

# ATARI

## COMPUTING

ISSN 1461-9539

Issue 8 • February 1998

£3.00

### Dream Desktops

Thing v1.2 & jinnee

### Sample Editing

Zero X

### OS Matters

MagiC 5

### Features

CyberStrider

PGP

### Action

Running



Plus: UVX2000 • BubbleGEM 4 • TOSBOX • Adresse • Amok • Hole Mayhem • Menu6 • CDs

# THE UPGRADE SHOP

## TEL 01625 503448

### VELOCE 20

MC68020 > STE

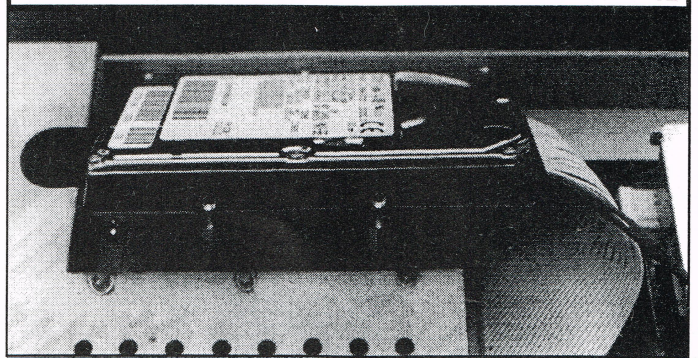
T.U.S. DEVELOPMENTS

The Veloce 20 accelerator for the STE uses the enhanced MC68020 processor along with a 32 bit Tos 2.06 operating system. The accelerator fits inside a standard STE case along with the optional IDEal hard drive interface for the complete system upgrade. A switch is provided to allow the STE to use its 68000 processor for total software compatibility. The TOS 2.06 operating system is used whichever processor is selected.

The system is available as a DIY kit with full instructions and telephone technical support or take advantage of our low fitting charge of £15.00.

VELOCE 20-16 Accelerator..... £99.00  
 VELOCE 20-24 Accelerator..... £129.00  
 VELOCE 20-16 & IDE interface..... £145.00  
 VELOCE 20-24 & IDE interface..... £175.00  
 VELOCE 20-16 IDE I/F & 160MB drive £199.00  
 VELOCE 20-24 IDE I/F & 160MB drive £229.00  
 Other drive capacities are available please call.

### 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 & I/F £109.00  
 340MB INTERNAL 2.5" Drive & I/F £145.00  
 720MB INTERNAL 2.5" Drive & I/F £174.00  
 1GB 3.5" DRIVE & I/F £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.....£149.00      200MB.....£179.00      540MB.....£222.00

### HI RESOLUTION 14" MONO MONITORS

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

WITHOUT SOUND

£94.00

WITH SOUND (STEREO ON STE)

£109.00

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

# ATARI MEMORY

## STe / Mega STe

1/2meg.....	£10.00
2meg.....	£25.00
4meg.....	£49.00

## STFM MARPET

1/2meg.....	£36.00
2meg.....	£55.00
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.

## NEW 57,600 BAUD SERIAL PORT UPGRADE FOR ALL ST MACHINES.

DIY FITTING WITH FULL INSTRUCTIONS £20.00

IF SUPPLIED WITH MODEM AS BELOW £15.00

**T.U.S. 33,600 VOICE, DATA, FAX  
MODEM.....£79.00**

**T.U.S. 57,600 VOICE, DATA, FAX  
MODEM..... £99.00**

BABT APPROVED WITH 'CE' MARKINGS, COMPLETE WITH CABLES AND SOFTWARE FOR BULLETIN BOARD ACCESS.

## 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.

**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 compatibility. 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

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.....£49.00**

**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.

**37 CROSSALL STREET, MACCLESFIELD.  
CHESHIRE. SK11 6QF**

**MONDAY - FRIDAY 9:00AM - 6:00PM SATURDAY 9:00AM - 12:30PM  
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

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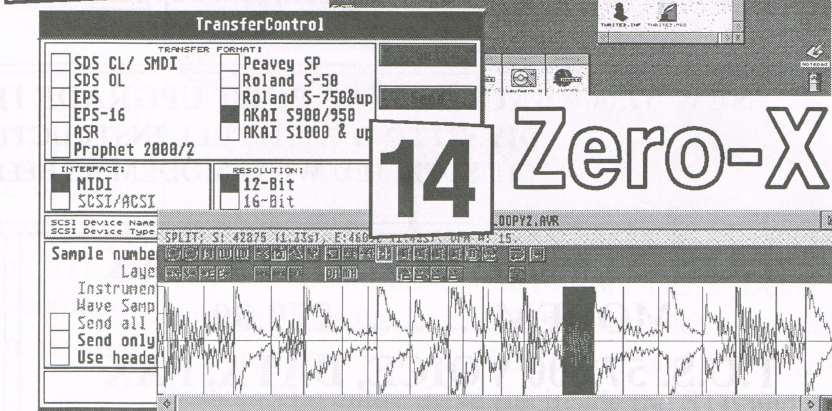
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# Dream-Desktops

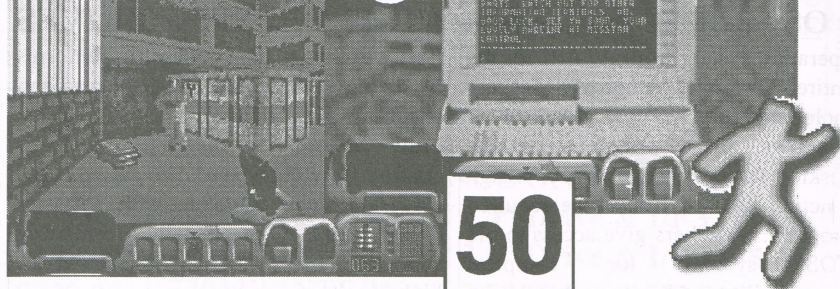
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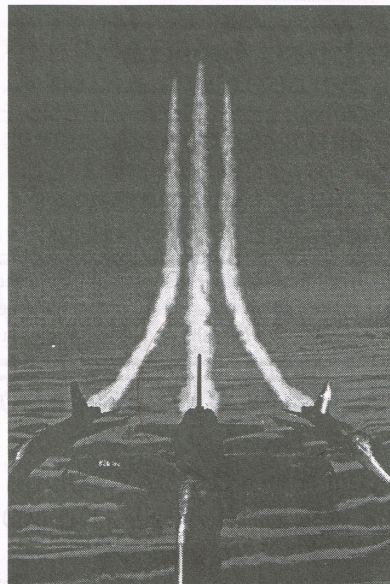
Zero-X

# Running



50

## ABOUT THE COVER



**Atari Arrows!**

The basic jet shape was created in MacroMedia Extreme 3D on a Pentium PC. No texture mapping was used with only a basic camouflage colour mapped to the aircraft body.

