quick, or no memory check at all - and the memory check can be skipped by pressing the [Space] bar. TT RAM is sometimes referred to as "Fast-RAM" but the Magnum card accesses all memory at the same speed as ST RAM, i.e. 8MHz. Apart from some other useful looking utilities on the disk there's also a text

file which hints at the possibility of burning both MagiC and TOS 2.06 into a single pair of EPROMs - interested?

I was experiencing problems loading files from floppy disks under MagiC but this was a bug in MagiC which is now fixed (MagiC 5.11 or later). The CDROM driver ExtenDOS Pro also required a small tweak to its configuration file but apart from that the extra memory seems to be highly compatible and completely transparent in use.

Finally, I'd like to thank Peter West of the TransAction crew for translating the installation disk and my questions to Aixit.✪

Pros
✓ Large image files now load and there's plenty of space to run several application and utilities under a multitasking operating system.
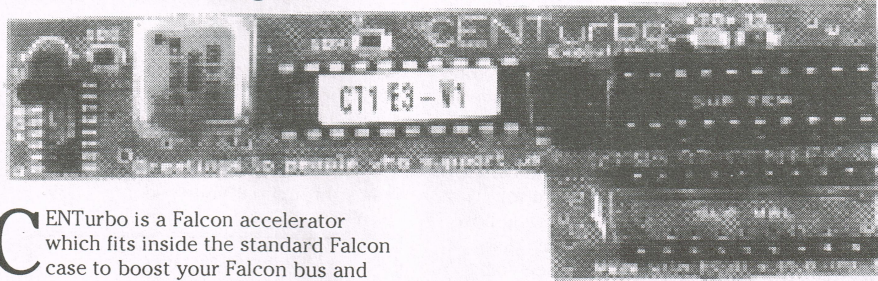
Cons
✗ MagiC 5.11 or later or TOS 2.06 needed. Keyboard might have to be moved. Soldering experience useful.

84%

CENTurbo I
evolution 3 accelerator

Our German distributor, Thorsten Butschke, installs a French Falcon accelerator and reports his experiences in this British magazine...

CENTurbo is a Falcon accelerator which fits inside the standard Falcon case to boost your Falcon bus and CPU speed from 16MHz to 25MHz and the DSP, FPU and VIDEL to 50MHz.

▲ These figures, with NVDI installed, compare favourably with Nemesis.

An eight page A5 manual details the installation procedure, and CENTEK claim anyone who can hold a soldering iron can install the upgrade which involves soldering nine wires - they estimate a fitting time of 30 minutes. A hardware switch enables the accelerator to be switched between normal mode, offering totally original Falcon configuration, and turbo mode which is also available for VGA, RGB and SM124/5 monitors.

Software
In addition to the installation manual you get a separate software manual and a floppy disk containing the following software:
- **Blitslow:** An Auto folder utility to slow the Blitter down to 12.5MHz because it doesn't like being accelerated.
- **Autosort:** Auto folder re-order utility to make place Blitslow in the right position in the running order and avoid pixel garbage during booting.
- **CENTview:** File viewer which supports over 50 different image formats.
- **CENTscreen:** Utility to select between screen resolutions.

- **CENTvidel:** Utility to configure new screen resolutions.
- **GEMBench:** To benchmark your souped up machine and really impress your (ex) friends!
- **NVRAM:** Utility to manage the NVRAM settings.
- General CPX which can be used to toggle the FPU cache on/off.

CENTscreen
The CENTscreen software offers some preset resolutions including:
- 896x672x16/256 at 66Hz
- 1024x768x16/256 at 99Hz interlaced
- 1024x768x16/256 at 53Hz non-interlaced
- 640x480xTrueColor at 66Hz non-interlaced
- 768x512xTrueColor at 98Hz interlaced

CENTscreen features an Energy Star compatible screen saver, virtual screen modes and mouse accelerator.

Be warned the virtual screen mode gets confused if you set up virtual screen the same size or smaller than the actual resolution.

CENTvidel
Using this utility it's possible to create a new resolution which will be available for selection using CENTscreen. To do this you have to select the horizontal and vertical number of pixels, the horizontal and vertical refresh rates and the master clock.

> **The CENTurbo accelerator is very reliable and activated 95% of the time I use my Falcon**
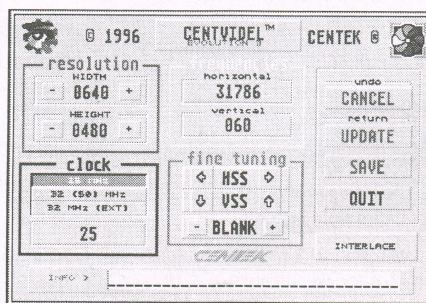
The garbage in equals garbage out rule applies here so if your screen display goes haywire, press the [Esc] key and try again. The CENTvidel and CENTscreen programs are both easy to use after a few tries and there are plenty of pre-defined resolutions included.

In use
I use my Falcon primarily to program games and to produce the German supplement to Atari Computing using Calamus 1.09. Since I have the Centurbo installed the only program which doesn't work as it did before is FastCopy Pro v1.2 which I use to copy the Atari Computing subscriber Reader disks - yes there really are some German subscribers!

Before printing the CPU cache has to be turned off using one of the standard Falcon CPXs, a copy of which is included on the disk. On the plus side working with Calamus at 1024x768x2 resolution means the entire page can be displayed and most of the text is still legible!

CENTurbo is compatible with Cubase Audio and using the virtual screen software you could work on a music score at 4000x2000 resolution which auto-scrolls as soon as the mouse reach the side of the screen.

To really show off the CENTurbo I wanted a program which really pushes the screen to the limit and settled on the latest version of Running, the Doom clone from STAX - even the Running developers where impressed to see how fast their game ran!

The CENTurbo accelerator is very reliable and activated 95% of the time I use my Falcon. The CENTurbo demonstrates CENTEK have the experience to create reliable hardware addons so we can look forward to the CENTurobo II (featuring a MC68040 CPU) and the Phenix 040/060 Falcon compatible computer. ✪

CENTURBO

Manufacturer
CENTEK
4 av. ST Exupery
60180 Nogent s/Oise
France
Tel: +(0)3 44 74 63 30
Fax: +(0)3 44 74 63 40
Email: Centek@technologist.com
Price: 690 FF (around £75)

✓ **Pros**
Fast, easy to install

✗ **Cons**
Must be turned off to use a few incompatible programs

85%

23

To C, or not to C?

Xav calls on a few friends to give Prospero a thorough workout against Lattice C - the self-styled king of compilers, with some surprising results...

I enlisted the help of fellow Kosmik Phish colleagues Anthony Jacques and Phil Hough. Anthony had just bought Lattice C, so we opted for a head-to-head review. In the red corner, we have Prospero C, weighing in at just under twenty pounds and in the blue corner we have Lattice C, weighing in at almost seventy.

Prospero's books

A C compiler lives or dies by its libraries - these are the pre-coded functions used to perform common tasks and their usefulness is directly related to the quality of the documentation.

Both have extremely well written library manuals, both split the manuals sensibly into Atari library calls and C library calls (the Prospero manuals are further divided to separate the AES and VDI functions) and both include code examples - although Lattice has more of them.

The Prospero manuals offer the advantage of spiral binding which means the manuals can lie flat or folded back on itself and they are arranged alphabetically which makes it easy to find a function if you have some idea of its name. The Lattice manuals, on the other hand, are grouped by header file, which makes it awkward to find the function you want.

Installation

Lattice is more flexible, supplied on seven double density disks, the installation program offers program files and headers for almost any configuration and takes care of deciding which files are needed for your own configuration, although it does give you some degree of control in providing check boxes to activate or de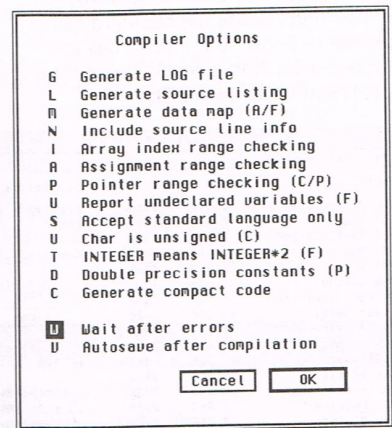activate parts of the software. Lattice also gets a bonus point for showing how much disk space your chosen arrangement will take. It's even possible to get the Lattice installation program to produce a list of the files you need, leaving you to copy them from the master disks yourself. Prospero's installation routine is so poor you're probably better off copying the files manually anyway but there is only one disk so it's not too tedious.

Get Shorty

Once you run the programs (finding the correct executable for Lattice is a challenge in itself) both packages display a vaguely familiar working environment. Both look dated which is understandable because neither have been updated for years. However, leaving modern GEM enhancements aside, I would have expected standardised keyboard shortcuts - programming is keyboard intensive. Unfortunately both programs use the "old" [Alternate] key combinations with Lattice offering function keys for cut, copy and paste operations and Prospero offering Wordstar compatible shortcuts - both positively archaic!
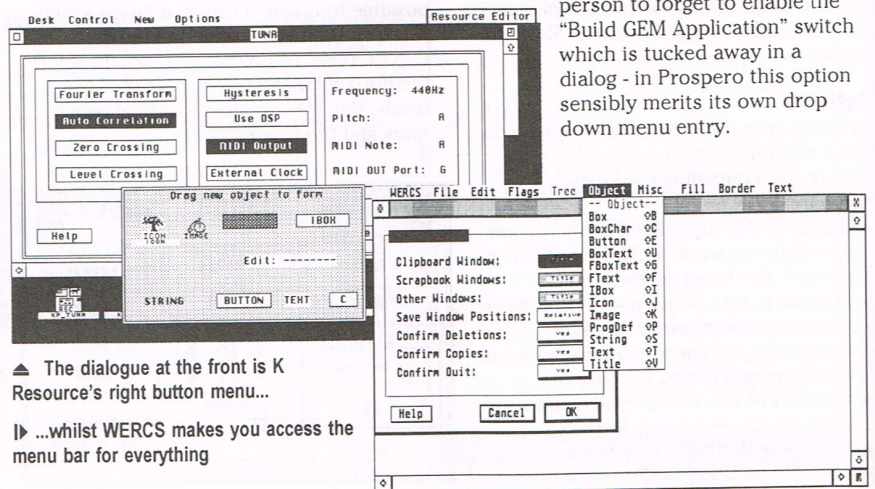
However, Prospero does include one useful set of shortcuts, "macros" which can be assigned to the function keys. We're talking text strings here, and these provide the ideal way to sprinkle printf("This is a test") strings throughout your code.

> It was surprisingly difficult to choose between these programs because they will appeal to different ends of the market.

```
         Compiler Options

 G    Generate LOG file
 L    Generate source listing
 M    Generate data map (A/F)
 N    Include source line info
 I    Array index range checking
 A    Assignment range checking
 P    Pointer range checking (C/P)
 U    Report undeclared variables (F)
 S    Accept standard language only
 U    Char is unsigned (C)
 T    INTEGER means INTEGER*2 (F)
 D    Double precision constants (P)
 C    Generate compact code

 U    Wait after errors
 V    Autosave after compilation

              Cancel    OK
```

⏶ Prospero's single options screen makes Lattice look like mission control

C is nominally a highly portable language - especially if you stick to a text based interface, as used in TOS/TTP applications. C was standardised by the American National Standards Institution (ANSI) back in the eighties but unfortunately the standard was still being ratified when Prospero was released - so it's almost, but not quite, ANSI compatible.

Lattice, in contrast, presents almost too many compatibility options. There are switches for strict ANSI compatibility, pre-ANSI code, C++ style additions, and many more. Thankfully it's safe to stick to the defaults for most purposes, although I suspect I won't be the last person to forget to enable the "Build GEM Application" switch which is tucked away in a dialog - in Prospero this option sensibly merits its own drop down menu entry.

SIZE ISN'T EVERYTHING

The Prospero executable is smaller than the Lattice equivalent because Lattice generates optimised machine code. We wondered quite how dramatic the difference would be, so we wrote a simple for loop, with an addition at its core, to serve as the basis for a time trial. The executables from each compiler were then run through a profiler, in order to determine how long each took to finish the loop. Lattice took 0.5 seconds compared with Prospero's 1.5 seconds.

Clearly Lattice's code was faster, but the generated executables were approximately the same size. We wondered what the effects would be on a more realistic application - something that uses GEM. In order to ensure compatibility between the two programs (which have slightly different GEM libraries), we kept the code simple. The test program simply draws a filled circle, then exits. This time around the execution speeds were similar, but the compile time and resultant file sizes showed marked differences.

Using Lattice our test program compiled a file 4762 bytes long in 9 seconds compared with a file 15360 bytes long which took 35 seconds to compile using Prospero.

⏶ The dialogue at the front is K Resource's right button menu...

▷ ...whilst WERCS makes you access the menu bar for everything

# THE BEST THINGS IN LIFE ARE...

One of the most powerful compilers, GCC (Gnu C Compiler) is available free of charge. Unfortunately it's not a GEM application so you need to be comfortable working from a command line interface. A good MiNT based system does make things easier and, if you've got enough disk space, it's possible to install MiNT and GCC in one go, along with lots of other Unix-like programs. Look for KGMD (Knarf's German MiNT Distribution).

Alternatively there's another command line based compiler called Sozobon C. Newer releases (look for Sozobon X) offer installation routines and better GEM libraries. Of course, you'll still need library manuals - or the stamina to wade through the supplied documentation and header files.

Debuggers

Debugging utilities typically display compiled machine code in its assembly language form and offers options to step through the code one instruction at a time, or set it to run until it reaches a particular line with the ability to view the contents of the memory, registers, the stack, the status register, or any other part of the machine's internals. Debuggers are hard going, requiring an understanding of the workings of a microprocessor, and comprehension of the terse mnemonics of assembly code. Nevertheless, they do provide the last line of defence against persistent bugs.

Lattice's debugger, Mon, enables the assembly language and its C source, to be viewed side by side but all the real work has to be done at the assembly level. Mon is very powerful, but intimidating. On the other hand for anyone capable of hacking at assembly level, the hostile interface isn't likely to put them off.
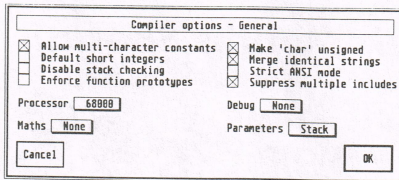
▲ Lattice's general options screen - and there are another dozen of similar complexity

Prospero's debugger is less powerful but does offer enough features to be useful and benefits from better online help. At first it seems a little too clean cut but on closer inspection there is more to this debugger than meets the eye and we all ended up preferring it to Mon for "first encounter" debugging sessions.

Prospero floating point support is barely non-existent compared with Lattice which supports almost every combination of hardware and software - including the odd implementation of the MegaSTe.

Untapped Resources

Both programs are capable of producing GEM applications, Lattice includes the WERCS resource construction set and

---

Prospero supports K Resource, from Kuma, which is available as part of the Developer's Kit - although this costs the same as the compiler itself.

WERCS is satisfactory for simple GEM applications but its interface soon becomes tedious when working on large projects. It hasn't been updated recently and although it does support the 3D look there's no
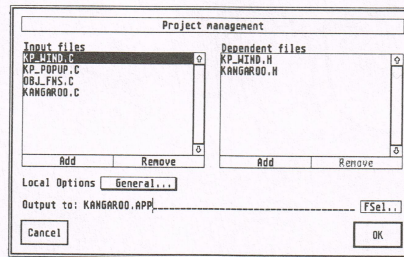
▲ Lattice's project manager makes working with multiple source files relatively painless

◁ Using either of these programs requires you to learn non-standard keyboard shortcuts...

▽ ...but at least Prospero does something useful with the function keys
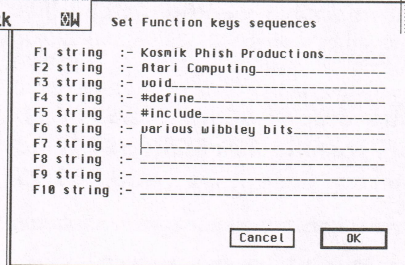
support for TOS 4 colour icons or many of the enhanced GEM objects we've come to expect in modern GEM applications.

K Resource is even older than WERCS, so we weren't expecting much from it. We were pleasantly surprised to find a user interface that made the picking and placing of objects simplicity itself, due to a right-click popup and a drag and drop system. Although written years before the advent of TOS 4, the programmers had the foresight to include check boxes for the extended object flags which means, if you know what you're doing, you can create the 3D look. Sadly colour icons are not

---
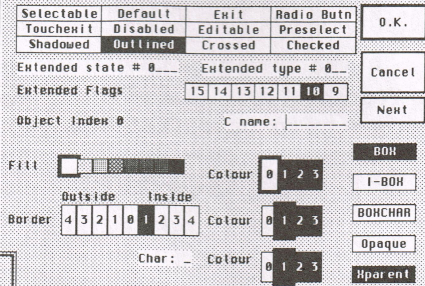
▲ It may show its age, design wise, but at least K Resource lets you access the extended object flags

supported. However, with the availability of Interface and ResourceMaster purchasing one of these instead of the Developer's Kit might be a better option.

And the winner is...

It was surprisingly difficult to choose between these programs because they will appeal to different ends of the market. For the serious coder, requiring flexibility, it has to be Lattice.

In some respects Prospero draws surprisingly close to Lattice, despite its considerably smaller size. Oddly, the lack of a resource editor might work in its favour if the user prefers to use an alternative. If you're just starting out in C, and want the comfort of a GEM interface and the support of some excellent reference books, Prospero is a bargain. ✪

POWER Products from:
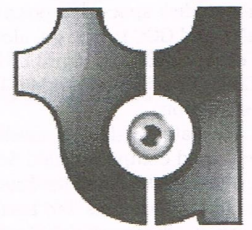
Music Software

Cubase Audio Falcon	£399.00
Audio Tracker	£149.00
CD-Recorder Pro	£199.00

Music Hardware

SPDIF	£179.00
Internal DIF	£159.00
Analog 8	£299.00
SMP II	£399.00
MM1	£199.00
Combiner	£59.95

Power Hardware

Afterburner040-LC	£399.00
Afterburner040-RC	£499.00
C-Lab Falcon MK.X	£599.00
Complete with 4MB RAM, no HDD.	
C-Lab Falcon MK.X	£699.00
Complete with 14MB RAM, no HDD.	
MK.X case upgrades	£199.00
HADES 040/060	from £1299.00

Monitors

14" SVGA monitor	from £139.00
15" SVGA monitor	from £199.00
17" SVGA monitor	from £369.00
Falcon monitor adaptors	£12.95

Printers

HP Colour Deskjets	from £149.00
HP Laserjets	from £369.00
Epson Stylus Colour	from £249.00

Hard Disks

EZ-Flyer - 230MB	£199.00
230MB cartridges	£19.95
135MB cartridges	£16.50
SyJet - 1.5GB	£429.00
1.5GB cartridges	£79.95
IBM 720MB 2.5" IDE	£149.95

All prices include VAT, carriage extra

CD-Recorders

Philips 2x6	£349.00
Philips 2x6 Kit	£389.00
Philips 2x6 External	£429.00
Sony 2x8 Internal	£339.00
IDE interface with software - for PC only.	
Yamaha 4x6 Internal	£525.00
Latest model with PC software.	
Nomai 2x2x6 RE-WRITABLE !!!	
- Internal bare drive	£525.00
- Internal drive kit	£559.00
- External drive kit	£599.00
Panasonic 8x SCSI	£169.00
Pan/Toshiba 12x SCSI	£199.00
External Case	add £69.95

SCAN SOLUTION

Microtek Scanmaker E3.
Colour flatbed scanner.
300x600dpi with software!
Suitable for ST/TT/Falcon, etc.

only £219.00 !!!

(see back page for more details)
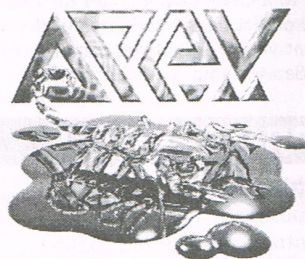
APEX

APEX Media v2.41	£79.95
APEX Intro v2.41	£29.95
Intro to Media upgrade	£50.00

Other BSS Products:

Nemesis accelerator	£59.95
Videlity screen enhancer	£14.95
POWER PACK	£89.95
APEX Intro, Nemesis, Videlity!	
BSS Debug v2.0	£39.95

Software

DA's Layout v6.1	£199.00
** Limited Introductory offer **	
Geneva (rel.006)	£59.95
Powerful multitasking software.	
NeoDesk	£59.95
The original Desktop replacement.	
GENEVA+NEODESK BUNDLE	
	only £79.95!
Arabesque Pro	only £39.95!
Convector Pro	£79.95
STalker	£39.95
STeno	£24.95
Thought!	only £49.95

Ultra-powerful, unique but simple to use.
Used for development work of any nature.

Other Products

Link 97	only £49.95

Great new ACSI to SCSI adaptor for the
Atari ST range, at the lowest price yet!