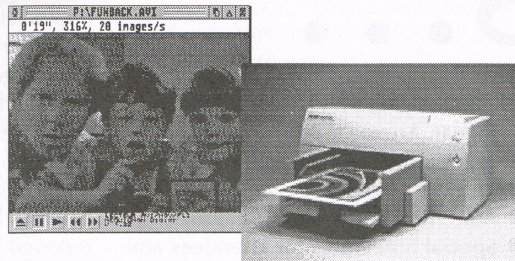
The jet was duplicated and re-positioned to create the other planes and the image was rendered as a 32-bit PNG file, including an alpha channel to mask out the plain white background. A royalty-free image was used as the basis for the cloudy sky at sunset and scaled to fit. The sky above the clouds didn't leave space for the logos and text so the Photoshop gradient tool was used to sample colours from the clouds to create the graduated backdrop and this was blended into the clouds by hand using layer masks. The airbrush tools were used to create the exhaust trails again using layer masks to blend it into the sky.

Detail was added on the aircraft by hand, including the small contrails on the edges of the tail fins to enhance the illusion of speedy movement.

Finally the individual layers were flattened to a single layer and the final image saved. Although this was created on the PC this was primarily for speed reasons and there's no reason a similar image couldn't be created on a Falcon using PhotoLine, Positive Image etc.

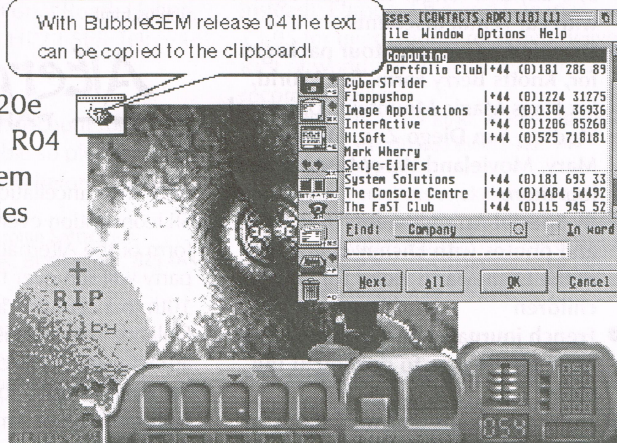
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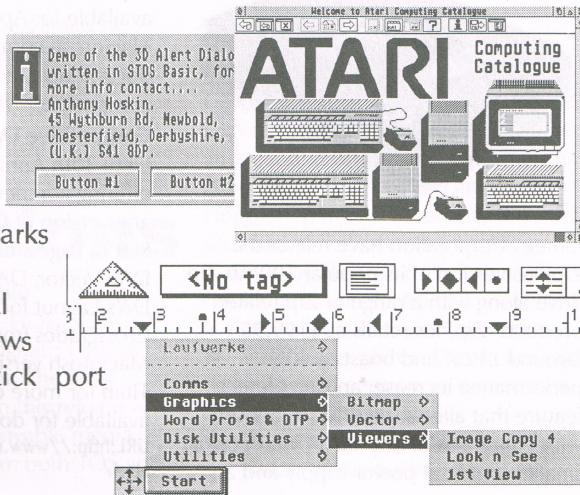
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### Happy New Year!

Sorry we're late - but we're delighted to be here after a combination of body blows.

Whack! The ACG was advised it could no longer continue trading as a club. After lively debate and careful consideration we unanimously voted to close the ACG and allow myself and Mike Kerslake to set up a company to continue producing Atari Computing. The company is called Renegade Publishing Limited and from your perspective nothing changes until you renew your subscription. All existing subscriptions will be honoured along with the money back guarantee. Renewals will be handled as new subscriptions with Renegade Publishing Limited.

Kapow! Our Art editor, Darryl Godsmark, recently completed his studies and found a full time job which sadly means he doesn't have time to layout the magazine. We'd like to take this opportunity to wish Darryl all the best for the future.

Ouch! Steve Llewellyn is so busy with Image Applications he has decided to discontinue the Calamus User pages.

We searched the cloud for a silver lining but all we could find was some soggy old copies of Atari World - but they did give us the idea to resuscitate the CyberStrider Files, originally compiled by digital surfer, Denesh Bhabuta - so we did, welcome back Danny.

Speaking of Atari World (RIP) Vic Lennard once said "We could produce the magazine using Atari software if we go quarterly instead of monthly". We're going to try to prove Vic wrong because this issue, for the first time ever, has been produced almost entirely using Atari software so now all we have to do is get the next issue out on time, easy huh?

For page layout we used Papyrus and DA's Layout, with That's Write and Everest for text creation and Imagecopy to take care of the graphics. We've had to make some layout changes, primarily to accommodate the software we're using, but we couldn't resist the urge to make a few changes and we're looking forward to hearing your views...

Joe Connor

# News...

NEWS

ACC, ATARI WORLD 98, DA'S LAYOUT

ATARI COMPUTING ISSUE 8

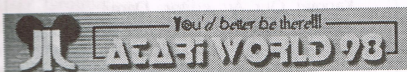
## UK Atari Computing Convention

Following the announcement that Mike Goodman, due to pressure of work, is no longer able to organise UK Atari Shows, **Atari Computing** magazine is hoping to sponsor an event later this year.

We're aiming to make this convention the essential ACCessory to your Atari computing and at this stage we've come up with dozens of ideas to change the format of the shows to encourage everyone to stay all day but we really want to hear your ideas and whether you're likely to attend before we decide whether to go ahead.

Organising such events is extremely hard work and we're only prepared to make the effort if we get enough feedback and encouragement. Please take the time to have your say by completing the survey form on page 11 and returning it to us as soon as possible. It's all too easy to forget or leave it to others but the chances are there won't ever be another UK Atari show if you do that!

## Atari World '98



We're not the only ones planning shows this year. An International Atari Collector/User Show has been set for the summer of 1998 (on a weekend) at the Disneyland Hotel in Anaheim, California, USA. The show is still in the early planning stages, with the organisers still canvassing support and feedback about what you would like to see at the show. The promoter is Rich Tsukiji, who organised the popular ST World Shows. Atari dealers planning to attend include:

- 16/32 Systems (UK)
- Atari Computing magazine (UK)
- B&C Computervisions
- Best Electronics
- Wizztronics
- chro\_MAGIC Software
- Dark Knight Games - Makers of the Blackhawk Joystick for the Jaguar
- Peers of Omaha - offering on-site Atari service and repairs!
- Steve's Software
- Telegames
- Video 61
- Digital Press

## Planned features:

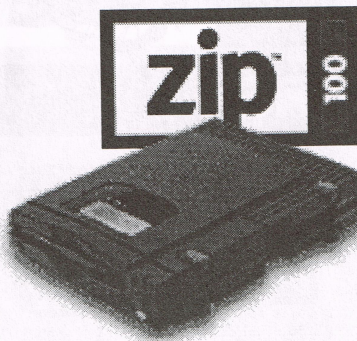
- Atari collectors' buy and sell sections for 2600, 5200, 7800,

400/800, XL/XE, ST/TT/Falcon, Lynx, Jaguar, Arcade machines and printed matter/memorabilia.

- Atari ST Clones
- Atari Midi music show
- Special hotel rates for attendees and their families
- Show Airlines: American, Continental, Delta and United
- 3, 6 day and longer tour packages with car rental discounts
- Discount passes and tour packages for, Knotts Berry Farm, Sea World, Six Flags Magic Mountain, Universal Studios, San Diego Zoo, Queen Mary, Movieland Wax Museum and lots more
- By Special Arrangement: Breakfast and photos with Disney characters at the Disneyland Hotel for your children
- French journalist and film crew will be in attendance to document the show
- Demonstrations and workshops by ex-Atari employees and industry people
- Demos from developers for Atari consoles and computers.

The show cannot take place unless the organisers receive 1,000 survey replies so even if you cannot make the show, please take the time to fill out the survey form on-line at The Atari Gaming Headquarters at:  
<http://www.atarihq.com/>

## ZipPlus from lomega



lomega Corporation have released a ZipPlus version of its popular 100Mb Zip drive along with a range of Zip related products. ZipPlus retails at \$199.95 (around £125) and boasts a 40% performance increase, an AutoDetect feature that allows the drive to be used with either a SCSI or parallel interface, a smaller universal power supply and an

on/off switch. The drive will also be bundled with PC multimedia software, including full versions of Adobe PhotoDeluxe, DataViz's Web Buddy and Digital Arts & Sciences' Image AXS. Neil Snyder, general manager of lomega's Zip after market business said "lomega conducted extensive focus studies with our customers to determine how we could best match their needs" and "ZipPlus has been extremely well received by our distributors and retailers who have previewed the product". The original Zip drive will also remain available.

URL: <http://www.lomega.com/product/zip/zipplus.html>



After the cancellation of this year's SILLconvention event, relief comes in the form of the Alternative Party. This demo party will run over the Easter weekend, 10th to 12th April 1998 in Turku, Finland. The organisers are keen to attract users of obscure hardware and the event is open to all machines except high-end PCs or Amigas - which typically dominate these events. Entry will cost 100 FIM (around £12) for the three day period. There's more information at:  
URL: <http://www.fishpool.com/alternative-party/>  
Or UK mirror at:  
URL: <http://www.users.zetnet.co.uk/arnel/alternative-party/>



## DA's Layout

DA's Layout offers genuine PostScript level 2 output, the ability to use Calamus CFN fonts as well as PostScript Type 1 fonts, excellent vector illustration tools and the ability to share artwork with Calamus! DA's Layout is also now available for Apple Macintosh and Power Macintosh computers and DA's Layout documents are fully 100% cross platform compatible!

## Competitive Upgrades

Until 30th April 1998 Titan Designs are offering competitive upgrades to users of any version of Calamus (v1.09/S/S2/SL/SL95), Pagestream, Didot Professional, DA's Vector, DA's Vector Pro or pre v6.0 DA's Layout for the Atari platform. Crossgrades from the Atari to the Macintosh version are also available. Call Titan for more details. A demo version is available for download from:  
URL: <http://www.compdirect.com/digital-arts/atari/>

# Nemesis

## Nemesis update

Due to increased production costs Nemesis boards have been increased £10 to £69.95 with a discount of £10 to registered APEX users (prices including VAT). Two companies in the UK have been appointed to offer authorised Nemesis upgrades and installation:

- FDC Electronics, Penrhyd, Llanrhuuddlad, Anglesey LL65 5BC Tel: +44 (0)1407 730132
- MJL Insights, 12 Portal Road, Halton, Aylesbury, Bucks HP22 5PR Tel: +44 (0)1296 622400

Carriage is extra and discount for non-EU destinations is available so please contact Titan to confirm details before placing orders.

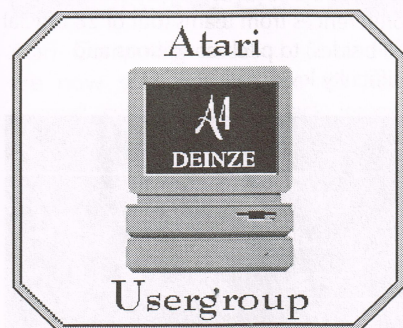
Titan Designs/Black Scorpion Software 6 Witherford Way, Selly Oak, Birmingham, B29 4AX, England

Tel: +44 (0)121 693 6669

Fax: +44 (0)121 414 1630

Email: 100345.2350@compuserve.com

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



The A4 Atari User Group from Deinze in Belgium have re-scheduled their second edition Atari show, originally planned for Saturday 7 and Sunday 8 March 1998, to some time during August or September. For the latest information contact:

Computer vereniging A4 Deinze, Postbus 90, B-9600 Ronse, BELGIUM

Email: saka@stud.rma.ac.be

URL: [http://www.stud.rma.ac.be/popo/148\\_pol/samyn/rechts.htm](http://www.stud.rma.ac.be/popo/148_pol/samyn/rechts.htm)

## System Solutions

### HD Driver 7.12 available

HD-Driver supports IDE/EIDE, SCSI, ZIP, JAZ, EasyFlyer, SylJet, Magneto Optical and Phase Change drives. The most important new feature in this release is the ability to create removable media which are accessible from both TOS and

DOS/Windows without the need for additional software such as Big-DOS or MagiC.

HD Driver 7.1 costs £29.95 including VAT plus P&P or £25.49 plus P&P to overseas customers.

### Upgrade prices

Upgrades from v3/4/5/6 include a new manual. To upgrade, return the original disk and manual and add P&P £ 5.00 from v7.0 to 7.12, £19.95 from HD Driver v3 or v4, £15.00 from HD Driver v5 or v6.

### Package and Posting

UK: £3.95 for recorded delivery (or send suitable sized and stamped envelope instead). Europe, USA and Canada: £3.95 for international recorded delivery. Rest of world: £4.95 for international recorded delivery.

Sales office: 119 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 8RS Tel: +44 (0)181 693 3355 Fax: +44 (0)181 693 6936 Email: info@system-solutions.co.uk URL: [www.system-solutions.co.uk/cafe](http://www.system-solutions.co.uk/cafe)

### ICQ 4 U?

ICQ is internet software which alerts you when other, previously selected users, come on-line. You can then use ICQ to send them messages and chat "IRC style". ICQ versions are available for the PC/Mac and other platforms but there's currently no Atari version. The protocols are owned by Mirabilis but Atari programmer, Christian Andersson, has agreed to write an Atari version if enough people are interested and Mirabilis are agreeable. To campaign for an Atari version email both Mirabilis and Christian today!

Email Mirabilis: etam@icq.com Christian Andersson: faltrion@alfaskop.net

## Floppyshop

Floppyshop have announced exclusive UK distribution rights to the Electronic Cow music software products. These high quality applications for Atari based amateur and professional musicians have gone relatively unnoticed and Floppyshop intend to remedy this situation. A free technical helpline, manned by Electronic Cow, to answer questions about Electronic Cow software is also available. The packages are:

- **MIDI Arpeggiator:** Create arpeggio style mini-sequences or use as a live sequencing tool
- **Sound Chip Synth:** Harness the power of the built-in Atari

soundchip for use in your MIDI compositions

- **Snippet Synth:** Create your own library of extraordinary sounds for Cubase with this granular synthesiser

All Electronic Cow products are available now.

### Positive Image 2

Positive Image 2 is scheduled for release before the end of April, with a Falcon specific CD-ROM, two other CD-ROMs and the re-launch of the Easy Text Professional and Easy Text Pro Vector DTP packages.