Internal SCSI Bus kit	£49.95
33.6K external modem	£79.95
56.6K external modem	£109.95

This Months Special

Falcon 14MB
MEMORY
UPGRADE
£99

For more details contact;

Titan Designs Ltd
6 Witherford Way, Selly Oak
Birmingham B29 4AX. UK.
Tel: +44 (0)121-693 6669
Fax: +44 (0)121-414 1630
e-mail: TITANWEB@compuserve.com

See our back page advert
for other Atari products

http://ourworld.compuserve.com/
homepages/TITANWEB/

RUNNING MINT

- Copy MiNT 1.12 or later to your Auto folder.
- Memory protection must be switched off i.e. be named MINTNP.PRG.
- Make sure MINTNP.PRG is the last Auto folder program to run.
- JARxxx.PRG and NEOLOAD (if you're running Neodesk) should still be run from the Auto folder before running MINTNP.PRG.
- When running MiNT Geneva should not be run from the Auto folder, instead Geneva is launched by adding a line to MINT.CNF which normally resides in the root directory of your boot disk:
  GEM=<your_path_here>\GENEVA.PRG
- Make sure there are no lines in MINT.CNF starting with "INIT=..."

Tip

To avoid having two copies of GENEVA.PRG on your disk rename GENEVA.PRG (which normally resides in your Auto folder) to GENEVA.PRX or use a boot manager to do so then this from MINT.CNF instead:
GEM=<your_path_here>\GENEVA.PRX

Geneva 6

Kev Beardsworth reckons the two recent Geneva releases have put Geneva back on the map...

Apart from improved pre-emptive multitasking support when used together with MiNT (which should give MiNT a new lease of life) Dan has added a Process manager - similar to one found in MagiC and added a number of refinements to the Task Manager, including some bug fixes to the program flags which can be used to force programs to behave themselves.

Geneva undergoes constant development by Dan Wilga at Gribnif software and offers an alternative to MagiC for anyone looking for a reliable multitasking operating system.

I'm sure most Geneva users who have kept the faith since the early releases are fed up being told Geneva is inferior to MagiC because it's "only a co-operative multi-tasking system". Don't let this technical difference worry you! You would be hard pushed to benchmark the difference let alone notice it in everyday working environment. Anyway from the release of Geneva release 4 Geneva does support pre-emptive multitasking used together with MiNT for anyone who really needs it (see boxout).

What Geneva does offer is a low memory overhead, a modern fully configurable 3D interface featuring, tear away menus, one of the best file selectors around, a wealth of configuration options, unlimited (apart from memory) concurrent number of applications/accessories and free upgrades. This adds up to one helluva operating system. Amazingly these features have been around since version one so what does Geneva now offer since version 5.

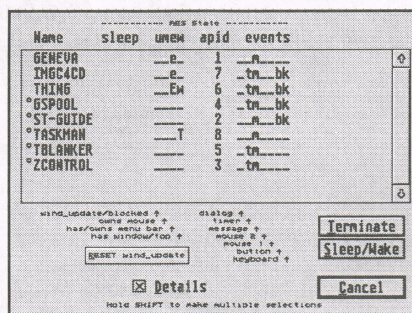**This adds up to one helluva operating system**

▲ Geneva's innovative built-in file selector - it's good enough not to need a replacement

Apart from the usual sprinkling of new features the main thrust of these Geneva upgrades is to add reliability and support for emerging standards and this release is another step in the right direction with support for the "undocumented method of iconification" used by ST-Guide and Freedom amongst others.

I suppose Geneva release 6 will be seen as a minor upgrade when compared to 5 by many but there is evidence Geneva is finally being taken seriously in Europe. For example, the latest Thing desktop beta, is now Geneva compatible! This has to be seen as a breakthrough because for the first time Geneva users will have a choice of desktops. The combination of Geneva and Thing, with its comprehensive AV-Server abilities, should prove a tempting combination for power users.

If you bought an earlier Geneva version and it's now lying dormant in a dark corner of your system get hold of the free upgrade patches and I'll wager you'll be pleasantly surprised. Geneva is a serious contender. ◎

UPDATES

A demo version of Geneva along with all the patch files needed to update any Geneva master disk are available on the Gribnif webpages at:
URL: http://www4.pair.com/gribnif/
GNVA_002.ZIP 001 - 002 241Kb
GNVA_003.ZIP 001 - 002 229Kb
GNVA_004.ZIP 001 - 002 697Kb
GNVA_005.ZIP 001 - 002 298Kb
GNVA_006.ZIP 001 - 002 220Kb
GNVADEM6.ZIP Geneva release 006 demo version.

▼ The Geneva Process Manager appears in a neat window, MagiC users eat your heart out!

GENEVA 6

Publisher
Gribnif Software

UK distributor
Titan Designs
6 Witherford Way, Selly Oak, Birmingham, B29 4AX, England
Tel: +44 (0)121 693 6669
Fax: +44 (0)121 414 1630
Email: 100345.2350@compuserve.com
URL:
http://ourworld.compuserve.com/homepages/TITANWEB/

Cost: £59.95 or £79.95 bundled with NeoDesk 4

Requires
Any Atari machine with at least 1Mb memory

Pros
✓ Very low memory usage, now works with Thing, excellent manual

Cons
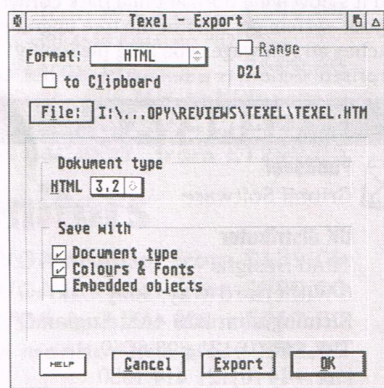✗ Not widely supported by programmers

90%

PORTABILITY

For anyone working with other platforms, either at work or in the home, the import/export options of any Atari package comes under close scrutiny. There's currently no direct support for Microsoft Excel format but this is planned. In the meantime there are plenty of workarounds using the other options. Texel currently supports the following formats:

Import options
- WK1 and WKS files from Lotus 123
- LDP: ASCII output from LDW
- CSV: Comma Separated Variables, supported by many Atari programs
- TXT: ASCII text, useful if all else fails

Export options
- SYLK: Supported by newer versions of Microsoft Excel/Works
- DIF: Use this to export formulae to Microsoft Excel
- CSV: Comma Separated Variables, also exports formulae
- Text: ASCII text, Texel attempts to preserve the layout
- LaTeX: Exports the special characters used by TeX
- UDO: Hassle free way to include tables in UDO source code
- HTML: Effortless table creation in HTML 3.0 or 3.2

Texel

Joe Connor takes a look at Texel v1.60r5, a commercial spreadsheet application...
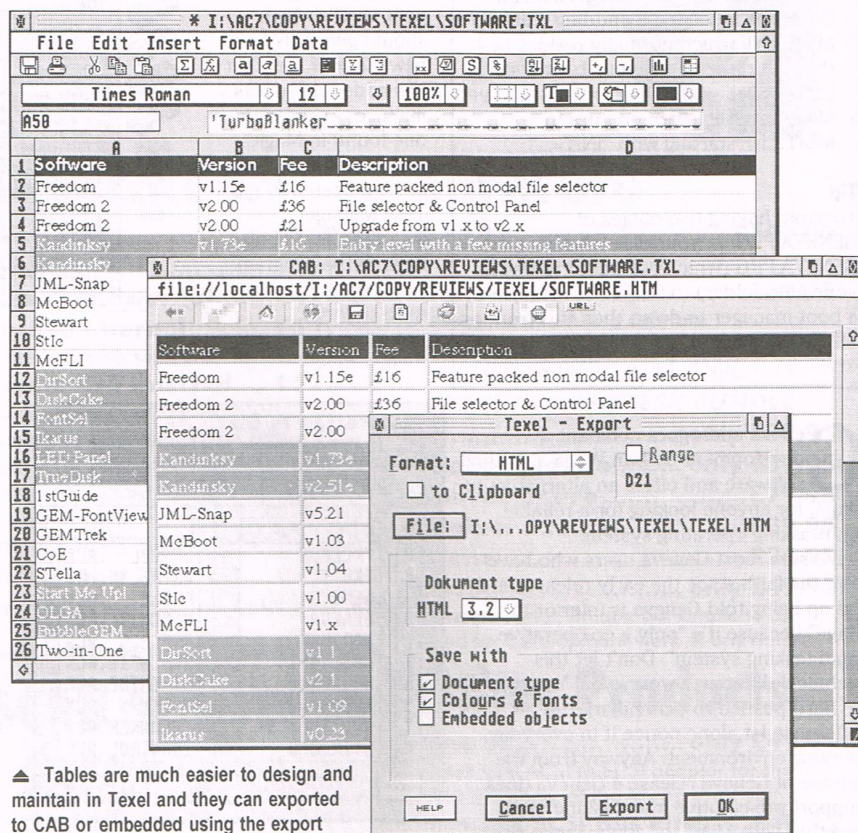
⏏ Tables are much easier to design and maintain in Texel and they can exported to CAB or embedded using the export HTML option

---

With Microsoft Excel and Lotus 123 both industry standard applications on other platforms the release of Texel for the Atari platform is a welcome development.

Texel is the first commercial spreadsheet for the Atari platform to be released in the 1990's and I suspect many of us have no idea what we've been missing! My suspicions were reinforced when I tried and failed to find a reviewer with specialist spreadsheet knowledge.

Bearing in mind my hunch most of us have no idea what we're missing I decided to review Texel from a beginners point of view - if I can get to grips with Texel and find it useful then maybe you can too...

Texel is a modern enhanced GEM application programmed by Thomas Much,

which has been under development for three years. Thomas is also the author of the OLGA protocol, Start Me Up! BubbleGEM and various other useful utilities so it shouldn't come as any surprise to find Texel supports all of these.

Amodal (non-system blocking) dialogs are used throughout and there's support for long filenames and the AV, XAcc, Font and Drag&Drop protocols.

What you get
Texel comprises a single double-sided floppy disk and 64 page A5 ring bound manual in the usual System Solutions house style. An installation SETUP.PRG personalises your copy then installs Texel and its associated utilities to your disk.

What you need
Texel requires a working GDOS installation to generate printed output. This must include a suitable ASSIGN.SYS along with any necessary device drivers and fonts. NVDI is recommended because it includes

vector font support and accelerates screen redraws but SpeedoGDOS or other GDOS implementations should also work.

First contact
All the features common to modern GEM applications (file, printer, font, window management, keyboard shortcuts and clipboard functions) are where you'd expect to find them which makes Texel seem familiar and friendly.

I worked through the single example spreadsheet included in the manual (which includes several errors) to set up a simple household budget spreadsheet and this covered the basics. The tutorial ends with a suggestion to experiment with the examples on the disk so I did and, although useful, I found I really needed more guidance. The manual mentions comprehensive ST-Guide help but currently this isn't available in English.

Support for currencies apart from Deutsche marks is awkward to use and the rotate text function is buggy but there's no doubt we're looking at a powerful application

Times Bold ↓ 10 ↓ / 100%

A1 ✕✓ ^Joe's Spreadsheet
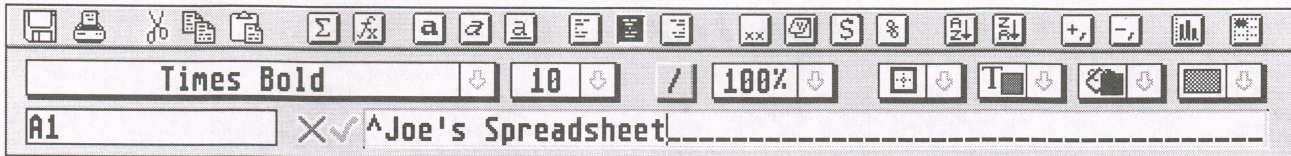
▷ The numbers in the left hand column have been sorted into alphabetical order in the right hand column, with the option to append empty cells at the end selected.

Texel combines the features of a text editor, statistical/scientific calculator and simple DTP package in a single application. Texel is the perfect solution for maintaining tables or lists which need updating or sorting periodically - especially if there is any maths involved. I've set up spreadsheets to manage the InterActive software list and accounts and have used Texel for one-off tasks I would normally have performed using a calculator, pen and paper.

Data entry

Each window includes its own menu, tool and function bar which means everything is to hand and you don't need to access the menus once you've learnt the icons - BubbleGEM would have been invaluable here but this is currently only available in the German release.

Spreadsheets work with "data cells", which can contain text or numerical data, organised into rows and columns as desired. At least one data cell is always selected and its content is displayed in the toolbar input line (to the right of the cross and tick icons). Using this line, data can be entered or edited and any changes made are displayed in the selected data cell.

Spreadsheets can be created entirely from text cells using the border, text, colour, pattern and font options to achieve an attractive layout but Texel really comes into its own when these abilities are combined with the powerful calculation, functions, and sort features - I still find it magical when column totals update themselves after individual data cells are edited.

▷ 100 different functions are available. SUM, used to total columns is far and away the most frequently used function.
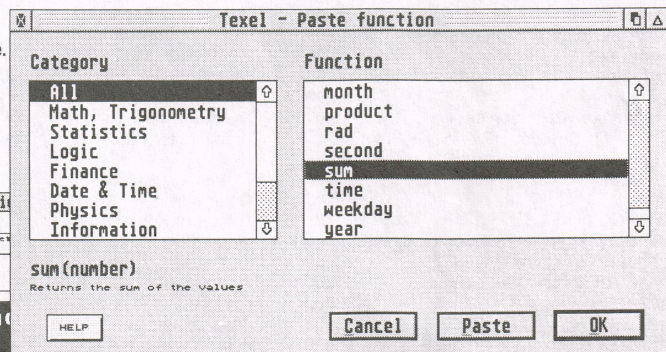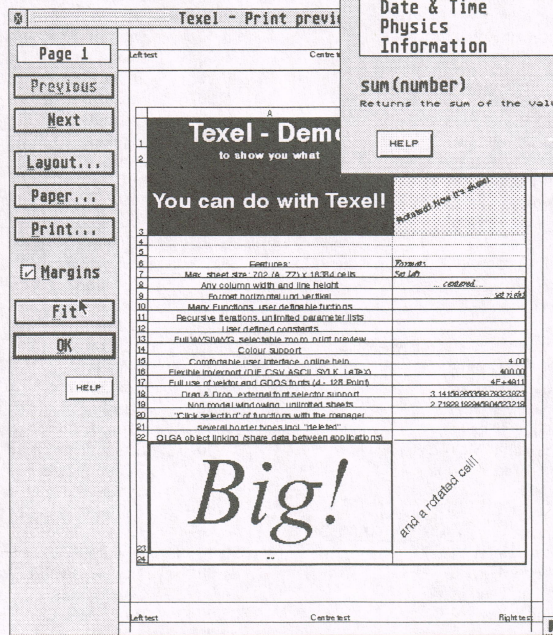
There are bound to be problems entering data and Texel handles "syntax errors" intelligently. Instead of displaying an error alert box Texel beeps and writes a coded error message in the data cell and these are explained in the manual.

Most of my data is in ASCII format which is well catered for in Texel. Using the CSV import option I converted a large Adresse database to Texel without problems and it should be easy enough to import ASCII data from most packages.

Texel is an OLGA-ID4 client which means objects created using STella or Artworks can be "embedded" in Texel spreadsheets.

However since both of these are currently only available in German we'll leave this subject for a future article.

Support for currencies apart from Deutsche marks is awkward to use and the rotate text function is buggy but there's no doubt we're looking at a powerful application.

Thomas is aware of these minor irritants and with Texel 2 development already underway it looks certain ASH has another winner on its hands. ✪

SPREADSHEET USES

Spreadsheets are ideally suited to:
- Maintaining accounts
- Household budget management
- Monitoring your shares
- Simple graphical presentations
- Graphical analysis/calculations

TEXEL

Publisher
ASH

UK distributor
System Solutions
Contact: +44 (0)181 693 3355
Cost: £59.95 (introductory offer), normally £79.95

Requires
Any Atari with at least 1.5Mb free memory and 640x400 (ST high) resolution or higher, GDOS (or replacement), hard disk and multitasking OS recommended

Pros
Full WYSIWYG with NVDI/SpeedoGDOS, powerful sort, no frills but straightforward manual

Cons
No English BubbleGEM or ST-Guide help, no Excel import/export or Lotus 123 export, buggy text rotation

89%

ST STE FALCON JAGUAR LYNX GAMES

ATRI ST/STE GAMES

Action Service	7.00
Alcatraz	6.00
Alien World	7.00
Armalyte	6.00
Back To The Future III	9.00
Backgammon Royale	6.00
Barbarian II	6.00
Batman	7.00
Blasteroids	6.00
Bonanza Bros	9.00
Botics	6.00
California Games	6.00
California Games II	7.00
Cool Croc Twins	9.00
Cool World 1Mb	12.00
Count Duckla 2	6.00
Crack Down	7.00
Crossbow	9.00
Cybernoid II	6.00
Dark Fusion	3.00
D-Day 1Mb	12.00
Dead Line	4.00
Defenders of The Earth	5.00
Dragonscape	6.00
Driller featuring Freescape	6.00
Dynasty Wars	5.00
Elf	7.00
Enchanter	4.00
Epic	14.00
European Football Champ	12.00
Final Fight	7.00
Fire and Brimstone	7.00
Flimbo's Quest	7.00
Forgotten Worlds	6.00
Football Manager 2: Expansion Kit	5.00
Gazza II	6.00
Grand Prix	7.00
Guy Spy	12.00
Hanna-Barber Collection inc:-	10.00
- Top Cat In Beverley Hills - Yogi's Great	
Escape Hong Kong Phooey - Ruff and Reddy	
Hard Drivin II	8.00
Hard Nova	8.00
High Steel	9.00
Huckleberry Hound in Hollywood	7.00
Inspector Hecti in InterChange	5.00
International Soccer Challenge	7.00
Ishar 2	12.00
Ishar 3	12.00
Ishar Trilogy	24.00
Jahangir Khan Squash	6.00
Jaws	7.00
Jimmy Connors Great Courts 2	6.00
John Lowes Ultimate Darts	6.00
Kick Off plus Extra Time	7.00
Kick Off 2 Data Disks	
- Winning Tactics	5.00
- Final Whistle	5.00
Kids Rule OK inc:-	14.00
- Postman Pat 3 - Popeye 2 - Sooty and Sweep	
Kings Quest I	12.00
Kings Quest II	12.00
Kings Quest III	12.00
Kings Quest IV	12.00
Knights of The Sky 1Mb	12.00
Leaderboard	6.00
Lethal Xcess	10.00
Lineker Collection inc:-	12.00
- International Soccer Challenge, Footballer of	
The Year 2, Gary Linekers Hot Shot, Italy 1990	
Line Of Fire	7.00
Loom	12.00
Lords Of Chaos	6.00
Lorna - Paris Dakar	10.00
Lotus Espirit Turbo Challenge	7.00
Luxor	5.00
Mafdet	5.00
Manhunter 2	12.00
Manix	6.00
Mega Twins	7.00
Mercs	7.00
Navy Moves	7.00
Neigbours	7.00
Nigel Mansel World Championship	19.00
Night Dawn	4.00
Out Run	6.00
Pegasus	9.00
PlanetFall	4.00
Reach For Skies 1Mb	12.00

Realms	10.00
Revelation	6.00
Robinsons Requiem	24.00
Rotox	7.00
Rugby League Coach 1Mb	19.00
RVF Honda	7.00
Satan - Sherman M4	10.00
Savage	7.00
Scramble Spirits	6.00
Sharkeys Moll	5.00
Sheer Agony 1Mb	30.00
Shuttle	12.00
Sorceror	4.00
Space Quest II	12.00
Spy vs Spy	5.00
Spy vs Spy - Artic Antics	5.00
Spy vs Spy - The Island Caper	5.00
ST Dragon	7.00
Stormball	9.00
Street Hockey	6.00
Streetfighter II 1Mb	12.00
Strider 2	8.00
Super All Stars	12.00
Super League Manager 1Mb	19.00
Super Monaco GP	7.00
Super Scramble Simulation	6.00
Super Space Invaders / Pitfighter	7.00
Supercars	8.00
Switch Blade	6.00
Tactical Manager 1Mb	12.00
Terminator 2	6.00
The Addams Family	8.00
The Bumper Quad inc::-	12.00
- Jaws, Grand Prix, High Steel, Crossbow	
The Games: Espana 1Mb	12.00
The New Zealand Story	7.00
The Tengen Trilogy	10.00
Thunder Blade	6.00
Thunder Burner	6.00
Thunderstrike	6.00
Time Blaster	4.00
TNT	4.00
Torvak The Warrior	7.00
Trauma	7.00
Turbo Out Run	6.00
Veteran	5.00
Vigilante	6.00
Voyager	5.00
Warlock The Avenger	7.00
Windwalker	5.00
Winter Gold	10.00
Wipe-Out	7.50
Wizkid	12.00
World Class Rugby	9.00
Wreckers	9.00
WWF European Rampage Tour 1Mb	8.00
WWF Wrestlemania	8.00

STE GAMES

European Champions 1Mb	12.00
Obcession 1Mb	19.00
Premier Manager 2 1Mb	12.00
Stardust 1Mb	24.00
SubStation 1Mb	19.00
Team 1Mb	19.00

FALCON GAMES

Aazohm Krypt	35.00
Confusion	24.00
Evolution Dino Dudes	24.00
Gravon	28.00
Ishar 2	12.99
Ishar 3	12.99
Ishar Trilogy	24.00
Llamazap	24.00
Multi Briques	29.00
Operation S.K.U.U.M.	35.00
Pinball Dreams	24.00
Platonix	24.00
Obcession	19.00
Radical Race	35.00
Road Riot -4WD	24.00
Robinsons Requiem	24.00
Robinsons Requiem CD	35.00
Sheer Agony	30.00
Sheer Agony CD	35.00
Stardust	24.00
Steel Talons	24.00

SubStation	19.00

NEW GAMES FOR FALCON

CROWN OF CREATION 29.99

A futuristic 3D shoot'em up based in 2060. Sounds rather like Elite:Frontier but just so much better, superb filled 3D graphics plus amazing soundtrack. 3 years in development. A must get for all Falcon owners.