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/>

# YesCREW

### YesCREW Beta Party

The biggest ever Atari Party in Slovenia will be held on 14th of March in the town of Maribor in Slovenia. The organisers are still preparing the program of events but there will be plenty to do and see including:

- See Falcons, Jaguars, ST's, 800XL, VCS 7800 and 2600, Lynx's, Portfolio and hopefully a TT.
- Demo, games, art, and music competitions with prizes - Atari Computing has donated a back issue magazine and CD-ROM collection.
- Organised help to registration shareware.
- Presentation explaining how to set up the MiNT system.
- A presentation explaining how to connect Atari machines to the internet.
- Presentations explaining how to use Ataris for music making.
- Presentation of Capy, a YesCREW game release.
- Presentation of BeST, a Croatian Atari disk magazine, put together by the Croatian Atari Team (CAT).

Email: uros.vidovic@guest.arnes.si URL: <http://yescrew.home.ml.org/>

**Don't forget to check out the Shareware and PD news on page 44 in this issue!**

# Atari Times



## 1997 Atari Times Awards The Poll Results:

- **Best Programmer: Tony Greenwood**  
Other nominations: Peter Rottengatter, Alexander Clauss, Anthony Jacques, Doug Little, Mark Wherry, Matthew Bacon, Matthias Jaap, Tat, Thomas Much
- **Best commercial release: CAB 2.5**  
Other Nominations: MagiC, Papyrus 5, Homepage Penguin 2.0pro, TOS2Win
- **Best Shareware release: Running**  
Other Nominations: Thing, Start Me Up, CixComm/CixRead, Conquest of Elysium II, Everest, Freedom, Gemjing, Graoumf Tracker, LED, MPlayer, MIDPLAY, OLGA, PaCifIST, POPWatch, ResourceMaster
- **Best PD/Freeware release: STiNG**  
Other Nominations: HERO 2, Godboy, Aniplayer, Appline, ASCONV, Diamond Ice, HS Modem, KP Flash, Newsie, Okami, XURL
- **Best TOS game: HERO 2**  
Other Nominations: Crown of Creation, Mole Mayhem
- **Best Jaguar game: Iron Soldier II**  
Other Nominations: Tempest 2000, Towers 2
- **Best Demo of 1997: Sonolumineszenz**
- **Best hardware add-on: Nemesis**  
Other Nominations: TUS Internal STE HD, PAK 030, Afterburner 040
- **Best Atari supporting company: Titan Designs**  
Other Nominations: TUS, System Solutions, ASF, ASH, Computer Direct, Falke Verlag, Floppyshop, Goodmans
- **Best non-profit making Atari organisation: STOSSER Software**  
Other Nominations: ACCG, Maggie, Croft Soft, CyberSTrider, InterActive, Portfolio Club, SHAG, WAG
- **Best Disk Magazine: ST+**  
Other Nominations: Maggie, Atari Times, AtariPhile, ATOS

- **Best paper based magazine: Atari Computing**  
Other Nominations: ST Computer/Atari Inside, Dream, ST Magazine
- **Best Atari supporting web page: The Atari Launchpad**  
Other Nominations: STOSSER Software, The Zone, ASH, Elysium, Mille Babic, InterActive, Jo Vandeweghe, STAG, ZMOe COOLeR THAN Yee
- **Best Atari friendly Internet Service Provider: Zetnet**  
Other Nominations: CIX, Pacifier.com
- **Special award for long standing services to the Atari community: Jeff Minter**

For more information contact:

Colin Polonowski, Atari Times, The Croft, Hope Road, Nibley, Bristol, BS17 5JH  
Email: polonowski@zetnet.co.uk  
URL: <http://www.users.zetnet.co.uk/polonowski/atimes/>

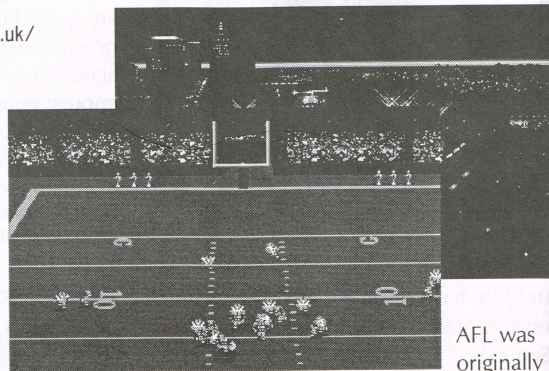
### HiSoft BASIC User Group

With the lack of open support for HiSoft BASIC in the Public Domain and on the WWW, Matthew Bacon and Paul Jones have created the HiSoft BASIC User Group. The HiSoft BASIC User Group provides programmers from all over the world with a forum in which they can discuss any HiSoft BASIC/Atari problems or ideas they may have and share source code and experience. To give you an idea of the range of topics discussed, they have included, how to program BubbleGEM, print using SpeedoGDOS, use OLGA and AV protocols, use NetWorld extensions etc. A web site is currently being developed at: [www.kingston.ac.uk/~k964101/hbasic.ht](http://www.kingston.ac.uk/~k964101/hbasic.ht) where you can find out information on the User Group/Forum, its members and download some excellent source code! You can join the forum by either email or by post. If you have access to email, all you have to do is send an email to:

majordomo@spodden.zetnet.co.uk with the message of "subscribe hisoft-basic" or send a SAE and disk to: HB User Group, 49 Douglas Road, Surbiton, Surrey, KT6 7RZ. If you would like further information, or can contribute information/source code, contact Matthew Bacon (at the address above) or Paul Jones:  
Email: k964101@kingston.ac.uk  
Email: paulat.jones@zetnet.co.uk



Redzone American Football is a tuned-up version of the STE game AFL Pro Football which quietly slipped onto the scene last year. If you haven't seen this, it's a detailed simulation featuring realistic player movement and fine control, various tactics options, sampled sound, sumptuous graphics and a great pan-and-zoom 3D rendering of the pitch. One or two players may participate in one-off games right up to a full season culminating in the Superbowl, and there are lots of customisable preferences from teams (out of 28 official NFL sides) to pitch conditions and difficulty level.



AFL was originally intended

to be a commercial release but as the programmer, Brendan O'Brien, works alone (even doing the graphics) by the time it was ready the games market had been taken over by consoles and PCs. Not one to waste a large effort, he had the good sense to release it as shareware and now, a renewed interest and supply of ideas has sparked redevelopment.

Redzone attempts to thrash the hardware even more with improved player intelligence, more sound effects, higher frame update and larger playfield than AFL. Hopefully the finished game will have a customisable league table too, so it doesn't become outdated like AFL. Definitely one to look out for. Stay tuned for more info! ☺

# ATARI COMPUTING OFFERS

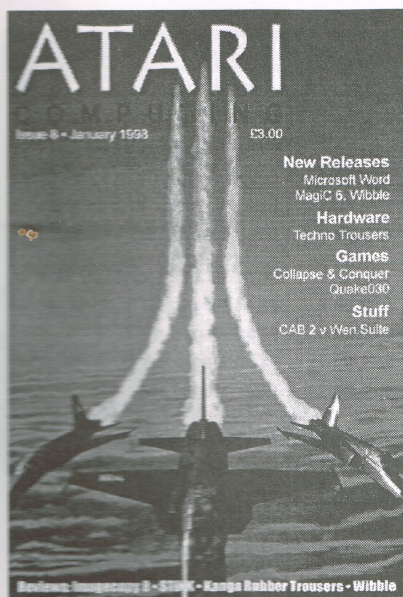
Keep an eye on this page for the latest essential accessories for you and your machine. There's plenty to choose from and with Christmas 98 just around the corner don't leave your purchases until the last minute!

## DUST COVERS

We can't imagine anyone leaving their machines unused long enough to gather dust but if you have to leave your ST, STe or Falcon unattended why not keep it tucked up in one of our dust covers which cost £2.99 including UK

## BACK ISSUES

Atari Computing Issues 1, 2 and 3 are now sold out but we do have a small stock of other back issues so get them while we've still got them! Each magazine costs £3.00 including UK delivery.



**Order form  
overleaf!**

## READER DISKS

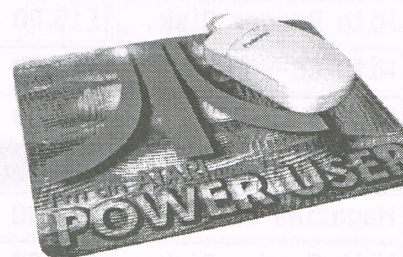
Individual Reader Disks are available separately from the magazine. Each disk includes software exclusive to Atari Computing which is not available anywhere else.

We also have a Specialist HiSoft BASIC Reader Disk compiled by Paul Jones, to accompany the tutorials.

All issues are available and cost £2.50 each including UK delivery.

## MOUSE MATS

Atari Power User and proud of it! Get one of these top quality mousemats then. These slimline mouse mats are 3mm thick featuring a smooth hard surface and non-slip base. They cost just £4.99 including UK delivery.



## CULT ATARI T-SHIRTS

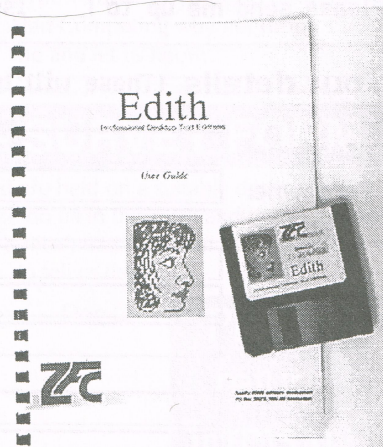
Thanks to the seventies revival the Atari logo is popular once again. We now have stock of new sexy and trendy Atari T-Shirts featuring the famous Atari fuji logo in silver relief. They're black, 100% cotton, unisex and one size fits all. Atari Computing readers can obtain these essential fashion statements for just £8.99 including UK delivery.



## EDITH PRO

Following the 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 delivery.

Read all about this excellent program in the Giant text editor review in AC#4 where it received a sparkling review.



## STRATOS CD-ROM

These are only available to Atari Computing subscribers and cost £3.00 including UK delivery. Only 1 copy per issue per subscriber may be purchased!

Each STRaTOS issue includes Atari Computing articles and Reader Disk contents along with the STRaTOS French magazine in HTML format and a collection of international software compiled by STRaTOS.



READER OFFERS

ATARI COMPUTING • ISSUE 8 6

Location	UK	Europe	Zone 1	Zone 2
<b>One time evaluation copy</b>				
Magazine only	£3.00	£3.50	£4.00	£5.00
With Reader Disk	£5.00	£5.50	£6.00	£7.00
With CD-ROM	£5.00	£5.50	£6.00	£7.00
Disk & CD-ROM	£7.00	£7.50	£8.00	£9.00
<b>Three issue subscription</b>				
Magazine only	£9.00	£11.50	£12.00	£13.00
With Reader Disk	£15.00	£17.50	£18.00	£19.00
With CD-ROM	£15.00	£17.50	£18.00	£19.00
Disk & CD-ROM	£17.00	£19.50	£20.00	£21.00
<b>Six Issue subscription</b>				
Magazine only	£18.00	£23.00	£24.00	£26.00
With Reader Disk	£30.00	£35.00	£36.00	£38.00
With CD-ROM	£30.00	£35.00	£36.00	£38.00
Disk & CD-ROM	£32.00	£37.00	£38.00	£40.00

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- ☐ With Reader Disk
- ☐ With CD-ROM

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## THE SMALL PRINT!

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All prices include packing and delivery. The CD-ROM is only available to Atari Computing magazine subscribers.

Each CD-ROM usually includes:

- Reader Disk contents of the previous Atari Computing issue.
- HTML versions of the previous issue of Atari Computing and current STraTOS issue (in French).
- Collection of international shareware compiled by STraTOS.

### UK payment methods:

Cash, cheque or Postal Order

### European payment methods:

Sterling EuroCheque

Post Office payment (GIRO)

### Rest of world payment methods:

Post Office payment (GIRO)

International money order (available from most banks).

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## READER OFFERS

Cost Qty Description

- £ 8.99 ☐ Atari T-Shirt
- £12.50 ☐ Edith Pro Manual + Disk
- £ 4.99 ☐ Atari Power User mousemat
- £ 2.50 ☐ HiSoft BASIC Reader Disk
- £ 2.99 ☐ Dust cover [ST/STe/Falcon]

AC#1 AC#2 AC#3 SOLD OUT!

- £ 3.00 ☐ AC#4 Magazine
- £ 3.00 ☐ AC#5 Magazine
- £ 3.00 ☐ AC#6 Magazine
- £ 3.00 ☐ AC#7 Magazine

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- £ 1.00 ☐ Add for non-UK delivery  
(Except subscription orders)

# LetTers

## Free lunch?

I've just renewed my subscription for another 6 issues, all I can say is that I am really pleased with the mag and keep up the good work. One thing I have noticed though, in other magazines subscribing to X many mags in advance will save you money or you get a freebie or something, whereas it just stays the same and the only benefit I can see is that you save 26p for a stamp when renewal time comes around again.

At first I was a little sceptical about subscribing to a magazine that is only black and white, but upon seeing the first issue I was really impressed to see what you have done with it, and I really like the layout too.

Congratulations on such a great magazine, one that should be classed with the greats like AV, STF and AU.

In a world without walls and fences who needs Windows and Gates?

*Kevin, via email*

Many thanks for the praise, I hope the layout changes meet with your approval, please do let us know. We'd love to compete with some of the offers made by glossy news stand publications but we're running Atari Computing as an enthusiasts magazine



on a tight budget. Since AC#1 we've already absorbed several price increases in disks, paper and printing to keep the price at £3.00, Unfortunately our production costs have

risen again and sadly we have to increase the cover price by 50p to £3.50 starting NEXT issue.

This advance warning gives everyone an opportunity to avoid the price rise by topping up any existing subscription now. As an added incentive we'll throw in an Atari ST/Ste dust cover, which normally sells for £2.99 (while stocks last) absolutely FREE!

## Mainstream matters

In the Commit to memory article in AC#3 Xav concludes it's good news for Atari users that the price of peripherals such as modems, printers, scanners, hard drives, CD-ROM players, and so on continues to plunge.

Could you please explain in detail how we can take advantage of these peripherals using Atari machines? There are plenty of PC suppliers in my area but when I mention Atari no one wants to know or offer advice!