IMPULSE 19.00

Beakout with True colour graphics, superb animations , VGA or RGB, 40 levels plus a level editor creator.

JAGUAR

JAGUAR CONSOLES

inc Alien vrs Predator Scart vrs	59.99
Inc Cybermorph PAL vrs	59.99
Baldies CD	49.99
Battle Morph CD	40.00
Braindead 13 CD	49.99
Highlander CD	49.99
Hoverstrike CD	49.99
Myst CD	49.00
Primal Rage CD	54.99
Space Ace CD	49.99
Alien vrs Predator	49.99
Atari Karts	49.99
Breakout 2000	54.00
Brutal Football	30.00
Bubsy	25.00
Cannon Fodder	49.99
Checkered Flag	30.00
Club Drive	25.00
Cresent Galaxy	20.00
Defender 2000	54.00
Doom	54.00
Double Dragon	35.00
Dragon: Bruce Lee Story	35.00
Evolution Dino Dudes	25.00
Fever Pitch	35.00
Fight For Life	54.00
Flashback	49.99
Flip Out	30.00
Hover Strike	35.00
Iron Soldier	35.00
I-War	30.00
Kasumi Ninja	25.00
Missile Command 3D	35.00
Mutant Penguins	59.99
NBA Jam	30.00
Pinball Fantasie	30.00
Power Drive	35.00
Raiden	25.00
Rayman	49.99
Ruiner Pinball	45.00
Sensible Soccer: World Cup Edition	30.00
Sking & Snowboarding	30.00
Super Burnout	35.00
Supercross 3D	30.00
Syndicate	30.00
Tempest 2000	35.00
Theme Park	49.99
Towers 2	49.99
Troy Aiken NFL Football	49.99
Utra Vortek	30.00
White Men Can't Jump inc	
4 player Team	35.00
Wolfenstein 3D	35.00
Zool 2	25.00
Zoop	45.00
Scart Cable	15.00
S-Video Cable	8.00
Memory Track	29.99
Jaguar Control Pad	19.99
Jaguar Pro Control Pad	24.99
Jaguar Link Cables	24.99
Cat Boxes	59.99

TEL: 01634 710788   FAX: 01634 295895   EMAIL: 16-32@premier.co.uk

ST STE FALCON JAGUAR LYNX GAMES

DKG BLACKHAWK JOYSTICK FOR JAGUAR

No more D-Pad for those flight games like Blue Lightning, Cybermorph, Battlemorph, Battlesphere, Defender 2000, Trevor McFur.
With the A,B and C buttons wired into the contoured grip stick and then an additional button on the base play your Jaguar games like never before. Fighting games will never be the same once you experience them in full 360' motion. Pull off those hard manoeuvres on flight sims or those tricky combos in UltraVortek, Kasumi Ninja, Primal Rage, White Men with ease.
This joystick can also hook up to a Standard or Pro Jaguar controller and you can take advantage of the extra buttons and also incredible co-op play. Play Blue Lightning with you as the pilot and a friend as the gunner. Play Doom, AVP, or Aircars co-op and double your fun. You don't get those annoying network errors that you get with the Jag Link on this Joystick, just sheer two player co-op fun on all your favourite Jaguar games.

The best part is the price £55

LYNX

Asteroids - Missile Command	34.99
Awesome Golf 1- 4 players	24.99
A.P.B	14.99
Baseball Heroes1-2 players	24.99
Basketbrawl 1-2 players	9.99
Batman Returns	14.99
Battlewheels 1-6 players	19.99
Battlezone	34.99
Bill and Teds Excellent 1-2 players	9.99
Blockout	14.99
Blue Lightning	19.99
Bubble Trouble	24.99
California Games 1-4 players	24.99
Casino 1-2 players	19.99
Checkered Flag 1-6 players	24.99
Chips Challenge	9.99
Crystal Mines 2	9.99
Desert Strike	19.99
Dino Olympics	14.99
Dirty Larry	14.99
Double Dragon 1-2 players	19.99
Dracula	24.99
Electrocop	14.99
European Soccer Challenge 1-2 players	19.99
Gauntlet 3 1-4 players	14.99
Gates of Zendocon	19.99
Gordo 106	14.99
Hard Drivin	14.99
Hockey 1-2 players	19.99
Hydra	9.99
Ishido	9.99
Jimmy Connors Tennis 1-4 players	24.99

Joust - 2 players	14.99
Klax	14.99
Krazy Ace Minature Golf 1-4 players	24.99
Kung Food	9.99
Lemmings	24.99
Malibu Beach Volley 1-4 players	19.99
MS Pacman	19.99
NFL Football 1-2 players	19.99
Ninja Gaiden	14.99
Ninja Gaiden 3	19.99
Pacland	24.99
Paperboy	24.99
Pinball Jam	9.99
Pit Fighter 1-2 players	24.99
Power Factor	19.99
Qix	9.99
Rampage 1-4 players	14.99
Rampart 1-2 players	24.99
Roadblasters	9.99
Robosquash 1-2 players	14.99
Robotron	19.99
Rygar	19.99
S.T.U.N Runner	19.99
Scrapyard Dog	14.99
Shadow Of The Beast	9.99
Shanghai 1-2 players	9.99
Slime World 1-8 players	14.99
Steel Talons	19.99
Super Off Road 1-4 players	24.99
Super Skweek 1-2 players	14.99
Switch Blade 2	19.99
T-Tris	29.99
Toki	24.99
Tournament Cyberball 1-2 players	14.99
Turbo Sub 1-2 players	9.99
Ultimate Chess Challenge 1-2 players	9.99
Viking Child	19.99
Warbirds 1-4 players	24.99
World Class Soccer 1-2 players	9.99
Xenophobe 1-4 players	24.99
Xybots 1-2 players	14.99
Zarlour Mercenary1-4 players	9.99
Lynx Consoles	29.99
Lynx Rechargeable Battery Pack	24.99
Lynx PSU	9.99
Lynx Kit Case	19.99
Lynx Cig Lighter	14.99
Lynx Battery Pack	7.99
Lynx Pouch	19.99

ATARI CD

All Things Falcon	16.00
Atari Forever vol 1	19.99
Atari Forever vol 2	19.99
CALAmaxiMUS	25.00
CALAmaxiMUS Fonts Book	14.00
CALAmaxiMUS Graphics Book	14.00
Classic Atari	19.00
Crawly Crypt 1	24.00
Crawly Crypt 2	24.00
Crawly Crypt Archives	45.00
Demo Session	24.00
Die Ultimate Software CD Rom	17.00
DTP Grafiken vol 2	24.00
DTP Grafiken vol 3	24.00
ESG PD Clip Art Collection	16.00
Essen Trinken Feiern new	24.00
Gambler - Falc & TT Games Disk	22.00
IInitiale new	16.00
IInitiale & Monogramme vol 2	19.00
Mission 1	24.00
Moving Pixels	25.00
Portofolio Club Deutschland	18.00
SDK - Atari	
Software Development Kit	34.00
The Very Best of Atari Inside	16.00
Xplore	16.00

NEW CD's for ATARI

ATARI GOLD   **25.00**
Fully working versions of Papyrus, E-Backup, F-Drum, Technobox Drafter, Substation, Locate It plus many more. Over £400 worth of programs fully working. A great bargain!!

DTP and Graphics   **35.00**
Compiled bt Floppyshop, 3600 Fonts, 8,000 clip Art, 300 Printer Drivers plus much for for Calamus, Pagestream and more.

ATARI FOREVER 3   **19.99**
Following the highly popular 1 and 2 comes volume 3, over 1000 CFN fonts, the latest PD series disks, all the Budgie disks (english). A software collectors dream.

ATARI EDUCATIONAL SOFTWARE

ADI French: 12-13	15.00
ADI French: 13-14	15.00
ADI French: 14-15	15.00
ADI Maths: 11-12	15.00
Better Spelling	9.00
Count and Add: 4-7	10.00
Fraction Goblins: 8-13	9.00
Fun School 2 - under 6's	7.00
Learn To Read with Prof: Lvl 1 4-9 Part 2	8.00
Learn To Read with Prof: Lvl 1 4-9 Part 3	8.00
Living Jigsaws	7.50
Micro Maths	10.00
Picture Fractions 7-10	9.00
Puzzle Book 1	5.00
Puzzle Book 2	5.00
Spell Book 4-9	5.00
The French Mistress	10.00
The Puzzle Gallery	7.50
Things to Do With Numbers	5.00
Things To Do With Words	5.00
Thomas The Tank Engine: Fun With Words	10.00
Time Flies 6-12	14.00

ATARI JOYSTICKS

Action Pad	9.99
Joystick and Mouse Extensions	5.00
Joystick Mouse Doubler	9.00
QJ 1 Turbo	5.99
QJ Junior	4.99
QJ Supercharger	9.99

TEL: 01634 710788   **FAX: 01634 295895**   **EMAIL: 16-32@premier.co.uk**

Les Animaux and Les Dinosaures

Al Goold, with a little help from Sara and Rachel, take a look at some educational programs from France...

Les Animaux and Les Dinosaures are games designed for children aged three to nine. Now someone obviously thought I was the ideal candidate to review these but I thought instead I would give my kids their big break in journalism, and let them tell you what they think while I watched over their shoulders and took notes.

The idea of the games is to match the top and bottom half of the various animals or dinosaurs

Both games are similar, supplied on HD floppies and as such aimed at Falcon owners, however there is an ST version of Les Animaux on the disk which works fine which is odd! On loading you are greeted by an electronic tune of reasonable quality and both programs allow the background tune to be selected from a choice of three.

The idea of the games is to match the top and bottom half of the various animals or dinosaurs.

With 14 dinosaurs and 18 animals part of the fun is creating mix and match species from the hundreds of possible combinations.

In addition to mixing up the pictures both games also mix up their names so the top half of a hamster matched with the bottom half of a lion becomes a "HAMON" and, for some reason which didn't quite make it across the generation gap, both the girls found these hilarious.

Pictures can also be displayed as line drawings and "coloured in" by selecting a colour from the palette then selecting an area to fill.

On successfully matching the correct top and bottom halves another option is presented. Les Animaux will let you print the picture whereas Les Dinosaures displays a screen telling you a little about the dinosaur itself.

Both programs allow pictures to be saved to a floppy disk in PNT format files on the Falcon or Degas low res (PI1) format and these can be converted and output using Imagecopy or other suitable software.

I can recommend these programs for as suitable for children up to around seven years old but kids of all ages will find it amusing for a while. The programs are so similar anyone buying both should realise they are almost identical in operation. ❂

SARA...

Les Animaux as seen through the eyes of Sara Goold, aged nine...

Sara Goold

I think Les Animaux is funny the way that I can put the top half of an animal with the bottom half of another animal. I liked the SWCEROS (The top half of a swan and the bottom half of a rhinoceros), or the HAMON (Hamster and Lion).

I like the way you can change the music to one, two or three. I like tune number two the best.

I think it is maybe a couple of years young for me, but I don't care, I still like it. I really hope you like the game as much as I do.

RACHEL...

Rachel Goold, aged four, looks at Les Dinosaures...

RACHEL

I liked the game a lot because I like Dinosaurs. I can colour in the pictures and it's a lot better than paper and crayons because it's neater and I don't go over the lines.

I can click on the arrows and mix up the dinosaurs top and bottom halves. It's so funny. It's easy to use. I just click on the arrows to change the pictures with the mouse. You can colour the dinosaurs in any colour you want.

I've played quite a lot with it since the nice man gave me it at the computer show (Al: She's talking about Nick Harlow 16/32).

I've also played with the Animals game that Sara has. It's like my game, but I like dinosaurs better.

LES ANIMAUX & LES DINOSAURES

Age Group
3 to 9 years

Publisher
PARX

Supplier
16/32 Systems
Telephone: +44 (0)1634 710788
Email: 16/32@premier.co.uk
Cost: £19.00 (each)

Requires
Falcon030, Les Animaux includes ST version on HD disk

Pros
Simple to use, keeps younger children happier longer.

Cons
Not MagiC compatible.

80%

The right consistency

In part 5 of this series, Xav looks at user interface design, and throws down a multi-player gauntlet...

Over the past three issues we've examined the Jaguar joypad on both a hardware and software level. I've explained how they work, how to read from them, along with a couple of tricks to make life a little easier. The one area we haven't covered is consistency.

We are all used to a consistent user interface in GEM, but it also pays to think about the consistency exhibited by your own programs. Most programs using joypads will be games, for which consistency tends not to be considered too much, but a little attention to detail can make life far easier for the player - and make them more likely to return to your game again and again.

A quick look around the STe and Falcon games that already use joypads reveals very little consistency. Almost all Jaguar games, on the other hand, conform to a small selection of simple rules which are equally valid for other games using the joypads. These are as follows:

- The main fire button should be button B. The reason is simple: from B it is easy to move to A or C in order to trigger other events. If your program only needs one fire button, then let the user press any of them; if more, then it's far nicer to allow them to select which buttons are assigned to which functions from an options screen.
- The Pause button should pause the game, if this is an option. Ideally this should display a message to that effect, though many Jaguar games allow you to remove the message (whilst leaving the game paused) by pressing 1 and 3 simultaneously. Pressing Pause a second time should un-pause the game - it's surprising how many programs ignore that one.
- If there's music in the game, and if the music can be turned off, 0 on the

numeric keypad should toggle this option. The volume of music and/or sound effects, if configurable, should be set from an options screen, usually accessed by pressing the Option button.
- For those few games which use the Option button as part of the game logic, the options screen should be made available if the user presses Option whilst the game is paused.
- Pressing * and # simultaneously should reset the game - i.e. "end the current game", but not "quit the program".

This should take place before testing for 0 to toggle the music, as at least one of the forthcoming projects scrimps on hardware by making it look like all three buttons are being pressed in order to trigger a reset.
- If the logic of your game would benefit from Procontroller support, then add it as an option. The extra decoding is minimal, and your users will appreciate you for it.

Teaming with players

Some of you may have noticed a certain amount of redundancy in the joypad design. We test four banks of switches by using four data lines, but isn't that a bit wasteful, when two binary lines could be easily decoded

into the four we require? In fact, from four lines we could decode up to sixteen banks of switches.

Which is exactly what Atari's "Team Tap" does. By fully decoding the four lines, it allows up to four joypads to be read from each EJP. All that happens is that previously "undefined" masks, such as 0xFFF8, now relate to a specific bank of switches (port A, tap C, group 4 in this case). Using a pair of Taps, therefore, it's possible to read up to eight joypads between the two EJPs. Now, does anyone want to write a Falcon version of Gauntlet?

The Team Tap was supplied "free" with the Jaguar game "White Men Can't Jump" and was also supposed to be available separately. I've never seen it sold as a standalone device, though, so in the next issue we'll look at how they actually work, so that you can build your own. If you find anywhere selling them with the bundled game for less than twenty pounds or so, however, I would recommend buying one - even if you don't have a Jaguar - as the parts themselves cost about half that, and that's without a nice box to put it in.

One of the great things about the Team Tap design is that the joypad which is plugged into the first connector behaves in almost the same way as one plugged directly into the machine. Certainly, if all four groups of switches are read separately, there is no difference - so the Tap can be left permanently plugged in. The only problem arises when trying to read more than one group at a time (see last issue), so you should avoid this trick in your programs unless you're sure that the user doesn't have a Team Tap.

Next issue...

We'll start looking at the Team Tap hardware and how it works - eventually aiming for a design that you can build at home. If you've got any plans for multi-player games, now is the time to start dusting them off. ✪

Basic BASIC!

Paul Jones dissects the PDO source code included on AC#5 Reader Disk...

If you missed AC#5 or the Reader Disk they're both still available as back issues, refer to page 8 for more details.

Lines 1-4
REM statements, short for REMark, enable programmers to add comments to the source code. The compiler does not compile REM statements. HBASIC also interprets the ' character as REM.

Line 5
These libraries will be included in our program. Both libraries add GEM support for accessing menus/dialogs/alerts and so on. Other libraries enable access to different parts of the operating system, for example "gemdos", "xbios" and "bios".

Lines 7-8
These are compiler options, a compiler option is accessed using REM $option, followed by the option. The k option reserves memory for the program, g forces a GEM program, y+ sets the default window (with the title "Compiled by HiSoft BASIC") off, which otherwise opens automatically). v+, u+, #, [and] respectively sets variable checks on, underlines in variables, no FNs in libraries, array warnings and allow undefined sub-programs on.

Line 10
In the first tutorial we covered strings and variables. This function states every variable with a first letter between a and z will be an integer variable (INT). In HBASIC this means any whole number in the range +32767 to -32768. Since all the commands in the GEMAES/GEMVDI libraries use INTs, this function saves adding the integer % marker to each individual variable.

Line 12
This enables the variable junk to be SHARED for use anywhere in the program.

Lines 15-16
This includes the external files PDO.BH and GEMAES.BH. PDO.BH was created by WERCS and tells us the location of each object in the resource (RSC) file. GEMAES.BH includes lots of CONSTs (more about these later).

Line 20
When a RSC file is loaded into memory, GEM sets up each graphic object with it's little bit of memory. Using the this formula, we can find that address. This is used with the code below to deselect the button.

Lines 22-26
This deselects an object. When a dialog box is displayed and a button is clicked, the button remains selected until this subroutine deselects it.

Lines 28-44
This displays a dialog box, rsrc_gaddr finds the dialog box in memory, form_center centres the box in the current resolution and returns the location in x,y and the width and height in w and h.

Next form_dial FMD_START tells GEM we want to open a dialog box and form_dial FMD_GROW draws a "grow box" to the size of the dialog.

The user now interacts with the objects using form_do and the selected button is deselected by calling the exclob_state subroutine.

The dialog box is closed by drawing a "shrink box" using form_dial FMD_SHRINK and form_dial FMD_FINISH tells GEM to update any objects contained within the dialog box area. The GROW and SHRINK form_dial commands are often omitted by programmers to display dialogs faster but they do provide useful visual feedback.

Lines 47-70
When the user selects a menu item, the program jumps to this subroutine. We then check to see which item was selected and do the relevant code. These names are included in the PDO.BH file, and are actually number values! Algebra eat your heart out!

Lines 72-80
This subroutine loads the resource file. If the file cannot be found a warning alert box is displayed, refer to the Warning boxout for more detail.

EXTRAS

The HiSoft BASIC Useful Routines And Documentation Guide is a separate Specialist Reader Disk compiled by Paul Jones which includes:

- All the previous HiSoft BASIC tutorials, images and source code
- Libraries
- GEMVDI note
- library list
- NetWorld: Enables HiSoft BASIC to connect to the internet using STiK! Includes Telnet example.
- MODPLAY: DSP560001 library to play MOD files
- WavePlay: Assign sounds to events using SAM Aware Applications (SAA) files via SAM/KP SACK.
- OOPLIB: Object Oriented Programming Library
- Writing your own libraries, with example
- Iconify
- Accessing BubbleGEM, source code and explanation
- VA protocol
- Drag&Drop protocol
- Multitasking extras
- Latest GEMAES.BH file
- PRG Flags
- Other useful routines including, sprite handling, tokenising, Hex/Oct/Bin/Dec, blind dates and loads of source!

To order this Specialist Reader Disk send a cheque/PO for £2.50 made payable to "Atari Computing Group" to:

Atari Computing
(THBURADG Reader Disk)
"Rois Bheinn", Overton Crescent
Johnstone
PA5 8JB

If the user decides to exit the program this code removes the menu bar from the current program.

Lines 100-105
Draws the menu bar.

Lines 107-118
If the user selects a menu item this code establishes which menu item and menu title was selected, and calls the ProcessUserMenu sub program, intructing it what to do with this information. After the programmer has done whatever he/she wants in this subroutine (maybe bring up an dialog box for options), the menu title is deselected.

Line 120
This is a simple loop which waits for a "system message" sent by GEM informing it something has happened to the program. For example, a window has been closed, a menu has been clicked on or the user has selected a button. Check your manuals for detailed information on evnt_multi.

The latest version of PDO, along with the RSC file and include files are all included on the Reader Disk. ☺

WARNING!

The form_alert command displays an alert box, which is a simple way of communicating with the user and a useful debugging aid during program development. Alerts take the form:

```
[icon][message][button1|button2...]
```

Where [icon] can be in the range 0 to 3. 0 is no icon, 1 displays !, 2 displays ? and 3 displays STOP.