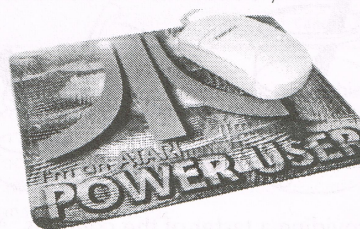
I know I can get my computer repaired by several of the advertisers in Atari Computing but what about publishing the names and addresses of companies who can repair these standard peripherals?

*Barry Jones, Derby*

We have deliberately avoided articles covering "standard" peripherals. and decided to focus on Atari specific articles. When we launched most printers and modems would work out of the box with Atari machines but the goal posts have moved so starting this issue we've decided to address this situation with coverage of the popular Hewlett Packard 690C printer and Motorola Bitsurfer modem. We're interested to know which peripherals you would like covered and from anyone successfully using scanners, digital cameras, photo-realistic printers etc. Please let us know which peripherals you're using and we'll put together a compatibility list for publication.

## THANKS GORDON!

We recently received a letter from Gordon Stott in Coventry enclosing a photocopy of his letter published in January/February issue of Keyboard Player magazine. This is exactly the kind of publicity we're looking for so we've sent him one of our Atari Power User mouse mats as a thank you.



If you've done anything to promote Atari Computing why not drop us a line and let us know...

## PROPOSED UK 1998 ATARI SHOW/S - SURVEY FORM

This is your chance to make sure that the proposed UK Atari Show/s actually happen and are held on a suitable date and at a suitable venue, and feature attractions of interest to the vast majority of Atari users. Please do fill in this form and return it to us at the address below (photocopies or just a quick list of your preferences on the back of a nice picture postcard or sealed down envelope are quite acceptable as well!). If you have any comments or ideas, then please do tell us them!

When is your preferred month:

Sept ☐ Oct ☐ Nov ☐ Dec ☐

Preferred day:

Saturday ☐ Sunday ☐

Preferred location:

Birmingham ☐ London ☐

Method of transport:

Car/MCcycle ☐ Bus ☐ Train ☐

What admission price would you pay:

£3.00 ☐ £4.00 ☐ £5.00 ☐

What would you like to see at the Show:

Product demos ☐ Tutorials ☐ Sales stands ☐ Help areas ☐

What is your main interest:

DTP/WP ☐ Midi/Music ☐ Graphics ☐ Comms ☐

Where will you be travelling from?

Nearest city/town:.....

Your name and any ideas & comments:

Please  
return  
forms by  
14 March

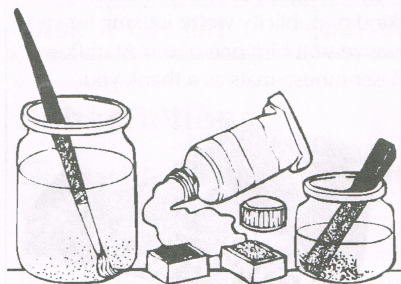
Please send completed forms to: Mike Kerslake, 1998 Atari Show, 42 Larch Hill, Handsworth, Sheffield, S9 4AJ, UK or email your answers and comments to: [mike@ataricomputing.com](mailto:mike@ataricomputing.com)

# Vector Art '97

**Man overboard! Shiuming Lai drowns in a sea of clip art...**

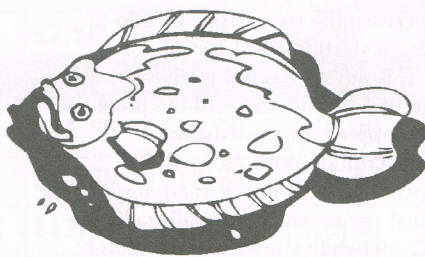
Floppyshop is very excited about its latest DTP product, a collection of over 400 clip art images in Calamus Vector Graphic (CVG) format produced by John Weller. Particular emphasis is placed on the effort expended on each and every one of the images, mostly vectorised from high resolution bitmap scans. So without further ado, let's see if it lives up to its marketing blurb.

First impressions of Vector Art '97 are promising - it comes on six floppy disks, neatly packaged in a plastic wallet with a card insert



providing a taster of the contents. All of the files are stored uncompressed, ready to use, and each disk is organised clearly under meaningful folder names - a breeze to browse.

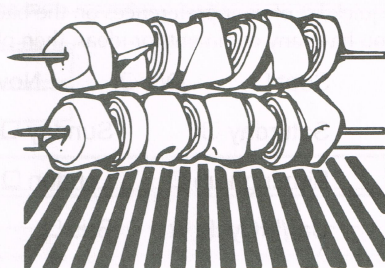
I viewed most of the images using the Calamus Vector Graphic (CVG) import option in Kandinsky v2.5. Most of the images loaded perfectly but there were a few problem files which Kandinsky rejected. Happily these loaded into Calamus and Arabesque Professional so there's nothing wrong with the files on the disk. It was an extremely lengthy process trawling through all the files. Each



of the disks includes a listing of the diverse topics covered and since it fills over two sides of A4 in ASCII I won't repeat it here! Suffice to say, just about every imaginable topic and a few you won't have thought of are included.

**The actual quality of the images is commendable - even at 800% magnification...**

The actual quality of the images is commendable - even at 800% magnification they don't show the kind of poor continuity which characterises much of the clip art floating around the internet. There is a notable amount of raggedness, but only in areas of dense detail. Overall the construction of the lines and shapes is of a very high standard - as you can see from the examples included on this page.



The style used to create each clip is almost as varied as the subjects, with bold, carefree dashing strokes for cartoon-type images and more delicate, refined forms for the subtle decorative clips. I noticed a handful of the images were simply converted from existing vector images, like some of the examples from XChange, Arabesque and Easy Draw - naughty!

A few clips left me wondering why they had been included, for example, there's an Atari ST (allegedly) which is almost comical in its crude, hand-constructed from scratch appearance. Another series of clips showing ballerinas exhibits all the grace and elegance of a hippopotamus!

Creating a large collection of clip art like this is one of the most mind-numbing activities I can imagine undertaking on a computer and the actual result depends entirely on the judgement of the user. In this case, we have a collection put together by someone who obviously knows what he is doing and with enough patience to see the job through to conclusion.

Overall, the collection is a useful purchase for DTPers of all levels, despite a small proportion of questionable efforts. ☺



## VECTOR ART '97

### Publisher

Floppyshop  
PO Box 273, Aberdeen, AB15 8GJ  
Contact: +44 (0)1224 312756  
Cost: £10.00 + P&P (£1.00 UK, £2.00 EU, £3.00 ROW)

### Requires

Any application capable of reading CVG format files

### Pros

Great variety and generally very good quality...

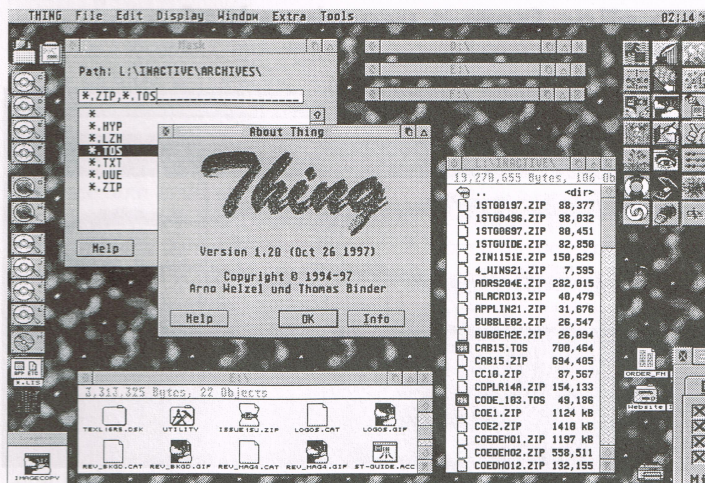
### Cons

Overall impression marred by some downright shabby images

**81%**

# Groove Thing

Kevin Beardsworth takes a look at Thing v1.20e...



Thing v1.20 was recently released in Germany. The English version is available to registered users while the translation is completed by InterActive/TransAction.

Thing has always offered a well designed interface with lots of powerful features and the best AV server capability available. This latest release sees a host of new features, improvements and bugfixes which place Thing in a different league to the desktops we reviewed back in AC2.

displayed in mono and ST medium resolution.

The Setup menu option includes a new window management dialog which offers near total control over how windows are displayed on screen. Like some other desktops, we already take Thing's real-time scrolling and auto-resizing abilities for granted but the options in this dialog are ground breaking. Are you fed up having windows open over your icons? No problem, windows can be set to avoid them. Do overlapping windows annoy you? No problem, windows can be configured to avoid each other! Used together these options will intelligently open windows on the desktop until there's no more room - at which point Thing has one final trick up its sleeve! Optionally,

a ghost window outline is displayed ready to be positioned interactively using the mouse.

These three features have revolutionised the way I use my desktop - no more careful positioning and saving all my window positions, now I just leave Thing to it! An option to auto re-arrange all the open windows (like Everest and Imagecopy) is still on my wish list but hey, I'm not complaining!

Window backgrounds can now display background patterns, in addition to a solid colour, which is one step nearer the concept of "desktop themes", popular on Wintel machines.

If you use long filenames under Thing v1.09 you may have noticed Thing didn't handle the space character, this limitation has been removed, which further enhances cross platform compatibility.

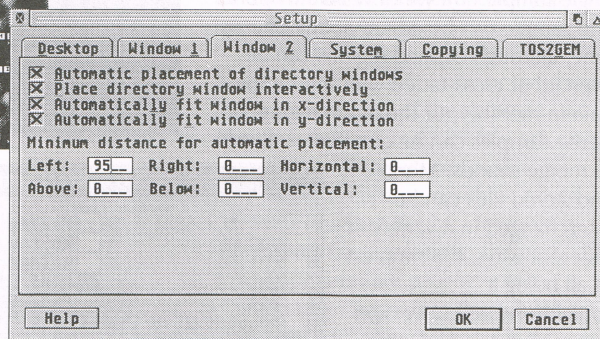
Do you ever run out of memory loading large images or application? Under single TOS

is the new 3D-look designed by Dirk Klemmt. If you prefer the original look 'n feel you can turn the 3D look off and enjoy the clean white dialogs

one way to claw back some memory was to unload the desktop from memory. This is now also possible when multitasking which may save you the hassle of rebooting to free up some memory.

Thing, via the Mask dialog, already offers excellent control over which files are displayed in windows. It's now possible to specify which files NOT to display using the tilde "~" character. For example, "~\*.BAK" displays everything apart from backup files.

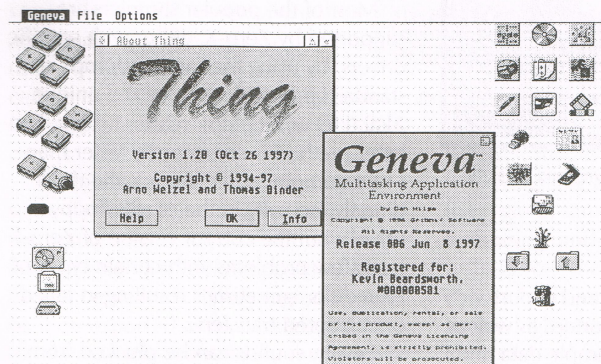
Groups gain the ability to automatically



close their window after opening a file which saves some mouse legwork. Even better, files can be cut, copy and pasted between windows, using the usual keyboard shortcuts or menu entries, which makes file management a breeze.

Unfortunately the old key routines have been hacked so Thomas was forced to spend time programming new, stronger, routines and unfortunately means existing keys will not work with this release.

The registration cost has increased to DM 30 (£16 via InterActive) and there's an upgrade fee of DM 15 (£6 via InterActive) for a new key. The extra features more than justify the upgrade fee, but I can't help feeling honest users are paying the price for the illegal activities of a few pirates. ☹



## Special relationship?

Finally Thing and Geneva work together! For the first time since Geneva was launched there's now a serious alternative to NeoDesk. To install Thing with Geneva all you need to do is add an environmental variable and shell entry to Geneva's GEM.CNF file using any ASCII text editor (Everest, qed, Steno etc):

```
# GEM.CNF: written by
INSTALL.PR
setenv THINGDIR=C:\THING
(or your path to Thing)
<Other setenv entries here>
shell C:\THING\THING.APP
(or your path to Thing)
# end of GEM.CNF
```

If you're running a sixteen colour resolution or higher the most obvious change

## THING v1.20

### Developer

Thomas Binder  
Email: binder@rbg.informatik.th-darmstadt.de

### UK support: InterActive

Contact: +44 (0)1206 852602  
Email: support@inactive.cix.co.uk  
URL: <http://www.cix.co.uk/~inactive/>

Cost: £16, upgrades: £6 including P&P

Requires: All Ataris with 1Mb memory minimum

Pros: Works with Geneva 006, reliable, consistent user interface

Cons: Icon Manager still hasn't been updated

91%

# Zero-X v2.0

**Sample editors are the bread and butter for electronic musicians, Danny McAleer reckons Zero-X is a slice from a premium loaf....**

Zero-X is feature packed with support for hardware specifics (the Falcon in particular is well catered for), as well as an endearing longevity that has to be admired. This latest version is the first upgrade that isn't free, but then again, there's so much more to explore.