After creating your [message] it is displayed using:

```
but=FNform_alert (default,text$)
```

The button pressed is now contained in but. If the user pressed [return], the default button number would be used. For example:
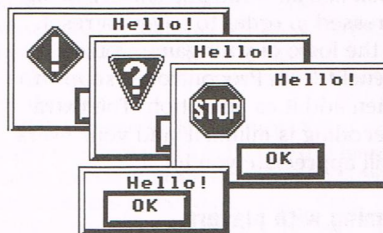
```
but=FNform_alert (1,"[2][ Should I
format or delete the hard drive? ][
Format | Delete ]")
```

If the user selects Format, but is set to 1, or 2 if Delete was selected.

Calamus SL® 97

SL Upgrade or Re-Birth?

MGI Software Corporation, the Canadian company now behind this favourite DTP package, has finally released the English version of the long—awaited Calamus SL upgrade.

The production of this major upgrade has been brought about by the arrival of a new development team in the shape of Invers Media who have been hard at work bringing a new feel to the Atari version of Calamus by including a lot of up-to-date features. Please contact us for our specification sheet and demo version (£1.00 charge for the 2 disk demo) .

CALAMUS File Options CDK
\NEWVERSN.CDK, Page 1
mgi
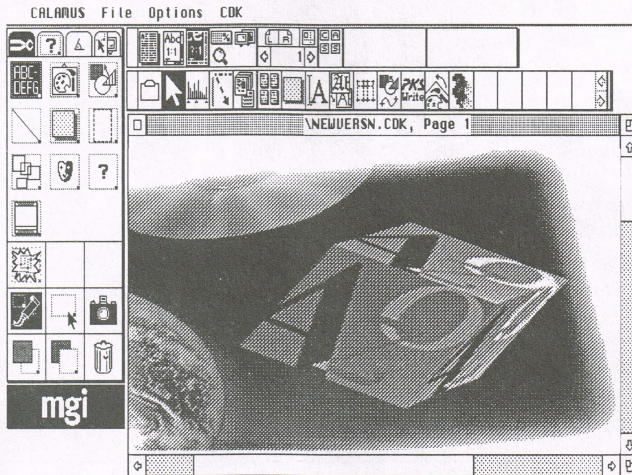
The SL97 Full Package (Normal Retail £ 199.00)   **£ 179.00**
This Introductry Price is Available from 1st November 1997 until 31st March 1998

SL92/93/94/95 to SL97 Upgrade	**£ 129.00**
S/S2 to SL97 Upgrade	**£ 139.00**
1.09/1.09n to SL97 Upgrade	**£ 159.00**

Bearing in mind the fact that Calamus 97 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.

All prices include VAT, and include 1st Class Registered postage/packing within the UK. Please make all Cheques / Postal Orders payable to "IMAGE Applications"

PLEASE NOTE: As all upgrades and additional modules have to be supplied direct from Canada, so please allow 28 days for delivery.

image applications

Unit 3, Wellesley House,
Walmer Castle Road,
Deal, Kent, UK, CT14 7NG.
Tel: 0044+(0)-1304-369364
Email: caluser@cix.compulink.co.uk
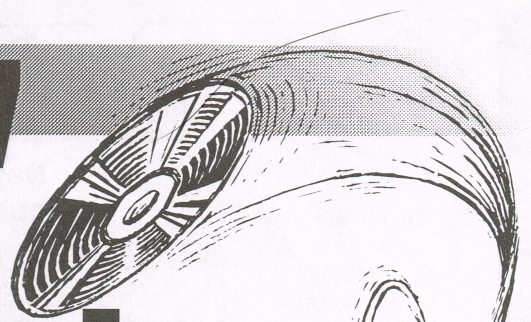
Calamus Ultima ●CD ROM

Here are 6 Reasons for buying this CD:

- **Over 3000 Colour CVG Images**
- **Over 6000 Mono CVG Images**
- **Over 500 In-House CFN Fonts**
- **Over 600 PD CFN Fonts**
- **Volume 1,2,3 User to User SL Hints**
- **1.09 & SL Productivity Packs**
  (This pack includes Control lines, Raster Settings, CDK Templetes, Colour Curves, Vectors, Fonts and more).

Also included is a library of Calamus Related Demos and PD/Shareware Programs / Utilities.

£40.00
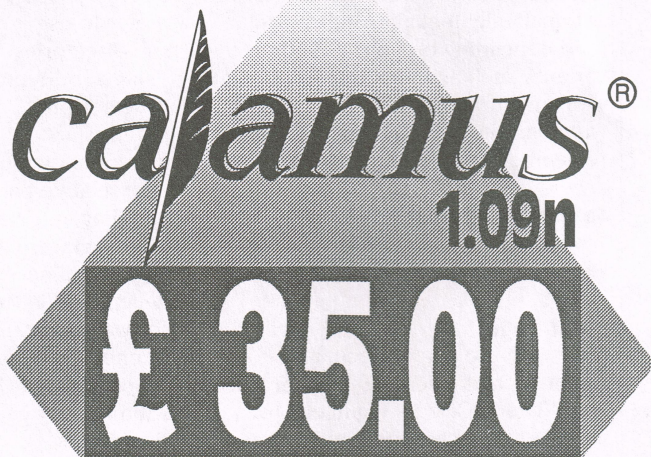
calamus® 1.09n

£35.00

Recently described as the ideal DTP package for beginners,
IMAGE Applications are offering a limited number of the older mono version, Calamus 1.09n for the one off price of £35.00.

This unique offer includes the 1.09n program, our own 1.09n Productivity Pack and the Easy To Use Guide.

HTML coding

Neil Jones-Rodway concludes this series by building a website from the ground up...

Time to put into practice everything we've learnt in the previous instalments. In general the techniques I've used here are relevant to many sites - I just happen to have an older brother to annoy!

First you have to decide how to structure your site. Most (if not all) sites have an obvious front page, which provides a jumping off point to navigate the rest of the site. It makes sense to use this page to introduce the site then link to as many sub-pages needed from there. I've set up some broad classifications of ways to annoy older brothers, with each subpage representing one of these classifications.

Front pages are typically named index.html. When you request a URL which points to a directory instead of a specific file, the web server software automatically looks for index.html (and depending on your ISP other variants such as index.htm, welcome.html may also be recognised) which makes URLs somewhat easier to remember. For example, when you access:

`http://www.ffinny.demon.co.uk/`

you actually get the file:

`http://www.ffinny.demon.co.uk/index.html`

Front Page

Start with the empty document template, and insert the title for the page. The <BODY...> tag needs to include the background image (see the boxout for tips on making background images) we'll be using, and specify colours for the text and the links. That sets up the empty page ready to fill in.

The layout for this page is quite straightforward. A title graphic at the top and some introductory text underneath. Beneath that we can add some columns representing the classifications, and finally a contact address at the bottom. I've enclosed all this in a <CENTER>...</CENTER>

CAB: The Little Brother's Handbook

file://localhost/D:/WEB/WEB/TUTORIAL/INDEX.HTM

THE *Little* **Brother's** HANDBOOK

~ or ~

HOW TO MAKE YOUR OLDER BROTHER'S LIFE A LIVING HELL

Little brothers of the world unite! It is our sworn duty to wreck havoc on the lives of our elder brothers, and this site is an indispensable guide to doing just that. Select the desired effect from the choices below, and read on for hints, tips and techniques.

EMBARRASS

The most simple choice - especially easy yet especially potent. A guaranteed winner around his friends.

ENRAGE

Light blue touch paper, stand back and admire the fireworks! Needs some skill to wind them up sufficiently, but the results are worth it!

EMULATE

Dress like them, follow them around, do what they do. Guaranteed to have the effect of embarrasing and enraging them - two for the price of one!

Written by Neil Jones-Rodway

---

tags so everything is horizontally centred on the screen.

Let's start with the image - a title graphic created and saved as a transparent GIF. Some people prefer to store all the files in the same directory, others prefer to use sub-directories. Using subdirectories is neater but requires an understanding of unix relative path handling and can be more awkward to update online depending on the software used. For example an image called "title.gif" in a subdirectory called "images" is accessed using the relative path "images/title.gif". Note a forward slash is used instead of the standard Atari file system backslash. If this all sounds too complicated simply store everything in a single folder and forget I mentioned it!

As the image is also the title graphic we can specify the title of the page as a text alternative for anyone reading the pages in text only mode.

> **First you have to decide how to structure your site. Most (if not all) sites have an obvious front page, which provides a jumping off point to navigate the rest of the site. It makes sense to use this page to introduce the site then link to as many sub-pages needed from there.**

The next task is to set up the columns. HTML doesn't support DTP style multi-column layouts and instead emulates these using the flexible <TABLE>...</TABLE> tag. This works well but does require planning because text cannot flow automatically between columns and everything has to be defined manually.

We need three columns, so we need to create a table with five cells (three for the data and two empty "gutters" to separate the columns). The widths of the cells and the gutters are specified using the WIDTH attribute of the <TD...> tag, and it's also sensible to specify the overall WIDTH for the table - which is simply the total of the individual cell widths. In our example the table is set 600 pixels wide, made up of cells 195-10-190-10-195 wide respectively.

```
title.gif

  Format      : GIF
  Compression : LZW
  Resolution  : 90 dpi
  Width       : 473 pixels
  Height      : 144 pixels
  Colours     : 256
  Palette     : 262144
  Image size  : 69120 bytes
  File size   : 8278 bytes
  Size ratio  : 12%
```

■ Imagecopy is ideal for finding the dimensions of an image

ON THE READER DISK
ON THE READER DISK

The header is created using a small table, with the title graphic in the first cell, and the text in the second. The title graphic is made up from two separate graphics, a reduced version of the main title graphic with the classification graphic underneath, both recycled from the front page. Re-using graphics makes sense because they'll already be in the readers local cache, saving download time and speeding up page display.
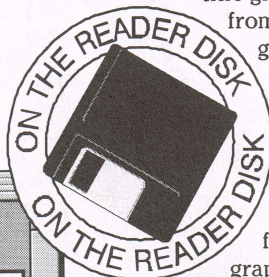
Each section has a heading, followed by an unordered list containing the individual topics relating to the site. Each topic can be entered as a

The contents for each text cell is straightforward. An image at the top denoting the classification, followed by a short description. Each image is a link to the subpage of that classification, which is achieved by nesting the <IMG...> tag inside the opening and closing link tags. I've aligned and centred all the cells in the table to the top of each cell using ALIGN=CENTER VALIGN=TOP inside the table row <TR>...</TR> tag.

If you don't feel able to create your own tables manually there are various "wizards" starting to appear

---

CAB: The Little Brother's Handbook – Embarrass

file://localhost/D:/WEB/WEB/TUTORIAL/EMBRRASS.HTM

BACK   FORWARD   HOME   URL   FILE   SOURCE   RELOAD   HOTLIST   URL

The most simple choice - especially easy yet especially potent. A guaranteed winner around his friends.

- Techniques
- Tips
- From Their Perspective

Techniques

- When he's with friends, constantly sing music you know he hates (i.e. The Spice Girls)
- If he's going shopping, get him to buy the latest CD of this band for you. If he refuses, tell mum.

Tips

- Brothers always hate the "oh-so-cute" image of their younger brothers. Play on this.
- The more friends he's with when you embarrass him, the better. School presents ideal opportunities.

From Their Perspective

Please send more stories, tips, and so on to: arnel@zetnet.co.uk

---

which can create these for you interactively.

The final item to add to the index page is a contact address for people to send comments to - a simple "mailto" link is all that's needed here.

Subpages

The subpages for this site are all identical in layout just differing in content. The basic page includes a header, three main sections which utilise different techniques, tips, and stories.

Each header contains a small title graphic followed by an introduction. following the introduction will be bookmark links to the different sections, which are useful when creating lengthy pages as they help minimise manual scrolling.

separate list item, which offers a clear layout and is easy to maintain. The heading is enclosed in a bookmark anchor, which is referenced by the links at the top of the page.

Each section is separated by a horizontal ruler and finally, at the bottom of the page, I've added another email link for people to send in contributions.

This completes the site framework. All that's left to do add in the stories, and upload the pages to a web server. The pages can be updated from time to time to include other peoples stories and tips added onto the end of the appropriate lists. If you'd like to view the final pages they're online at:
http://www.users.zetnet.co.uk/arnel/lbh/

The source files are also included on the Reader disk. ✪

CREATING TILEABLE IMAGES

Tileable images are commonly used as background images and there are various techniques to make sure the image tiles seamlessly.

The simplest technique works well for most images:

- Create your image (say 50x50 pixels)
- Paste a copy of this image adjacent to the original
- Rework the join so it blends seamlessly
- Create a second 50x50 pixel image which includes the seamless join
- Repeat this procedure vertically to create the final seamless image

Suggestive remarks!

Mike Kerslake finds a rival...

year's membership to our local user-group with its bi-monthly newsletter mailed directly to you, and the honorary title of YAC Official Programmer for a year..."

All entries for the 1997 contest must be received by 2nd December 1997, which, unless you have something suitable ready to go, doesn't leave you with long! The judging criteria are as follows:
- a) Reliability
- b) Originality
- c) Compatibility
- d) Efficiency

To enter mail your entry to:
The Yolo Atari Club at 1129 Fordham Drive, Davis, CA 95616 USA

Alternatively e-mail them an FTP location where your program resides (remember to include your program's name and the full path to it) to:
elhays@writeme.com and e.kaljumagi1@genie.com

My suggestion this issue is a utility for use with paragraph based document processors. The web is a fantastic source of information on any number of subjects, but getting the information into a suitable format for further processing or printing is time consuming. CAB offers printing functions capable of outputting entire pages but I'd really like the ability to print out individual paragraphs. Ideally I would like a

I recently received an email from Eric Hays of the Yolo Atari Club (YAC) in the USA. My column had caught his eye because of its similarity to the list his club used in a contest to encourage programmers in their efforts.

The YAC are currently running the 1997 Shareware Programming Contest so here's the details in case anyone would like to enter:

"Shareware Programmers: Would $50 help inspire you to finish that program you started over the summer but never finished? What if we could help you distribute your software to local BBS's, the major on-line services, and the Internet? We could also help you by writing and printing documentation to go with your program (we can translate from German to English if necessary). We'll even throw in a

program capable of interpreting chunks of HTML source code and intelligently converting the tags. For example the following code displays "The Publishing House" as a centred headline in CAB:
`<H1 ALIGN=CENTER>The Publishing House</H1>`

I'd like it converted to a word processor or DTP package using preset font sizes and styles so it looks similar to the CAB display.

The Publishing House

Timeworks DTP enables defined paragraphs using the <> limiters to mark up text before import and my suggestion could be based around this concept.

I guess we're talking about a stand-alone search/replace utility with added options to enable the input and output files to be specified, with the ability to substitute unmatched HTML commands from a library of pre-defined options.

Programs which don't hold their library of tagged paragraphs within an editable ASCII file (Papyrus springs to mind) would be more difficult to work with, but maybe someone knows a way around this?

I'll personally reward anyone that comes up with a suitable solution - so get programming!

If you have got any suggestive remarks to make about this column or ideas for potential programs, please make them via the usual editorial address. ⊛

User Group NEWS

Coventry Atari User Group

The CAUG was formed last year, at a meeting organised by Keith Dunn. Everyone introduced themselves and spoke about their Atari set-up and computing interests, while Harry Sideras, who travelled from Birmingham, offered his guidance to get the group up and running.

One of the founder members is Antony Lacey, the Sysop of the All At Sea BBS (01203-601448), wasted no time and soon had a CORK message area, floating around on his board (CORK seemed more appropriate than CAUG). Antony kindly hosted our second meeting, giving us an insight into how a Bulletin Board is run.

CAUG has now found a permanent venue at the Radford Community Centre, Jubilee Crescent, Coventry, where we have received a lot of encouragement and support from Ian McLean, the Centre's manager. Meetings are held between 9.00am - 12 noon, on the second Saturday of each month and anyone within travelling

distance is warmly invited to join us. We are keen to help anyone taking their first steps and keen to learn from anyone willing to share their computing experience. Nick Ripley edits and publishes an excellent Newsletter while Keith Dunn devotes his efforts towards assembling a Disk Library. Keith Bateman is setting up a magazine library so if anyone has any magazines to donate please get in touch. For more information contact:

Coventry Atari User Group, Gordon Stott, 6 Chesholme Road, Coventry, CV6 4FQ
Tel: +44(0)1203 689625
Email: gstott@allatsea.demon.co.uk

South Manchester Atari Group - maybe!

Simon Osborne says:

"Do you live near Manchester Airport?
Do you want to meet fellow Atari users?
Do you want to have a good time every month?
Do you want to swap ideas and knowledge with people?
Then SMAG could be for you...

SMAG can't exist without members and membership is free. I know there are a lot of Atarians in the Manchester area so it makes sense to open a user group. If you're interested please contact:

Simon Osborne, 11 Tilliey Road, Manchester, M22 0DA
Tel: +44 (0)161 718 9685
NeST: 90:102/148@nest.ftn

NAG Meeting #2

Despite a lower turnout this time it was as much, if not more fun, than the last meet. Most people attended on Saturday although some turned up Friday. Steve, Gordon Storey, Richard Clark and I had already set up our machines and Pete Augustin hooked up his EZ135 drive to my spare STE. In the lounge there were two Jaguars linked up for

people to play Doom on the Deathmatch mode - which proved ideal for the competitions held later in the meet.

Gordon was demonstrating Pagestream and working on our NAG logo - which looked real nice on screen and gave us a glimpse why this DTP package continues to attract loyal support from its users.

An early test issue of ST+ sporting a new shell attracted some useful comments and the new shell will be pressed into action from ST+ issue 19 onwards.

The rest of Friday saw activities ranging from the first ever Deathmatch SUBSTATION - thanks to Pete's MIDI cables and some assembly coding by Steve.

Chris Holland and Richard Spowart arrived Saturday and we soon had Chris's Falcon set up showing off Running, the shareware game under development by New Beat Development.

We had to declare the Doom competition a draw between Steve and myself otherwise we'd still be playing now!

All in all a great weekend of computery goings-on, hopefully we'll see YOU at the next one!

Northants Atari Group
Dave Hollis, 43 Spenfield Court, Lings, Northampton, NN3 8LZ
Tel: +44 (0)1604 416951

Dave Hollis

This page isn't solely for UK based groups so if you have a user group and you want a mention then send us a report along with your logo to:

Atari Computing (User Groups)
"Rois Bheinn", Overton Crescent,
Johnstone,
PA5 8JB
Scotland
Email: usergroups@ataricomputing.com
Netmail: 90:100/315.0@nest.ftn

STOS Corner

GEMMA

Last issue I explained GEMMA allows GEM objects to be used from within STOS. There is still a lot of work to do but the programming team (including Anthony Jacques and Paul Jones) have been working hard and v1.52 is the very first beta version of GEMMA STOS to be completed.
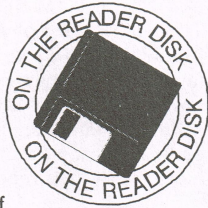
What can GEMMA do?

It's now possible to run programs from within STOS which display the GEM desktop along with a working menu bar (including accessories!). Programs can display alert boxes, dialogs, fully working GEM windows and the GEM file selector.
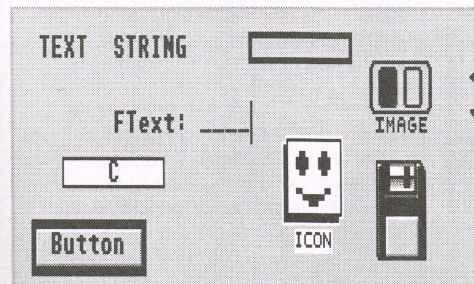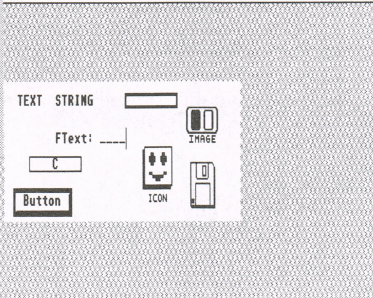
Selecting the menu bar Quit option returns you cleanly to the editor - an astonishing feat! The screenshots give you an idea of what's possible and on a Falcon GEMMA also works in extended screen resolutions including 256 colour modes.

GEMMA in action

Up to v1.52, the GEMMA accessory must be active to enable STOS programs to communicate with GEM. The GEMMA.RAM file contains the amount of memory returned to GEM.

Once in the STOS editor, example programs can be loaded and run. Notice the gosub 50000 at the start of each program, this executes the code which enables programs to use GEM. This code is included in the GEMMA distribution as INCLUDE.ASC and can be merged into your own programs. On running the program the STOS mouse pointer is replaced with the GEM one then attempts to switch to the current screen resolution before entering STOS and displaying the desktop. On exit, this process is reversed.

The GEMMA STOS loader, still under development, no longer requires the accessory to be installed and it doesn't grab all the available memory on loading - more benefits as development continues.

What could I use GEMMA for?

There isn't a compiler version yet (because there are too many changes in the pipeline) so I'll stick to some uses of GEMMA in the STOS development environment.

Here's a couple of examples, you can find them both on the Reader Disk to demonstrate some of the possibilities. If you produce any finished STOS accessories, please do send them in and we'll include them on the Reader Disk.

- WINDTEXT.BAS (see screenshot) is the source code for an accessory to browse files using the GEM file selector, maybe a Print option would be a useful addition?
- GEMMADEM.BAS is the source code

▲ Drawing a 256 colour palette via the VDI

for a STOS accessory to enable "proper" GEM accessories to be used before returning to the editor.

The future

GEMMA STOS is under development in parallel with the extension itself and hopefully a compiler version of the extension will appear when development settles down. The programming team are also looking at including commands to make it easy to use GEM, maybe using one general command instead of various similar but specific commands, nothing has been decided yet - but I'll keep you informed.

Hero 2

After some encouragement from myself and some valuable help from Anthony Hoskins Falcon extension, it looks likely the STOSSER Software team will be able to make Hero 2 fully Falcon compatible. I've been testing this on my machine and the team have even added loads more animations to the program - all very promising!

New STOS loaders

Work is progressing on producing new STOS loader programs which remove the need for programs to be fixed at all, even without using the compiler fixer. Work is also underway to persuade STOS to return to the desktop cleanly in extended Falcon resolutions, rather than only the ST compatible ones. Stay tuned for more news and Reader Disk appearances! ✪

◄ A GEM dialog in 256 colour resolution
◄ The same dialog in ST Medium resolution

◄ The GEM file selector from within STOS!

▼ STOS Text file browser using GEM!
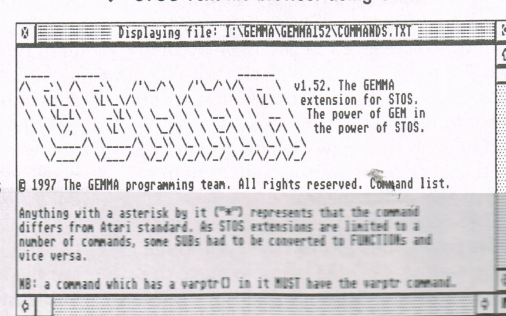
qed   File   Edit   Search   Special   Options   Shell

Site seeing

BACK   FORWARD   HOME   URL   FILE   SOURCE   RELOAD   H

Surf's up for demon websurfer Denesh Bhabuta...

THE HOMEPAGE OF MILLE BABIC

http://www5.tripnet.se/~mille/

This site is the proverbial one-stop shop for all your Atari internet needs. Whether you want to set up your system, create web pages or simply use the various services offered on the net.

Although the site is primarily English, parts of it have been duplicated in Swedish, German and Croatian, selectable from the home page. Each language uses a different highlight colour which is a neat touch.

Mille's pages are well laid out and navigation around the site is intuitive. The graphics are very effective and the overall look is very soothing on the eye - web authors take note!

In addition to a site overhaul, Mille has implemented an "Active channel" on Atari related news. This wizardry keeps you informed of changes

to the site if you're using NetScape Navigator or Microsoft Internet Explorer but CAB users can subscribe to a mailing list which achieves the same result.

I have been a fan of this site for a while now and this latest incarnation is the best yet, a worthy winner of the website of the month award.

95%

Atari Computing site of the month

ST APPLICATIONS ONLINE

http://www.cix.co.uk/~sta/

85%
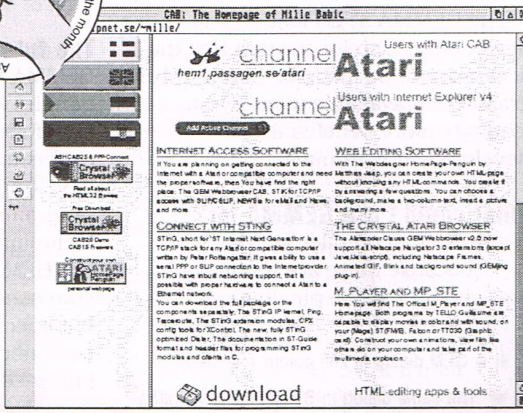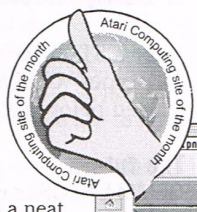
Wow! Now that's what I call a revamped site. We mentioned the overhaul last issue so I couldn't resist taking a peek at the preview pages.

The front page to the FaST Club site looks the same, but enter the ST Applications Online section and you are immediately transported to a mine of easily accessible Atari news, links and contact details.

A welcome addition is the inclusion of the Forum, a regular feature in the printed magazine. The Forum is similar to the Q&A section of Atari Computing, except the responses are
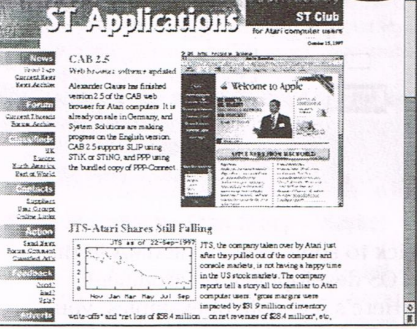
generally from readers and printed in subsequent issues of the magazine - the

JETMAN'S ST NOSTALGIA TRIP

http://www.jetman.demon.co.uk/st/

From the popularity of freeware Atari ST emulators including STonX (Unix), Nostalgia (Mac), PaCifiST and TOSBOX (PC) it's obvious even ex Atarians retain a soft spot for our favourite machines. Even colleagues who haven't used their old STs for years suddenly started smiling and talking enthusiastically about the fun they are having with their reborn Ataris!

80%
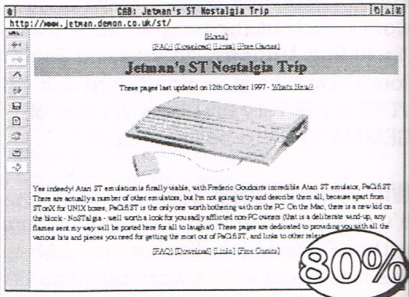
Happily, there's no shortage of information on PaCifiST and Damien Burke's site is one of the best in this theme. The download page offers all the latest versions of programs needed and the FAQs should help anyone get PaCifiST up and running in next to no time. The links to other emulator sites offer several hours of happy browsing!

I particularly liked the "Free Games" area where Damien has contacted authors of now defunct commercial programs and obtained permission to distribute them - an excellent idea! So far there's a few Budgie titles in PaCifiST format - although it's also possible to use these on a real ST - read the FAQ.

original question could start a discussion which spans several issues.

Readers can send their news snippets, queries and replies from the web page to be included on the site. The idea being for the web version to form the basis of the printed magazine.

Navigating around is easy and looking at the source code for the pages, good use has been made of html tables to produce an uncluttered and pleasing presentation - definitely one for the hotlist.

ATARI COMPUTING MAGAZINE ONLINE

http://www.ataricomputing.com/

As an ACG member myself I'm aware of the crucial role being online is to the magazine. The ACG has always encouraged readers to get involved online and the re-birth of the web site with its new easy to remember address demonstrates our intention to remain net savvy. In conjunction with new email addresses for all the ACG members this should help raise the profile of the magazine.

The pages have recently sprouted extra news pages, files to download and other information - the idea being to make the website worth visiting regularly.

There's a comprehensive Atari links section (one of the largest I've seen) with hundreds of links listed alphabetically which makes the site an excellent jumping off point to other sites. If there's anything you would like to see on the site email:
Bob Paton: web@ataricomputing.com

If you have problems accessing the site email:
**Denesh Bhabuta:
hostmaster@ataricomputing.com**

85%
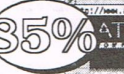
Reader Disk 7

We're delighted to extend our Reader Disk concept to offer the first CD-ROM subscription to a UK Atari magazine ever!

Already over half our subscribers take the Reader Disk and for a limited period only at no extra cost we're offering existing Reader Disk subscribers the chance to cross-grade to a CD-ROM subscription instead! To take advantage of this offer, or start a new CD-ROM subscription,

In addition to including the contents of the Reader Disk each CD-ROM will include articles featured in the printed magazine along with a selection of international software sourced and compiled by the STraTOS magazine.

Everest v3.6eb
Shareware
Oliver Schmidt
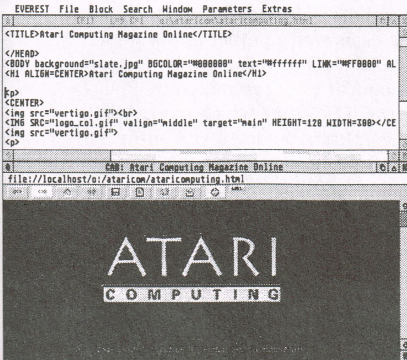
Everest is a fast and compatible text editor which supports the SE, AV and OLGA protocols to enable optimum connectivity with other applications. Enhanced abbreviation file handling (Kurzels) and long filename support make Everest ideal for HTML/TeX/UDO authoring.

GEMMA 1.52b
Donationware
GEMMA programming team
GEMMA is an extension for STOS BASIC which allows you to use GEM in STOS. This is the first complete beta version which

enables programs run from STOS to display the GEM desktop along with a working menu bar and desktop accessories!

Currency Converter v1.0
Shareware
Mario Becroft
Currency Converter is a utility for changing values between currencies. Currency Converter can also add and subtract VAT/sales tax, and the results can be pasted directly into your word processor, spreadsheet or other GEM application.
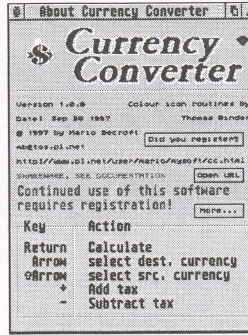
Line Raiders Release 01
Exclusive
Shareware
Mark Wherry.
Line Raiders is a "Tronn" style multi player game which runs in a GEM window in any resolution. The object of the game is to move your line around the screen, avoiding obstacles and other players, and to capture other players bases. When you do this, that player is suspended from the current level and the last player left alive is the winner.

Two-in-One v1.51e
Exclusive
Shareware
Gregor Duchalski.
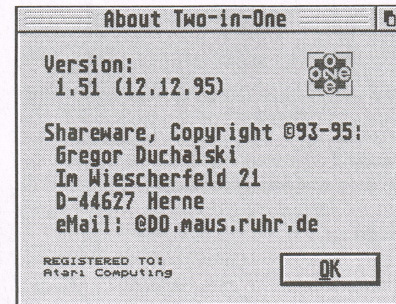
Two-in-One is an archive manager which supports the ZIP, LZH, ARC, ZOO and ARJ archive formats. Two modes are available, Drag&Drop via a desktop icon or operation using the GEM Shell. The extensible interface supports other external utilities such as ZIP2TOS, uuencode etc.

Text Analyser v1.9.2
Freeware
Mario Becroft
Text Analyser processes any ASCII text file and display various statistics including two different readability indices (Flesch/Fog) and a word count. Includes BubbleGEM help.

PHPLAYER 4.2
Freeware
William Wong.
DMA Sample player for any DMA capable machine (STe, Mega STe, Falcon and TT). Probe House Player is multitasking aware and supports the AV protocol and Drag&Drop protocols. Rename PRG file extender
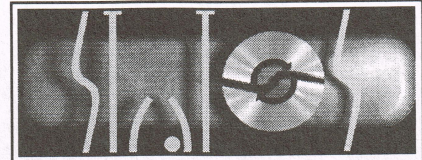
STraTOS Issue 3 is dedicated to the music. The CD contains:
- Sound samples
- Copyright free music
- Freeware/demo software

The French articles in the Multimedia CD magazine contains:
- Sinkha (a mutimedia novel)
- Science (astronomy)
- Report from the GIGAFUN 97 coding party
- Report from the German international car show
- Cinema, video, books, news and much more!

to ACC to run as a desktop accessory. All the popular sound file formats are supported.

FIX_FPU.PRG
Freeware
David Leaver
Atari ST's upgraded with a 68882 maths co-processor (FPU) are likely to run into problems using programs compiled with Pure C or Pure Pascal. This patch program can help in some cases but read the documentation carefully before proceeding.

HTML tutorial
Exclusive
Neil Jones-Rodway
Example series of webpages to accompany the tutorial.

Atari Computing Database
Exclusive
Norman Bland
Atari Computing's own database guide to AC#5 and AC#6 in ST-Guide format.

ORDERING THE READER DISK

Reader disks are 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
UK: Cheque/postal order
Europe: Sterling Eurocheque/Post office payment
Commonwealth: Sterling Post Office Payment/International Money Order
Rest of world: International Money Order

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

Shareware and public domain

NEWS

TOSBOX v1 preview

This is latest shareware Atari ST emulator for the PC, programmed by Mark Slagell, in the US.

Like other software only emulators TOSBOX requires a TOS image which you can copy from your real Atari ST using the ROMIMAGE.TOS utility included in the distribution.

Unlike other emulators TOSBOX works from the system down rather than from the hardware up. Instead of trying to make a PC behave exactly like an ST, TOSBOX redirects and translates system code so it can run in the PC domain only resorting to hardware level emulation of an Atari ST when necessary. In practical terms this means TOSBOX is fast but not intended to run games and graphics demos - which sets it apart from PaCifiST (reviewed in this issue).

Despite it's early version number TOSBOX runs most cleanly programmed GEM applications and its ability to run Geneva sets it apart from other emulators and is bound to attract users. InterActive has been confirmed as the European registration point with registration set at £12.

Mark Slagell
Email: bald_soprano@usa.net
URL: http://www.geocities.com/SiliconValley/Vista/4448/
InterActive: 65 Mill Road, Colchester, CO4 5LJ, England
Email: support@inactive.cix.co.uk
URL: http://www.cix.co.uk/~inactive/

Data Uncertain

XaAES RIP? Craig Graham, developer of this replacement AES only received one patch set (GNU compile patches) in recent months and doesn't have the resources to continue development single handed. Unless someone else is prepared to help out and pick up the pieces consider XaAES a dead parrot.

On a more positive note Craig has recently uploaded lots of software to the download bay on his web pages:

- DU Debug, the first release of a text based source level debugger for Lattice C + MiNT. Includes C source.
- FSMedit, finite State Machine CAD package with limited synthesis facilities. Exports VHDL, PALASM, PASSM and GEM metafiles.
- CLA v2, the full version of the CLA v2 digital design & simulation package (Electronics/Schematics), also features an interactive simulator (similar to Galaxy CAD).
- CLA v3. Maintained in parallel with version 2 because they are very different. This version is much more modern and easier to design with. Supports GDOS,

NVDI, ST-Guide hypertext documentation. Supports AES4.1 (iconify), colour icons on all machines, and much more!
- FSMsynth, add on synthesis tool for FSMedit - much better synthesis performance than FSMedit.
- CLA-VHDL, a limited implementation of VHDL. Compiles to CLA .NET files that can be included into a CLA schematic.
- DUftp v1.13, PD GEM ftp client utility, this version fixes the lock-up caused when a transfer is stalled bug in the earlier release. Source available.

Craig Graham
Email: c_graham@patrol.i-way.co.uk
URL: http://www.i-way.co.uk/~c_graham/

Sign of the times

You can never have enough Atari news can you? Atari Times is one of the leading English language Atari disk magazines published by Croft Soft Software in HTML format which means you can read it on any platform using any HTML browser.

Previous issues have included contributions from: Frank Charlton, Harry Sideras, Joe Connor, Colin Fisher-McAllum, Kev Beardsworth, Richard Spowart, Roy Goring, Ashley Seabrook and Matthias Jaap. Issue 12 is available now.

Colin Polonowski
Email: polonowski@zetnet.co.uk
URL: http://www.users.zetnet.co.uk/polonowski/

Ruftrade v2.1

Charles Edwards has now stopped development of Ruftrade, the only intelligent German to English translation software, but it's not all bad news!

- The final unrestricted version of Ruftrade has generously been made available for everyone to download, try:
  ftp.atari.archive.umich.edu/Applications/Language/rftrd2wn.zip
  URL: http://www.wizard.net/~godhey/rftrd2wn.zip
- Permission to use the Ruftrade dictionaries have been granted to Mark Wherry who is now developing GEMTrade, son of Ruftrade, featuring a modern GEM front end. Expect the first release exclusively on an Atari Computing Reader Disk soon!

SMURF preview v0.9

Smurf is an image viewer, programmed by Christian Eyrich and Olaf Piesche of Therapy Seriouz software, and it looks very promising. The preview release includes over 63 import modules. The following is just a selection which caught our attention: BMP, IMG, TIFF, GIF, JPEG, Targa, GODPaint, RAW, ICN, IFF, Neochrome, PCX, PICT, Pixar, SGI, TruePaint, XBM and XGA.

There's 11 export modules but since none of the popular formats are included

we're assuming this is a limitation of the preview version, more when we get a full release to review.

There's five different dither modules and over 30 edit/filter/effects modules which offer some exciting options for manipulating images, some are fun (twirl, wind, bumpmap and pixelate), some are functional (rotate, clip, scale) and others are photo manipulation tools (gamma correct, brightness, contrast, soften, greyscale). There's currently no Print options. As we go to press no registration details are available, but CyberSTrider is expecting to announce UK support soon.

Email:
christian_eyrich@n.maus.de
olaf_piesche@w2.maus.de
denesh@cyberstrider.org

NoSTalgia

The Mac platform now has an alternative Atari emulator to MagiC Mac. NoSTalgia development is planned along similar lines to PaCifiST - the idea being to support games as well as other applications. NoSTalgia is a software only freeware Atari ST emulator, programmed by Philippe Gerin in Belgium, which works on Power Macs. Development is still in the early stages with beta release v0.2 supporting:

- MC68000
- Video Shifter (ST resolutions)
- MFP (Timer a-d).
- ACIAs
- IKBD: keyboard, mouse and 2 joysticks
- Interrupts
- FDC (ST disk image format required)
- Rasters

There's currently no sound, serial, parallel or hard drive support and you'll also need a TOS 1.00, 1.02 or 1.04 ROM image copied from your real Atari ST.

Philippe Gerin
Email: ph.gerin@skynet.be
URL: http://users.skynet.be/sky39147/

AUTOVIEW

Pop this small Freeware utility into your Auto folder and it can display Cyber SEQ files and play Chip or sampled music or autoselect between STe machines and ST machines (to play sampled or Chip music respectively) without any on-screen messages - ideal for intros, demos and publicity. SEQ files can be played once or looped indefinitely. All TOS versions capable of booting into ST-Low resolution (320x200) are supported. Alternatively AUTOVIEW can be launched or installed as an application for SEQ files on the Desktop.

Tony Greenwood (STOSSER Software)
Email: stosser@airtime.co.uk
URL: http://www.airtime.co.uk/users/stosser/

CURRENCY CONVERTER

Business
Shareware, all Ataris
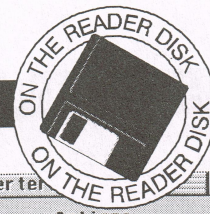
Currency Converter, programmed by Mario Becroft in New Zealand, is a useful utility to convert between any two currencies.

The conversion rates need to be "localised" to set-up your currency as the "home currency" (the Reader Disk version is localised for the UK) because the conversion rates for other currencies depends on this.

CC can only ever be used as a rough guide because currency rates fluctuate constantly (I'm sure you knew that but thought I'd better mention it anyway). Using Teletext or the internet it's easy to keep track of the currencies you're interested in.

In addition to editing existing currencies new ones can easily be added and it's also possible add new icons to the standard colour icon RSC file using Interface or ResourceMaster.

Destination currency list

Source currency list

Source exchange rate

Source amount

Resultant amount

Destination exchange rate

Subtract sales tax

Add sales tax

Do conversion

Print currency list

Save currency list as ASCII text

Add a new currency

Show about dialog
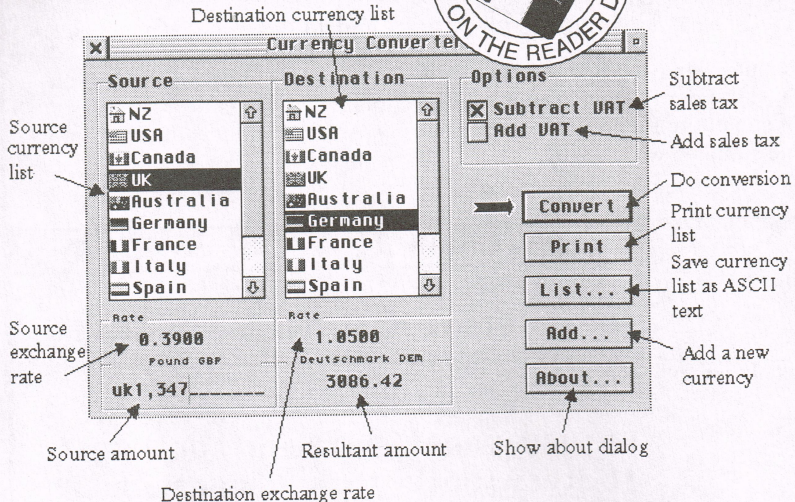
Once set up CC can automatically add or subtract VAT/Sales tax and the results can be pasted directly into your word processor, spreadsheet or other GEM application via Drag&Drop and the AV protocol. ST-Guide format hypertext documentation and BubbleGEM help is provided. CC is shareware and registration costs £6 via InterActive. Registering any of Mario's software automatically registers you for the lot and the collection is included on the registered user master disk.

Joe Connor

EVEREST V3.6BR4

Word processing/Utility
Shareware, all Ataris
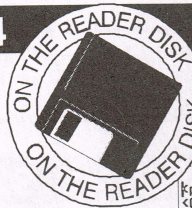
Everest is a fast, easy to use and compatible text editor which has established itself as one of the most popular shareware text editors on the Atari platform.

As a general purpose ASCII text editor Everest doesn't concern itself with typefaces, point sizes or page layout options which makes it fast. This latest beta release has proven as stable as previous full releases and includes several features web authors have been waiting for:

- Everest supports long filenames with spaces.
- OLGA protocol support: Everest is an OLGA server - which makes it ideal for use with CAB.
- One character abbreviations (kurzels) are now be expanded immediately without having to press the [Esc] key. For example, with an HTML abbreviation file loaded, typing a pound sign "£" is automatically expanded to the HTML standard "£".
- Abbreviation files can be un/loaded on the fly.

In keeping with Everest's minimalist approach there's no 3D dialogs, ST-Guide or BubbleGEM help but the ASCII documentation is concise and well worth a read. Registration via InterActive costs £11 for a key to remove the opening nag screen.

Joe Connor

TWO-IN-ONE

Utility
Shareware, all Ataris
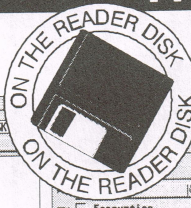
Two-in-One is a general purpose archive manager capable of handling ZIP, LZH, ARC, ARJ, ZOO archives and uuencoded email by calling external TTP programs. The individual TTP programs are widely available separately.

Sadly Two-in-One development has now ended but the author has made a public key available to get rid of the nag screens during the evaluation phase (an exclusive Atari Computing key is included on the Reader Disk). Registration costs £13 via InterActive in exchange for which you get a personalised key and master disk containing all the TTPs and associated utilities.
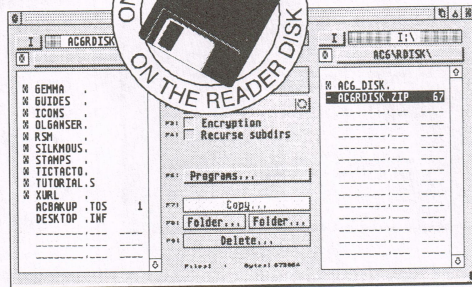
URL: http://www.acut.de/deepsleep/twoinone.htm
URL: http://www.cix.co.uk/~inactive

Joe Connor

SHUTDOWN V1.5

91%

Utility
Freeware, all Ataris, MagiC

Shutdown, programmed by Alexander Barton, is an enhanced substitute for a utility of the same name supplied with MagiC.

Various enhancements are on offer:
- Ability to cancel the shutdown process

ShutDown 1.5

Select the action to execute:

- ◉ system shutdown
- ○ restart MagiC (warm)
- ○ reboot computer (cold)
- ○ restart system in TOS

[OK] [Cancel]

ShutDown 1.5

The following program is still active: XSYSTEM

Do you want ShutDown for MagiC to terminate this program now? All unsaved data will be lost!

☒ Add to exception-list:
  ◉ terminate automatically
  ○ ignore (do not report)

[Terminate] [Ignore] [Cancel]

- Perform a warm or cold start
- Restart in TOS (Not MagiCMac/PC)
- Run a default procedure after all other programs have been terminated. For example, a backup utility or BAK file killer.

Installation is a straightforward replacement of the original MagiC utility and is activated either by selecting the Shutdown menu entry from the Desktop. Apart from MagXDesk, Thing (locate SHUTDOWN.PRG/RSC/INF in the Thing folder) and Jinnee are recommended.

Some programs, usually older ones, do not respond to the shutdown request and MagiC uses a file called SHUTDOWN.INF to handle such programs. Shutdown supports MagiC's SHUTDOWN.INF and offers various options to force programs to terminate or be ignored completely. SHUTDOWN.INF can be manually edited using any ASCII text editor or interactively. When Shutdown encounters a problem program, it displays a dialog asking you to select your desired action and this information is automatically logged to SHUTDOWN.INF - neat.

The "Restart in TOS" option works by renaming MAGXBOOT.PRG to MAGXBOOT.PR- and it's necessary to reverse this procedure to re-enter MagiC mode. Although it's easy enough to rename this from a boot manager or the desktop a small utility called DOMAGIC is included which does the job efficiently so long as you have WDIALOG.PRG installed in your AUTO folder.

Just in case you're in doubt what each option does Shutdown also includes BubbleGEM help.

Shutdown is a useful and neat utility which has proven reliable in everyday use and comes recommended.

Alexander Barton
Email: alexander.barton@swol.de
URL: http://www.yi.com/home/BartonAlexander/main.html

Mark Hammond

TEXT ANALYSER V1.9.2

92%

Word processing
Freeware, all Ataris

The underlying Text Analyser code was programmed by Thomas Castle then GEMed up by Dan Ackerman. Mario Becroft has totally reprogrammed the GEM interface to support modern GEM standards including Drag&Drop, iconify and BubbleGEM support.

If you're prepared to face the verdict of a mere computer program simply load up your masterpiece and bite your nails.

Text Analyser digests your efforts then presents the results in a neat display featuring the nasty sounding FOG and Flesch readability calculations along with an American high school grade and other statistics. The FOG index is a measure of the "fogginess" of the text, the higher the value the less readable the text. The Flesch index works the other way round, indicating the percentage of the population capable of understanding the text. Generally, long sentences and words composed of many syllables are less readable. The Flesch index is reputed to be the more reliable of the two methods.
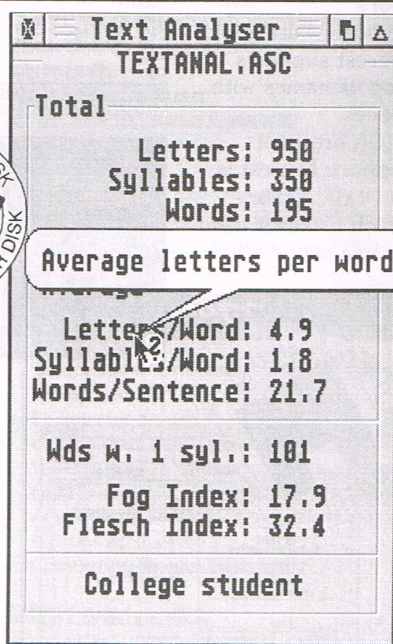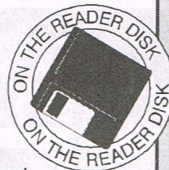
The word count feature is particularly useful and reason enough for Atari Computing contributors to install a copy on their desktops!

Joe Connor

Text Analyser
TEXTANAL.ASC

Total

Letters: 950
Syllables: 350
Words: 195

Average letters per word.

Average

Letters/Word: 4.9
Syllables/Word: 1.8
Words/Sentence: 21.7

Wds w. 1 syl.: 101
Fog Index: 17.9
Flesch Index: 32.4

College student

ON THE READER DISK

PROFILE V2.22　　　　　　　　　　　　　　　　92%

Utility
Shareware, all Ataris

Profile 2, programmed by Mark Baines/Linnhe Computing, has matured into a professional, fully featured GEM program complete with detailed hypertext manual in ST-Guide format.

If you have ever wondered if your present set-up is using the correct ASSIGN.SYS or DESKTOP.INF file, which environmental variables are actually installed, whether your processor is running at full speed or how many cookies are in the cookie jar Profile 2 is the tool to give you the answers. The comprehensive diagnosis stretches to over thirty printed A4 pages!

Profile 2 doesn't just report the details of your system it tries to interpret them into useful information. For example, Profile 2 will tell you which cookies

belongs to which programs and attempt to determine which screen accelerator is installed. All the "techie" information is just a click away; exception vectors, system variables, program basepages, AES/VDI data, whether or not a floppy disk has an executable boot sector and so on.

▼ 278 microns per pixel eh? Of course I knew that!

I found it fascinating to browse through all the information about my system. The unregistered version is save disabled, once registered the results can be output as single pages, a range of pages, saved to disk or pasted to the clipboard. Registration costs a minimum of £5 for a key by email and £6 if you'd like a disk containing a selection of other software by Linnhe Computing - including Mark's excellent selection of CPX's.

Neil Martin

```
╔══════════════════ PROFILE 2 Main Display ══════════════════╗
║ 11 VDI Details                                             ║
╟────────────────────────────────────────────────────────────╢
║ VDI Physical Driver:            1 SCREEN.SYS - Current Screen Driver
║ VDI Information
║ Device width:                   1280 pixels
║ Device height:                  960 pixels
║ Device capable of precisely scaled image: Yes
║ Width of one pixel:             278 microns
║ Height of one pixel:            278 microns
║ Number of character heights:    4
║ Number of line types:           7
║ Number of line widths:          Continuous scaling
║ Number of marker types:         6
║ Number of marker sizes:         Continuous scaling
║ Number of fonts supported:      1
║ Number of patterns available:   24
║ Number of hatch styles available: 12
║ Number of predefined colours:   2
║ Number of Generalised Drawing Primitives: 10
╚════════════════════════════════════════════════════════════╝
```

PROBE HOUSE DMA SAMPLE PLAYER V4.2　　　75%

Utility
Freeware, STe/TT/Falcon

William Wong of Probe House Software has recently released a new version of PH Player which can play 8/16 bit samples in mono/stereo on any DMA equipped machine.

When passed a sample PH Player processes the file, adjusts the playback speed to suit, then plays it.

PH Player can be installed as a desktop accessory, run from the desktop, installed as a viewer within programs such as CAB, or installed as an application on the desktop to play samples.

When installed as a desktop accessory PH Player can automatically play a sample located on the boot partition called "PHPLAYER.WAV" - I've got the original ATV interlude as my auto playing sample!

The range of audio formats automatically recognised is comprehensive and includes the following: AU, AVR, WAV, SND, AIF, SGI/Apple, IFF, VOC, RAW and MS and IMA ADPCM wave in mono and stereo. The common playback speeds in the range 5500 to 50066kHz are supported.

This version sports a new interface from which you can Play, Stop or Load samples using the non-modal dialog. PH Player is easy to use and control using either the mouse or keyboard and, apart from a delay as the program processes the file for playing, which varies depending on the size of the sample being loaded, everything happens pretty quickly and cleanly.

The author states PH Player runs fine under MultiTOS (AES 4.1) and that he hasn't tested it with MagiC. I tried it with MagiC and it runs fine as an application but there are problems running it as a desktop accessory.

I would like to see some sort of simple playlist facility implemented and the ability to search a folder and process/play any samples found.

William is planning to include support for playing large samples if there's enough interest so do take the time to provide some feedback.

William Wong
Email: wongck@letterbox.com
http://www.geocities.com/SiliconValley/6880/phsw.html

Mike Kerslake

A quality exxos scan 01/03/2014   http://exxos.www.idnet.com/IMPULSE/atari/last/

SONOLUMINESZENZ

Entertainment
Freeware, Falcon only

This revolutionary demo was the clear winner at Siliconvention '97 which features several new effects seen for the first time on the Falcon, and some of the very best design work ever put in on an Atari demo. The Anglo-German group Avena produced this masterpiece.

As expected, it makes maximum use of the Falcons strong points, with the effects especially "hard coded" to take full advantage of the DSP.

However, the demo isn't a dry, technical presentation - Avena were careful to make the demo appeal to a wide audience. For this reason, they moved far beyond some of the cliched effects seen in many demos. Instead we end up splashing around in a watery virtual universe of the programmers imagination ending up almost in shock at the end.

I was interested to see people who wouldn't normally watch demos avidly watching the Atari Computing issue 3 cover animation on display at the spring Atari Shows. The visuals in Sono' are comparable yet it fits on a single HD disk compared to the 25Mb used by the AC animation - and Sono' includes a superb soundtrack synchronised to the various effects. This demo does something to please everybody. Demo enthusiasts will rave about the environment textures, others will just enjoy the show. Sonolumineszenz is a classic and we should celebrate its creation, watch it!

Chris Holland
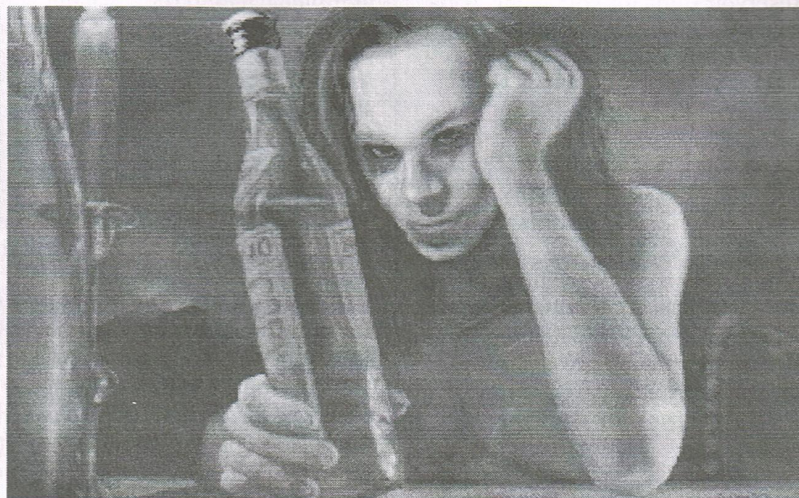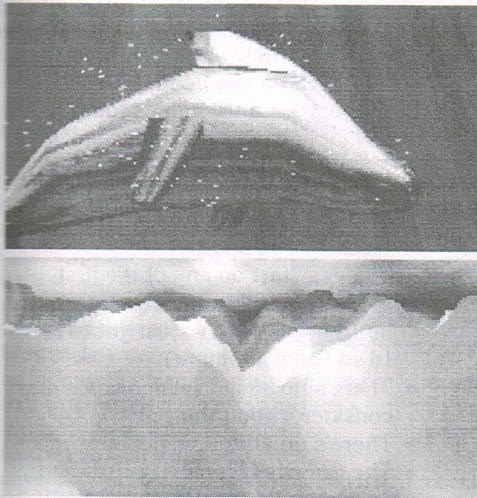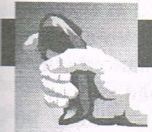
LINE RAIDERS

Entertainment
Fairware, all Ataris

Line Raiders, programmed by Mark Wherry, is a "Tron" style multi player game which runs in a GEM window in any resolution using any TOS compatible OS.

The object of the game is to move your line around the screen, avoiding obstacles and other players, and to capture other players bases. When you do this, that player is suspended from the current level and the last player left alive is the winner.

There are 18 random levels and always four players - computer players make up the numbers.

If your machine supports DMA sound (STe/TT/Falcon) and the KPP patched System Audio Manager v1.3 is installed sounds can be assigned to events. An example SAA file for use with KP SACK is included with

ON THE READER DISK
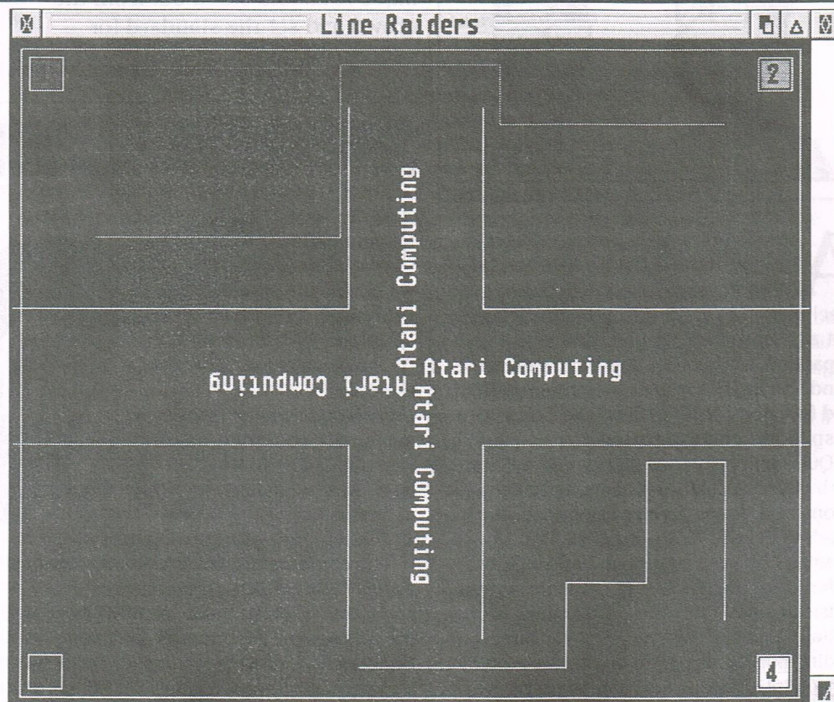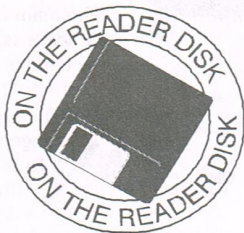
instructions to set this up in the Line Raiders ST-Guide format hypertext documentation.

Although some of the levels are more about survival than taking the other players out the "just one more go" factor has been built-in.

Mark Wherry
Email: mark_wherry@hotmail.com

Joe Connor

Kakanoid
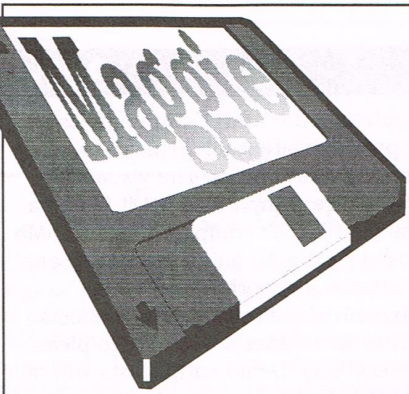
Welcome once again to the Maggie pages. This month we feature the first Lynx game review to appear in Atari Computing. The Lynx has been popular with members of the Reservoir Gods for some time, with regular reviews appearing in recent issues of Maggie for a while now.

We also present a review of Kakanoid, one of the most successful bat and ball games of its type. Kakonoid is Shareware and has featured on various Atari CD's released by System Solutions and 16/32 Systems.

By the time you read this our web site should have undergone a substantial revamp so do stop by and give us some feedback!

http://www.users.zetnet.co.uk/maggie/index.htm.

Richard Spowart and Chris Holland
The Maggie Team, Inc.

Kakanoid is a reworked version of Arkanoid, one of the classic arcade and computer games of yesteryear. Kev "Taff" Davies tells us why this is one of his favourites ...

Many moons ago, a game appeared in the STFM Summer Pack called Arkanoid, designed by Peter Johnson it was one of Ocean's most playable ST games. Arkanoid added a new dimension to the Breakout genre with the inclusion of extras such as power ups and legendary gameplay. Arkanoid was so successful it even spawned a sequel, called Revenge of Doh, but by this time the genre had been done to death on every conceivable platform. For those of you who missed the original, here is the plot - based on the description in the Summer Pack manual.

After the mothership Arkanoid was destroyed, spacecraft Vaus scrambled away only to be trapped in the void. You control the Vaus and have to penetrate 32 levels then confront the Dimension Charger whom you must destroy in order to reverse time and resurrect the ARKANOID..... (Yeah, right? Well it's different).

Power ups were the thing which made Arkanoid stand out from the crowd and set the standard for everything from multi-balls to lasers.
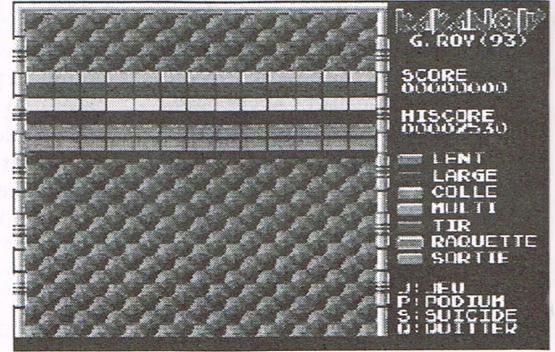
Arkanoid also demolished the plain brick wall concept, replacing it with patterns of bricks - the classic Space Invader screen can be found somewhere in most clones today.

Kakanoid is an Arkanoid clone, in fact it's very close to the real thing with the exact same graphics, screen layout and identical levels! The differences I've spotted are:
- You can start on any of the first twelve levels (there only appears to be 15 levels but I've just got to level 16 so there are more).
- There's no sound (which some may consider a good thing).
- There's no 2UP.
- The game is French.

So why re-invent the wheel? Well, the original game weighed in at over 500Kb yet Kakanoid occupies a mere 54Kb! If you don't like Arkanoid stay away, if you do, have a ball <grin>.

Rating: 90%

Greg from COMA (a Hungarian Atari disk magazine) tells us about the Atari scene there...

Atari ST computers appeared later in eastern Europe thanks to a ban on Motorola processors! The first machines were snapped up by musicians but as the prices dropped the scene expanded. My brother and I first got our hands on an ST towards the end of 1990 and founded The CGD Software Team despite having no great ideas!

Quite by chance we discovered an Atari club called "Csoki" in a community centre sponsored by the former Hungarian Atari Trading Centre. There were six 1Mb STs running colour monitors and all kinds of different people including students, actors, musicians and even the odd mathematician. Initially this club was a centre for huge coding parties but gradually these events turned into "talkshows" and these days most of the games players and demo scene people are interested in GFA and assembly programming.

The very first Hungarian Atari ST disk magazine was called BOMBA. Back in the spring of 1992 we were part of its editorial

team but after some conflicts we planned COmputer MAgazine (COMA), which is the only remaining Atari mag in our country nowadays. The first issue was published in September of 1992 and is still going strong today.

The contents of COMA normally features games, utilities, news, humour, graphics and more recently coding & MIDI. Most of the articles were written by us (in Hungarian). Last year we decided to team up with Lord Chaos, a gifted ST/Falcon/asm programmer to produce a joint BOMBA-COMA diskmag - but it's still just a dream.

We've recently obtained a Falcon so COMA volume 3 issue 2 which may be the first Falcon compatible version! Previously

other Hungarian printed magazines had Atari columns but these days only one, called the GURU, deals with our machines.

The main focus of the Atari scene is in Budapest, the capital, but there is activity in other cities including Miskolc and Szeged with maybe up to 1000 users throughout the country.

In addition to producing COMA we're currently working on some games (CGD Software). We recently obtained a copy of Maggie from a German friend - the first foreign disk magazine we had ever seen. Our team was quite surprised to find we had a lot of things in common including mini pictures in the articles, the graphics slideshow and even Monty Python sketches... We're keen to join the European Atari demo and other scenes and have a truly international presence!
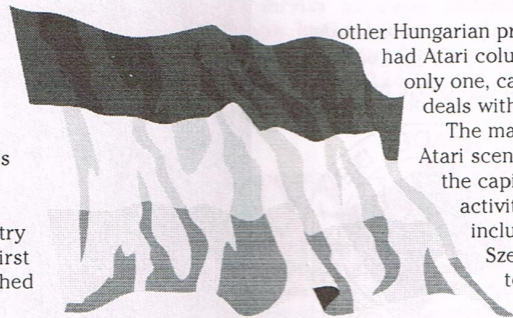
Shadow of the Beast

Mr.Pink reviews this classic game for the Atari Lynx...

Since the Jaguar stole the limelight, the Atari Lynx game machine has been pretty much ignored. However the machines and almost every game ever released are still available from 16/32 Systems at prices to tempt anyone looking for excellent gaming action on a budget.

Shadow Of The Beast was a platform game that rocked the world some years ago on another machine. It was designed to make maximum use of all the available hardware, there were massive sprites, loads of levels of silky smooth parallax scrolling and some lovely tracker music. Unfortunately the gameplay was lacking, but then the custom chips on this particular machine didn't include a playability chip (something fitted as standard on 8-bit machines). The ST conversion was not so good as that on the other system, however, the Lynx version is better.

From starting this game you'll notice the presentation is excellent. We begin with a Sheffield Wednesday inspired owl drenched logo, the head of which scales and fades into the screen. More sprite scaling malarkey follows with a big logo and fierce monster head thing popping up. The credits scroll over this.
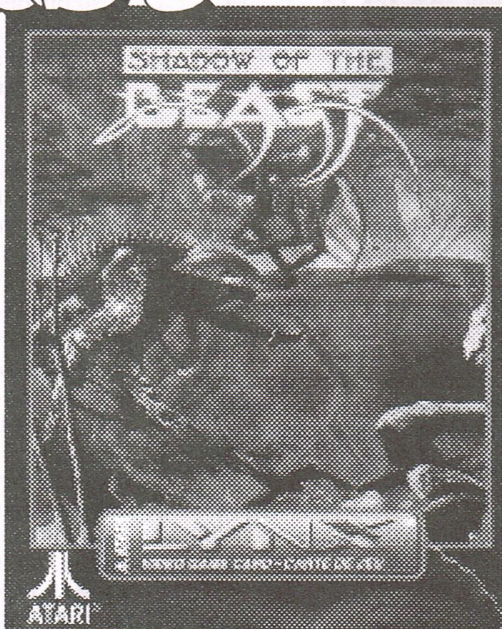
After starting the game for the first time, take a few seconds to appreciate the sky, resplendent with colours, and clouds. In the background there's the grey outline of fantastical mountains while the foreground features lush trees and a couple of layers of grass.

Breaking into a run notice everything shifts about at a more than healthy rate with silky smooth hardware scrolling. Throughout the game the graphics are absolutely superb - they really do showcase the Lynx's graphical ability. Even the out of game graphics such as the death picture are superb.

Despite the limited sound capability of the Lynx this game includes some nice haunting melodies which fit the game scenario perfectly.

The gameplay itself involves exploring platforms with some minor beat-em-up elements and some straightforward puzzle solving, it's also very hard to complete.

You only have a single life, represented by a health bar at the bottom of the screen. When this runs out you have three continues, but they move you back to the start of the section you are currently on - which renders them pretty much useless!

Avoiding and killing monsters requires pedantic pixel accuracy, a microsecond too slow or quick or a pixel out you will sustain some unwanted health loss - very annoying. It's doubly frustrating because the monsters you have killed don't stay dead if you return to an area you have previously visited - I really despise this attempt to make the game seem bigger and more challenging than it really is, but for me it is just a source of annoyance.

I see Shadow of The Beast as a showpiece - a demo of what the Lynx is capable of, rather than a game suited to prolonged playing sessions. Graphically it is the beast's knees! ☺

RIPLEY TAKES A GANDER...

Technically this is an amazing game - I was so busy gazing at all the levels of parallax in the sky and foreground I didn't notice I'd run into a bunch of monsters and disintegrated into a pile of bones!

That really sums Shadow of the Beast up, graphically amazing, but even when you are looking where you're going, it's really quite difficult.

The background graphics consists of clouds, weird distant mountains with houses and bridges, as well as plenty of trees, everything is beautifully drawn. The monsters are exceptional well animated, extremely fluid - where else will you find bats with a realistic flying action?

The music is quite good - certainly better than the average Lynx stuff, but not as good as some games, for example, Klax. The sound effects usefully warn you of approaching various monsters and missiles.

There are lots of nice touches throughout the game, the primitive treemen which wait high up in trees until you run underneath, before jumping down to attack you, red flying dragons that drop bombs near you which explode after a few seconds, spiders that dangle on webs until you shoot them down, jumping snakes, statues that breathe fireballs and throw glass spheres in the air. All these opponents require different strategies to kill them effectively, so you have to experiment and there's a definite sense of achievement as you progress further into the game. However, most of the monsters are very hard to kill and your health runs low very quickly, despite collecting hearts, potions etc to boost your life signs, once used, they do not reappear, whereas monsters - even if you've killed them, regenerate, which doesn't seem fair.

There is a cute, nostalgic, section in the game where you are inside a tree, which is deceptively larger inside than out, and you have to climb ladders and perform timed jumps onto moving platforms, although it's hardly original. To sum up, Shadow of the Beast is beautiful, but challenging game.

2nd opinion

THE VERDICT

Category	Ripley	Mr.Pink	Overall
Graphics	96	100	98
Sound	76	80	78
Playability	60	50	55
Overall	**77**	**76**	**77**

49

FFFairwell...

AtariPhile
By the FFF

The Falcon Fact File was launched by Kev Beardsworth, Colin Fisher-McAllum and Roger Derry in December 1993. Originally a user group for Falcon owners, the FFF was set up to encourage user to help user.

Things either move on or stagnate and the FFF could not be accused of standing still. First we produced a listing of members and their computer set-ups using Roger's NameNet Address Manager. It wasn't long before Hints & Tips were being sent in by members and these were added to the listing. Kev and Colin started writing reviews of the new soft/hardware they bought and published them in the listing. Again adventurous members sent in their articles for inclusion. NameNet coped well but the text content was getting heavy and we wanted to include screenshots...

Along came the excellent ST-Guide and a number of FFF review issues were put together using this and we made them available to non-members. With the release of the CAB web browser the FFF reviews eventually went colour in HTML format.

Owners of TTs and PAKs were invited to join the Falcon owners because we shared a common CPU (the Motorola 68030) and we changed the name to Falcon FacTT File, (with two Ts in FacTT) and a message echo was opened on NeST and we joined the 20th century by hatching the listing as an encrypted archive to protect members personal data. The echo proved popular and having been bitten by the comms bug we opened our own BBS. As the home of the Falcon FacTT File which offered support sites for other Atari organisations 42BBS enjoyed rapid success until Colin, as SysOp, could no longer cope and the BBS closed its doors in September 1997 after a two and a half year run.

FFF members were encouraged to contact one another and give help and advice. For example, any member thinking of buying a new word processor could use NameNet to find other members with similar systems and give them a call to canvas their opinions. Kev and Colin are still in contact with many old FFFers! Club membership, the BBS and the reviews were all free of charge.

Our interest in all things Atari grew and Kev briefly enjoyed a spell as staff writer for Atari World. After the sad closure of AW (RIP) the Falcon FacTT File underwent yet another metamorphosis. Since splitting the reviews from the membership listing they had become popular with non Falcon owners as another useful source of information and with this in mind we decided to expand coverage to support all Atari owners and AtariPhile was launched in May 1996.

The strain was beginning to show...

For three years Kev and Colin ran the FFF as a hobby. The membership listing, 42BBS and AtariPhile proved to be more than we could cope with so we were delighted to welcome Domhnall Dods, a long standing contributor and FFF member, as co-organiser. Following consultation with many of our active members we also decided to drop the membership listing and end our user group status to concentrate on AtariPhile and 42BBS.

The best laid plans...

"There are times when the work and effort we put into producing AtariPhile just seems to be more than we can cope with."

We launched AP#5 with those prophetic words and here we are, over eight months later, still trying to finish AP#6. Therefore we decided to call it a day and the news that AtariPhile would close was recently announced in the AP support echo on NeST.

A lot of time and effort goes into each issue of AtariPhile. With work and personal commitments it had become a strain for the three of us to produce recent issues and the publication dates had been put further and further back. We felt we were unable to give the level of commitment necessary to produce AtariPhile so AP#6 will be our last.

We would like to thank everyone who gave their time and articles to the publication and also everyone who supported AtariPhile by reading it.

We would also like to thank all the traders who lent us software, the show organisers who donated us free stands and the PD libraries who distributed AtariPhile for us. Without this support AtariPhile would never have been as successful as it was.

We've enjoyed the last few years and have made many friends in the Atari community. We just want to become users again and have fun without feeling guilty AtariPhile, 42BBS or the Falcon FacTT File isn't being attended to properly.

Happily the Atari scene us well served by enthusiastic disk mags and the excellent Atari Computing magazine. We offer our full support to Atari Computing and hope to be able to continue contributing towards its continued success behind the scenes.

Our final words...

May The FFForce Be With You.
Kev Beardsworth, Colin Fisher-McAllum and Domhnall Dods.
October 1997

The LaceScan articles in Atari Computing were particularly well received by this particular reader. I had just committed myself to supplying a colleague with two monstrously well specified STFM's with hard disks, 28MHz acceleration and OverScan. Then I discovered OverScan was no longer available!...

No big deal I hear some of you thinking? However if you regularly work on A4 size images using OverScan can display the complete width of paper without side to side scrolling. Both systems were destined for use as music DTP platforms and I didn't want to sell the guy short. At that point I remembered the Atari Computing features on LaceScan.

The first LaceScan article was perused in detail and since there was nothing relevant on the Reader disk I had to follow up the usual "Available from all good PD libraries" line. Oh well, a trek through the FaST club catalogue revealed nothing but I did find it in the FloppyShop catalogue - mis-catalogued in the Languages and Programming section for some reason. After muttering a few choice words I ordered the disk which duly appeared the next day.

Happily the disk contained the requisite software but the info required to make the incisions on the ST motherboard were not! The documentation steers the reader towards the original PD overscan disk and you can work it out from that.

It wasn't a problem for me because I had a copy of the original commercial OverScan manual. Nonetheless it would have been nice to be sure and it did occur to me if I was online I could Email the author and probably download all the files.

I had two choices get online immediately or smile sweetly at one of my PC using colleagues, guess which option I choose? The next day I downloaded all the required files along with the missing installation hypertext - horray!

The Scooter article in AC#5 featured a step by step guide to creating a circuit board but it struck me as a lot of work for a circuit involving a couple of ICs only so I used some trusty VeroBoard instead.

Readers should also be aware that the overlay picture of Derryk Croker's original circuit design has the two ICs incorrectly labelled! Simply swap the ICs over and all will be OK - check it

DISCLAIMER

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.

Lacescan v3.5

Richard Harrison fills in the gaps...

through yourself if you don't believe me! The next step was cutting the tracks, despite having done this before I still find it scary so before you cut any track, think twice, cut once and if you're not confident you can reverse the process in an emergency then don't start the project.

Remember the closing sequence of Star Wars where Darth Vader and the T-Fighters appeared when our heros were least expecting it? If you're counting on Hans Solo and his hairy friend to rescue you I feel obliged to point out that while both showed considerable ingenuity outwitting the dark forces neither of them have been seen fitting SIMMs into an STe let alone severing tracks on an STFM. If you screw up you're in for an expensive repair bill!

You should also be certain you understand the pin numbering sequence of both the MMU and GLUE chips otherwise it's easy to get confused.

Back to work

Having cut the tracks I fitted the board in position and proceeded to test it. I don't know about you but something unexpected always seems to happen with DIY projects and sure enough, there was a problem. The screen dutifully enlarged but was completely out of sync. Mass gloom and gnashing of teeth. After a lot of trial and error I made a breakthrough, the entire system - including LaceScan and hard disk would work fine when booting from floppy but not off the hard disk - more foul language and steaming ears.

If you have been banging your head against a brick wall after a while you will not be thinking or working efficiently - my wife calls this the "damn and blast" stage. Simply stop and leave the problem overnight. The next day I tried an alternative strategy, I changed the GLUE chip and it worked first time, so if you experience the same problems you'll know what to do.

WHERE TO GET IT

Also refer to AC#4 and AC#5
Author: Ulf Ronald Andersson
Email: dlanor@oden.se
URL: http://www.oden.se/~dlanor/
Floppyshop: FaST club: Original PD
Overscan disk: IN.150
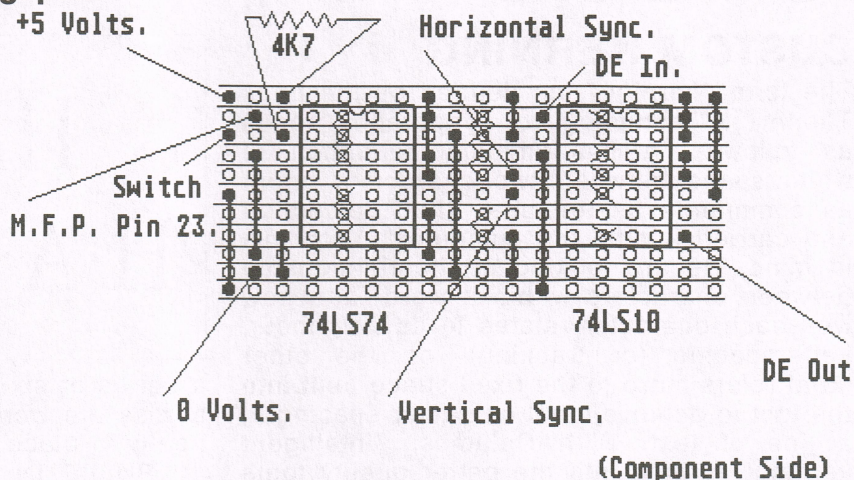
LaceScan - Veroboard Overlay

Labels: +5 Volts. — 4K7 — Horizontal Sync. — DE In. — Switch M.F.P. Pin 23. — 74LS74 — 74LS10 — 0 Volts. — Vertical Sync. — DE Out — (Component Side)
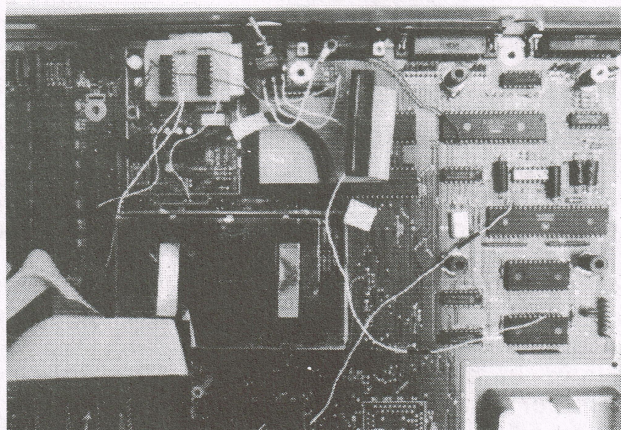
Time to modify the second machine, which happily worked first time but did exhibit an annoying side to side flicker with the last few pixels intermittently wrapping themselves around to the left of the screen and back again. This machine had also previously been upgraded with some other bells and whistles and this provided me with a clue to the source of the problem. Sometimes high frequency electrical signals interfere with each other (it's called crosstalk) even though there is no direct electrical connection. I can't be 100% certain the offending lines were the disk drive lines (ribbon cables to second internal floppies in tower cases and wiring to hi-density drive modules are particularly suspicious) but re-routing the wiring away from these lines solved the problem.

Payment

LaceScan is one of these pay what you feel it's worth jobs so I added £5.00 to the cost of each machine and sent the author a tenner.

The Post Office offer a simple solution to sending money overseas. Simply tell them where and to who to send the money and pay up. It couldn't be simpler so there's no excuse not to pay.

My colleague was pleased with his purchases and is the happy owner of two of the most highly specified STFM's in the country. Good luck to him and thanks to Atari Computing for steering me in the right direction. ✪

HINTS

- Try to use the holes in the vias at the end of the relevant tracks as suitable points to attach your wires to and check you've got the right ones with a multi-meter.
- Correction fluid is an invaluable aid to marking tracks on motherboards prior to making incisions.
- To fix the board into position use a couple of those wonderful little sticky Velcro fixing pads (as marketed by Sellotape), they're great!
- Don't panic if you are confronted with a totally black screen. The last machine I installed LaceScan into behaved this way until the software in the Auto folder cut in!

Creative *Calamus*

by George Bradford
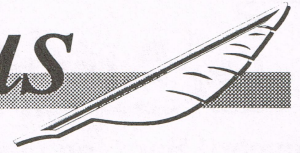
CUSTOM KERNING

The term "kerning", as defined by the book The Art & Technology of Typography, reads as follows: "A mathematical reduction of white space between two characters, input as commands by the user, then calculated and carried out by the computer." With this in mind, we are looking at the relationship between characters within a word, and how well each character relates to its neighbour. Letterspacing (or tracking), on the other hand refers more to the fixed space built into the font to achieve ideal character spacing in a line of text. With Calamus, "intelligent kerning" is built into the better quality fonts by the designer, and as such, more or less negated the need for "kerning pairs" found in other systems. However, with the introduction of Type Art, true pair kerning within the .CFN format is again a reality. On the whole, proper letterspacing is "in the eye of the beholder", and trends over the years have ranged from loose wide spacing to extremely tight spacing.

In this installment we will concern ourselves only with manual kerning of display type (normally used for headings), and how you can alter the spacing between letters to achieve a better visual balance within the word and word grouping. In Calamus 1.09N, kerning white space is added or decreased in 0.1 point increments using the Shift/Arrow keys in combination. However, if you require larger increments the Control/Arrow keys will add or delete in steps of 0.8 point steps. Note that manual kerning can only be done in the layout window (WYSIWYG view), but this is ideal, since you can see exactly what is happening. You simply decrease space with the left arrow and add space with the right arrow. The Shift/Up and Down arrows will alter the baseline alignment to move letters up or down in relation to their neighbours, and although it is not true kerning, this feature does have its uses as we will see in a moment.

HABITAT: The upper example of this word was set in 36 point Cherry Baskerville with the normal (0.0) letterspacing. As you can see, the only pair of characters which crowd each other is the "BI" combination, and this is certainly accentuated by the overhang on the "T" character. By altering the letterspacing to 12.0 points we have opened the letters up considerably. At this point we will go to the layout window and place the cursor to the left of the "I" and insert five Shift/Right Arrow keystrokes to increase the space between the B and I. To add interest,

HABITAT

H·A·B·I·T·A·T

a series of six 24 point periods were spaced across the word and kerned manually to fall neatly in place between each character.

BULLETIN: Set in 36 point Cherry Benjamin Gothic, this word is a good example of how two characters within a word can dictate the required kerning. You will note that the two L's tend to create awkward gaps in the original word, which was set with 0.0 letterspacing. The object here is to open up the space between the other characters until they reflect the same amount of space as the L's occupy. The principle is that you should be able to pour the same amount of water into the space between each letter. This is accomplished by manually kerning more space between the other letters within the word.

WAYWARD: Set in 36 point Cherry Baskerville Bold, this word is a perfect example of the eternal conflict between certain letters. In this case the WY and AR pairs are the worst offenders. About all you can do here is tighten up those two pairs, and open up the other letters to strike a happy medium.

BULLETIN

BULLETIN

WAYWARD

WAYWARD

TIGHTENING UP
TIGHTENING UP
TIGHTENING UP

TIGHTENING UP: The first line is set 36 point Cherry Benjamin Book with the standard 0.0 point letterspacing. We then applied −04.0 point spacing to the second line for a tight effect. As you can see, certain letters began to encroach on their neighbours living space, so very minimal kerning was inserted where needed to produce the final version.

LOOKING GOOD: Set in 34 point Arc 75, this example is meant to illustrate individual character kerning extremes, which can produce some unique effects. Here we will only back kern the O's, with two strokes each of the Control/Left Arrow. Yes, you can actually kern a characters back so far to the left that they actually destroy the word!

BLYNE&CLYDE: Set in 40 point Cherry Baskerville with 60 point ampersand (&) and no word spaces. Here we have an example where the Control/Down Arrow might prove useful. With the cursor to the left of the "&" we apply 3 strokes, to lower the ampersand until the top of it lines up with the x−height of the lower case letters. You will

LOOKING GOOD
LOOKING GOOD

Blyne&Clyde

Blyne&Clyde

immediately note that Clyde will also move down along with it. Now, with the text cursor to the left the C in Clyde, simply apply 3 Control/Up Arrows to get it back to its original alignment. It will now be necessary to back kern Clyde into a position overhanging the ampersand. Finally, a 1.0 point rule was added either side of the ampersand, to add interest.

THE WORLD'S GREATEST FOOTBALL PLAYER!: Set in 40 point Cherry Gotcha! with 30 point absolute line spacing activated. Throughout this grouping we tightened up the letters to get a more compact overall effect. Each letter combination was treated differently, so its pointless to list them all here. However, you will note that the apostrophe has been raised using the

THE WORLD'S GREATEST FOOTBALL PLAYER!

THE WORLD'S GREATEST FOOTBALL PLAYER!

Shift/Up Arrow command so that it ends up above the adjoining characters, rather than sandwiched tightly between them, thus allowing a neater fit for the last two characters. The final type arrangement was then reversed to white type and placed on a black background.

It should be obvious that the kerning we are dealing with here is meant mainly for display heads and other type panels of 18 point and over. Not that you couldn't go into your 10 point body copy and adjust spacing at will, but it simply wouldn't be practical.

QUESTIONS AND ANSWERS

AWOL hard disk

Q My System is an Atari STe with 4Mb and external 120Mb Quantum hard drive. I have a problem with my hard drive. I accidentally substituted my DESKTOP.INF on drive C: with the DESKTOP.INF from my SPAT scanner master disk in Drive A:. Now the STe clashes during "loading configuration". I have tried the usual procedure to reboot the hard disk:

- Booting from Drive A: using ICD 5.5.0 with the HD connected but switched off.
- Switching on the HD.
- Double-clicking on ICDBOOT.PRG to boot the HD.
- I then tried creating an icon for Drive C: but TOS reports "This drive does not exist" and removes the icon.

Is it possible to salvage my files without reformatting the hard disk?

R Berni, by post, Torino, Italy

A It seems likely the DESKTOP.INF is only part of the problem. It's possible ICDBOOT.SYS on C:\ is corrupted and it's a hidden file so it doesn't show up in the directory window. Try this:

- Turn off everything.
- Turn on Atari computer, wait for desktop to appear.
- Turn on hard disk
- Insert back-up copy of ICD software disk into floppy
- Run ICDBOOT.PRG, it should display your hard disk name and partitions
- Run HDUTIL.PRG. Click on [BOOT] Set hard disk auto boot, make sure the C radio button is selected then select OK.
- Copy ICDBOOT.PRG to Drive C:\
- Quit to desktop
- Re-install hard disk desktop icons.
- Delete DESKTOP.INF file from drive C.
- Save a new DESKTOP.INF file
- Reset machine and everything should run normally again.

Bob Culverston

Self extracting archives

Here's a trick which makes it much easier to extract Reader Disk software from TOS 1.04 onwards.

- Open a desktop window to display the self-extracting TOS file to be unpacked.
- Open another window to where you would like the archive unpacked to.
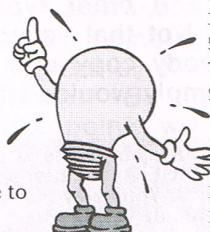
- Without "topping" the first window (i.e. the second window remains highlighted) click and hold down the right mouse button while double-clicking on the archive with left mouse button - it sounds more painful than actually doing it.
- Release the right button and the TOS program will run from the inactive window and unpack the archive into the active window!

Derryck Croker

Idle blitter

Q I am using Geneva with a 4Mb STe, TOS 2.06. It seems that the Blitter is not switched on when using Geneva - how do I get it to function?

John Cloke, Bodmin

A From TOS 1.02 the desktop has a Blitter option in the Options menu. Make sure it is ticked then Save Desktop.

```
Options
Install Icon...
Install Application...
Install Devices
Remove Desktop Icon          [R]

Set Preferences...
Read .INF File...
Desktop Configuration...[M]

Save Desktop                 [V]
Print Screen                 [P]

Blitter
```

If you're using Neodesk enable the Blitter in the Neo Control Panel then save your Neodesk configuration.

Bob Culverston

Mega DMA

Q I've recased my Mega ST into a mini tower but currently have an unsightly cable looping from the external DMA port back into the case to join a Link and a SCSI hard disk. I notice the Mega ST has internal DMA pins but there are more pins internally than externally and I don't trust my multimeter readings. Can anyone help?

garnett@ihug.co.nz

A The internal DMA pins were used with internal drive kits including the ICD AdSCSI Micro ST. The ACSI internal connector pins are:

Pin		
1	GND	2	D0
3	*RESET	4	D1
5	GND	6	D2
7	GND	8	D3
9	GND	10	D4
11	*ACK	12	D5
13	GND	14	D6
15	GND	16	D7
17	GND	18	#CS
19	A1	20	GND
21	GND	22	R/#W
23	DRQ	24	#INT

signal: active low

The extra pins are all additional ground pins with the rest directly connected to the respective pins of the external 19 pin ACSI connector.

Source: Atari ST Profibuch Peter Rottengatter, via Usenet.

SPEEDBALL 2 Playing Guide

Having spent getting on for five years honing my skills at this game, I've decided to share my experience with y'all!
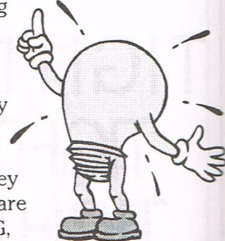
Attributes: The key attributes to boost are POWER, THROWING, SPEED and STAMINA - the others can wait until needed. If your first match in the league or cup is against one of the vastly better sides such as Steel Fury, concentrate on SPEED and STAMINA. In the team management game INTELLIGENCE is more important.

There are several key tactics:

- Get control of the SCORE MULTIPLIER. This should be your first priority because the ELECTROBALL is much more effective and you score more points. Use of the ELECTROBALL can also help you to score goals and gain control of the SCORE MULTIPLIER, but be careful you aren't robbed of the ball while you have the ELECTROBALL because you'll probably find your player takes a beating, your opponents will take control of the SCORE MULTIPLIER, and you'll be in serious trouble. Most teams don't make a big effort to take control of the SCORE MULTIPLIER which works to your advantage.
- Always tackle from behind. You are virtually guaranteed a successful tackle, even if your opponents stats are much higher than yours.

AC#6 BUG REPORT

- N.AES is an AES replacement not a multitasking OS. N.AES must be used with MiNT to provide a multitasking OS, however MiNT can be used without N.AES or with other AES versions, such as MultiTOS.
- In the News pages we reported PPP-Connect was the first software offering PPP internet access for the Atari platform. This is not true because PPP support is available using MiNTNet - although it's not easy to set up. STiNG now also offers PPP support.
- In the Letters pages we incorrectly reported Infopedia is a product developed by Homa Systems to access PC-based CD-ROMs on the Atari. In fact the product is called Atari CD Master and this does support Infopedia, an encyclopaedia CD-ROM from Softkey.

- Collect money. Without cash you'll have little chance of doing well.

Transfers: There are only a few players really worth buying, unless their stats over 220 you can build up any team member instead. Here's a few pointers:

- Attack: JAMS is brilliant up front and NORMAN is worth buying.
- Midfield: STRAVOS is the man, despite being ugly with a sixties style haircut!
- Defence: GARRICK is worth a look.

Of course, you'll need good reflexes, an unbreakable wrist and a sturdier-than-sturdy joystick, but if you follow my tips, you'll be winning the league and cup fairly easily!

Dave Seaman

Icons in Freedom

Q I'm trying to set up the Freedom replacement file selector on my machine. The only problem is I don't get any of the groovy icons. I guess it's something to do with the path to the image folder, but I can't pin it down.
Martin Franklin, via CiX

A For Freedom v1.15e edit FREEDOM.CNF so the #IMAGEPATH points to a folder containing FREEDMXX.IMG where XX equates to the number of blitplanes for your screen resolution:

- FREEDM01.IMG Mono resolutions
- FREEDM04.IMG 16 colour resolutions
- FREEDM08.IMG 256 colour resolutions

```
; Path to Images (FREEDMxx.IMG):
; Note: Use upper case only
#IMAGEPATH C:\FREEDOM
```

Martyn Dryden

Freedom2 Konfiguration

Generell Freedom Optik 1 Optik 2
D'typen F'tasten Pfade Listen

Klemmbrett-Datei: scrap.txt
Icon-Datei: C:\F2\F2ICONSC.CVD
Redraw-IMG:
History: C:\F2\FREEDOM.HIS
Finder:
Viewer: C:\ST-GUIDE.ACC
Kobold 2/3: E:\UTILITY\KOBOLD_2.

☒ Kobold direkt nutzen

Sichern Abbruch Setzen Ok
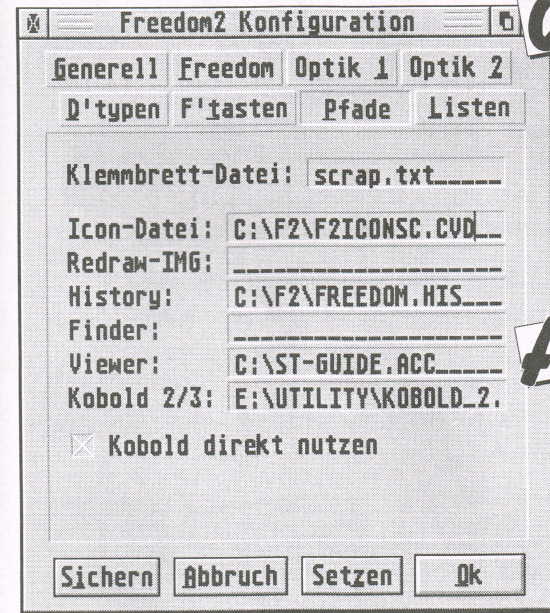
A If you're using Freedom 2 the icons are called from compiled GEM files called:
- Colour: F2ICONSC.CVD
- Mono: F2ICONSM.CVD

Locate these files and set the path to these from within Freedom using the CONFIG.CPX.

Joe Connor

Palette switching

Q How do I convert an image for use as a background image in Thing?
Mike Kerslake, via CiX
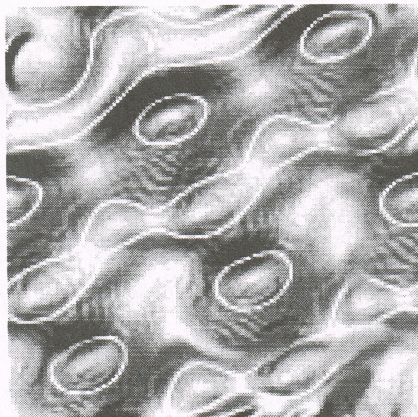
A You need to change the colour palette of the image. To do this using Imagecopy set Options/Screen/Mapping/Palette to "Screen" with "Match colours" selected, and display the image in the appropriate screen resolution before saving it in image (IMG) format.

Jeremy Hughes

CAB conjecture

Q I haven't tried to use CAB online yet but reading the manual I first get the impression that I need multitasking for full capability but that I can probably use it without (I also have Geneva). I also get the impression PPP-Connect will only work under MagiC?
Oliver Skelton, atari.st conference on CiX

A
- PPP-Connect needs MagiC because SOCKETS.PRG is written for MagiC
- CAB will run under TOS, Geneva, MiNT, MagiC etc BUT...
- Most of the new modules in CAB 2.5 offer enhanced functionality when run in parallel so a multitasking OS is desirable.

Effectively this means use MagiC for everything or don't use PPP-Connect. If you already have a working STiK/STiNG set-up there's no compelling reason to change.

Joe Connor

PURE C ISN'T!
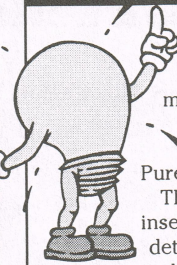
If you upgraded an Atari ST with a 68882 maths co-processor (FPU) you may run into problems using programs compiled with Pure C or Pure Pascal.

The Pure C/Pascal compilers insert code in a program to detect the presence of an FPU and to use it if it is there.

On 68020/68030 equipped machines it calls subroutines written in FPU machine code but on 68000 equipped machines it has to use subroutines which emulate the CPU/FPU communication protocol built into the 68020 and later chips.

Unfortunately the Pure C/Pascal code is not a true emulation of that protocol and in many cases 68881/68882 FPU's return different responses.

The Reader Disk contains a more detailed explanation of the problem, and an executable program called FIX_FPU.PRG along with commented assembler source code and HiSoft BASIC listings. The following programs have been tested and appear to work OK:

- Pre v1.5 CAB was performing floating point calculations, although Alexander denies this!
- Kandinsky contains five subroutines which can be patched.
- HDDriver utility program (partitioning won't work without the patch)
- DA Vector, DTP package (demo version).
- Zorg registered version (the un-registered version appears to unpack itself at run-time - in any case this patching program won't fix it)
- Five to Five, sound file conversion utility.
- Gemview v2.24 and maybe other versions.
- Atari CD Master from Homa Systems House (INFOPEDI.PRG and PLAYSND.PRG)
- Probe House DMA Sample Player (PHPLAYER.PRG).

The patch program may work on other problem programs but neither I nor Atari Computing accept any liability or responsibility for any direct or indirect damage that may arise, either financial, material or any other kind from either the use or misuse of this software and associated documentation. All trademarks used are recognised and acknowledged.

David Leaver
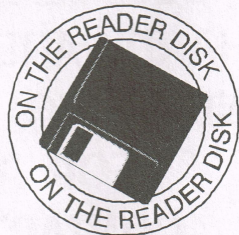
GOT A PROBLEM?

Our team of experts are on hand to investigate and solve almost anything you can throw at them. Send your letters to: Atari Computing Q&A, 65 Mill Road, Colchester, Essex, CO4 5LJ, England. Or email them to: acg@inactive.compulink.co.uk. While we will do our best to answer your question within the pages of Atari Computing we cannot enter into individual correspondence

CLASSIFIED ADVERTS

WANTED

Atari Megafile 30 or 60 hard drive wanted in any condition, not working will do. Phone Ray Pearce 01703 495506 or write to 8 Holly Oak Road, Southampton, SO16 5GD. (9)

Wanted: Desktop calculator. The type that S.T. User had as a Christmas special buy about four years ago.I think the type may have been the CC 1010. Or indeed any Atari desktop model. Phone Ken Johnston on 0141 959 1129 The Mad Atari Collector. (7)

Wanted: Expander Module with orchestral instruments such as Roland MOCI, JV1080/Classic, EMV Proteus 2 or keyboard with similar voices would do. Olaf, 01752 880267. (7)

Wanted: Sid Meier's Civilization (will pay up to £10), external DSDD disk drive (will pay up to £15), good hand scanner with appropriate software (up to £15), and any old Atari magazines (ST Format 1-40 + 42, ST Apps before issue 65, and even Atari Computing before issue 5. Make me an offer for what you've got, and please include cover disks if possible.) Write to Stephen Strowes, 87 Pegasus Avenue, Carluke, South Lanarkshire, ML8 5TY, SCOTLAND. (11)

FOR SALE

Atari 520 STFM for sale. ½ meg system with lots of software including cover disks, games, music etc. The system is fitted with a cooling fan. Ready to run, £75. Atari 1040 STE 1 meg system. Supplied with lots of software and Stereo Master sound sampling cartridge, £150 ono. TURBODIZER video sam-pler. Allows you to grab images from TV or video and use them in your own documents, ani-mations or pictures. This version also has an animation facility. Cost around £150, but will sell for £30. Contact Charles Wyvill at 01876 500296. (7

SELL YOUR SURPLUS SOFTWARE & HARDWARE IN ATARI COMPUTING FOR JUST £1.00!
(per 100 words)

100's of ST and 8 bit software from 50p. All original com-mercial titles in original pack-aging. Something for every taste. E.g. Pipe Mania/Skweek 50p. Goldrunner/Shadow Dan-cer £2. Starglider/Wizball/ Hac-ker £3. Jinxter/Lotus Turbo Challenge £4. Elite/Stardust £5. 1 Meg SIMMS £5 each. Jaguar carts £15. Ex-mag disks 10 for £1.50. Write for list to Dave Loughton, 34 Collindale Avenue, Erith, Kent, DA8 1EE. (7)

For Sale: Clarity 16-bit stereo D2D MIDI sampler for the Falcon £35. Notator Logic, Log 3, all manuals, plastic case, £90. 4D Companion - editor/librarian for Roland D5, D10, D20 & D110, £20. Trimbase - ancient but powerful relational database, even works on Falcon £8. Prodigy sequencer with score print module, ST/E only, not TOS 2.06, £15. Band-in-a-Box v3 £5. Harlekin 2 £8. Harlekin 1, manual but no box, £3. STOS £8. Mark Williams C, Resource Editor, C source debugger, "Art of C Programming" book, £10. EZ Text Pro Vector £8. Font-switch 3 £3. Ping 2000 (Falcon) £3. P&P negotiable. Tel. Ian on 01494 872449 after 7pm. (7)

For Sale: Falcon Wing ram board no ram £12 Falcon casing £15 Falcon PSU £18 Phone Ken Johnston on 0141 959 1129, The Mad Atari Collector. (7)

For Sale: Atari ST Mega 4, Philips tilt and swivel colour monitor (CM8833), NEC 6 speed CD Drive, 210 mb hard drive ICD, 24 pin Panasonic printer, games & software, £425.00 ono. Wangtek 500 mb tape streamer as new boxed, £100.00. Atari STE 4 mb, £150.00. Star LC10 printer as new boxed, £50.00. Atari SLM 804 laser printer, £100.00. Please call Little-hampton 01903 726041. (7)

Atari Jaguar with CD. 20 games, scart lead etc. Offers, phone Stuart on 01592 771951 - PM. (6)

Atari Software for sale: 12 ST Games, Utilities, 300+Disks £35 ono the lot. DataLite 2 £10, Lattice C 5.60 £55, That's Write v3.1i boxed £40, Easy Text Pro Vector £10 inc manual. Hard-ware for sale: Atari Falcon 4Mb RAM board £offers, Epson LQ 400 24 pin printer in excellent condition, boxed, paper, cable £40 ono. Atari Mega ST Key-board, spares only £offers. Must clear, need the shelf space! Any offers will be considered. Please phone Neil on Leeds (01132) 672723 after 6pm (including weekends). (8)

For Sale: NVDI 4 £35, Imagecopy 4 £15,Multiprint £4, ProTennis Tour 2 £4, Mean Streets £4, Battle Command £4, Thunderhawk £5, Operation Stealth £5, Romantic Robot Multiface Cartridge £5. All in excellent condition. Telephone John on 0114 2366819. (9)

Software For Sale: All items £6 each or just £5 each for three or more items, postage & packaging included. Fonty V1.0, font editor. UIS, an alternative file selector. HiSoft Twist, app-lication switcher (psuedo multi-tasking). Fontkit Plus 3, font editor and more. Codehead Lookit & Popit V1.0. Codehead Hotwire V3.0. Script V1.0 DTP/WP. Tempus V2 editor. XBoot 2, boot manager. Neocept Turbojet Laserjet/Deskjet printer accelerator. HiSoft C Interpreter V2.03.02. HiSoft WERCS V1.23, RSC file editor. Kuma K-Resource2 V2.30, RSC file editor. Degas Elite art package. Psion Chess game. Sub LOGIC Flight Simulator 2. Sub LOGIC Western Europe scenery disk Epic, space flight thingy. Pinball Dreams (Falcon/RGB only) Telephone: 01206 852602. (7)

The Final Clearout!

Changing circumstances require me to make more room, so I'm selling off a few surplus bits and pieces!

Mega ST4 with TOS 1.04. Floppy drive B port needs attention, but otherwise this unique computer, with it's excellent separate keyboard, is in full working condition, £50. **Epson LQ400** 24 pin, a real workhorse printer in very good condition, complete with stand, £40. **Quickshot Amplified Speakers,** ideal for use with STe or Falcon, complete with PSU and interconnecting cables, £20.

Atari ST Internals reference book, £3.00. **Easy Text Pro Vector**, DTP program, £8.00. **PixArt 1** graphics package, £7.00. All programs with manual and master disks

All items can be collected from Sheffield, or sent by post/courier at cost.

Please contact Mike Kerslake on 0114 261 8940 at any reasonable time for further details.

A quality exxos scan 01/03/2014

http://exxos.www.idnet.com/IMPULSE/atari/last/