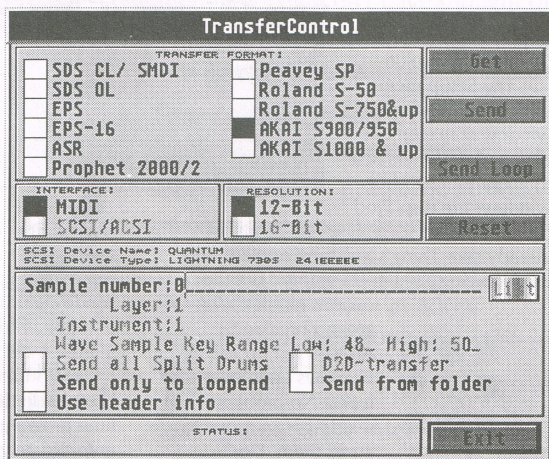
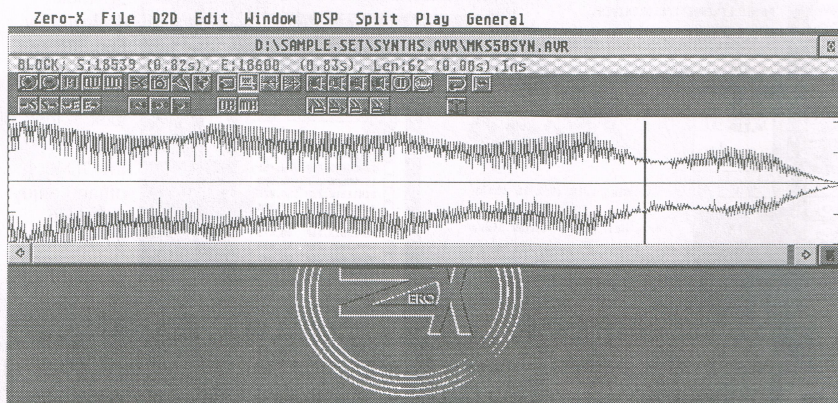
Zero-X's interface is based around a single sample edit window. As such, only one sample can be edited at any one time, although clipped regions can be overlaid or cross-faded with the sample data in memory; or the right channel of stereo samples can be creatively utilised to merge sounds. Mono and stereo files can be interchanged in a variety of different ways, the simplest of all being a straightforward conversion between mono and stereo. This function actually throws away one channel (the one used as a scratch pad); for combining the two channels, there's a separate merge-to-mono option.

All of the editing tools are sensibly grouped into menus, whilst above the sample view (which can be toggled between two different draw modes) there is an additional set of miniature quick function buttons. These cryptic icons can be deciphered using the useful help text that appears in the top right hand corner of the menu bar.

Amongst these buttons are the play modes, of which there are four: play all, play loop, play block, and play clipboard. Play back of samples in whole or part can be played back either from memory, or even from disk.

Playback quality varies considerably between machine types:

- Falcon owners get the comfy chair of 16-bit stereo with plenty of internal and external (with an FDI attached) clock frequencies
- STe/TT owners have a more practical wooden seat with 8-bit stereo DMA and four playback frequencies (6.25, 12.5, 25, and 50KHz)
- ST owners have to sit on the floor - there's no audio playback whatsoever.



▲ Set up your sample dump, and then take a weekend break to Paris while it sends your sound to the sampler

## Ins and outs...

A broad range of import and export sample formats are supported, as well as the facility to load raw sample data and MOD files. Standard sample types include AVR, WAV, DVSM (WinRec format), TKS (DAME format), AIFF, and Sound Designer. As well as load and save, Zero-X has a batch converter that can transform individual or entire folders full of samples from one type to another without having to load them into the editor.

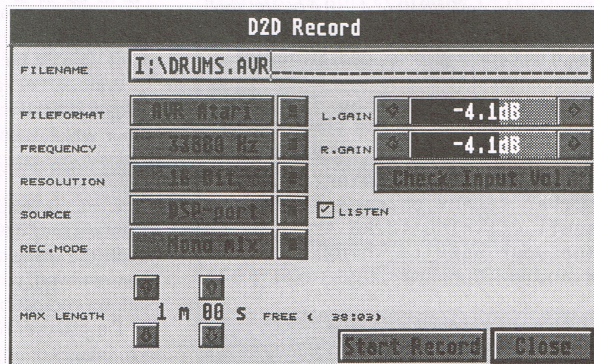
Sounds can also be dumped from and to external MIDI samplers, using either a MIDI or SCSI connection. SCSI dump is best suited to

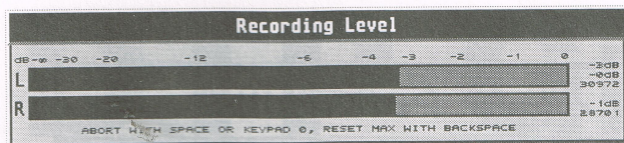
► Usefully Zero-X displays the amount of time left to record on the hard disk

the TT or Falcon, but it does work with a device connected to an ST via a host adapter. According to the manual, the adapters that successfully performed a SCSI sample dump were: Toplink I (not version II), and the ICD Link II. When dumping a sample, a dialog box appears estimating the time it will take to transfer the file, so you can wander off and do something more constructive than staring at a busy bee while it works.

Most of the popular samplers are supported by Zero-X, either with specific drivers, by using the sample dump standard protocol, or using the unique Akai (HD or DD) disk reader facility. The latter method is enormously faster than MIDI dumping since it reads the disks directly (actually in the Atari's floppy drive!), but the current version of Zero-X has a few problems with certain types of Akai disks, sometimes resulting in failed or corrupted transfers.

Finally, sounds can be plucked from the outside world, via Zero-X's direct-to-disk recording feature, and either the Falcon's own A/D input or a device connected to the DSP port (an FDI or analogue audio expander). Recordings can be made in stereo or mono, the latter using either channel or





producing a mono mix of the two signals. There are various options for setting up a recording, including a control for input gain and the sampling time and frequency. Measurements for gain and attenuation are made in decibels, and peak values are stored for reference both as dB and as a numeric value (where 32,768 is the maximum amplitude for a signed 16-bit sample), and displayed in graphic form on a meter bar. Overload and optimal messages also flash when these respective targets are met.

### Twiddly bits

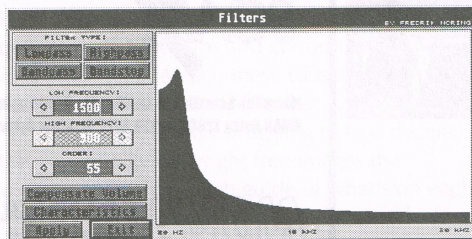
One of Zero-X's most creative tools is a "drum split" mode which automatically splices a drum loop (or indeed any musical or spoken word passage) into individual slices. How the split points are chosen is dependent on the method employed: "gating" or "beat slices" (dividing into even note lengths, such as quavers or semi-quavers). The second option requires the tempo and time signature to be set, although this can be automatically calculated. Split points occur in the sample in "gated" mode where the amplitude falls below a user-definable threshold for a certain duration, making it really useful for extracting individual sounds or events.

Once the sample is chopped up, some flexibility in editing the positions of the markers is afforded, albeit only in the form of insert and deleting points (they cannot be moved). These segments can be then exported as individual samples (or alternatively sequentially dumped via MIDI) alongside a MIDI file of the pattern, so then drum loop can re-appear in your chosen sequencer in any manifestation you'd care to try out.

There are plenty of more conventional sample editing tools too, within the DSP and Edit menus. Digital noise-gate, and smart cut are two such gadgets designed for clearing up your sampling messes. The former analyses the start portion of the sample and, depending on the threshold set up in the drum split, removes any sample data quieter than the cut-off value. Smart cut removes any dead space at the start and end of the sample.

Rich chorussed stereo sounds can be created from mono sounds using either the detune or phase shift tools. Zero-X does this by copying the processed

version of the sample onto the right audio channel, although of course it is still possible to apply the effect to itself, keeping the sample in mono. Detuning can achieve some astounding results, although since the setting is somewhat arbitrary, experimentation is often the best course of action. Phase shifting creates a second channel of audio that is offset by a variable number of sample points with the original sound. The result again is a thickening of the sample; furthermore, some interesting phase cancellation and shifting effects can be created by summing the two phased channels onto one mono channel. Other editing tools include a fairly decent digital delay, fade in and out (three



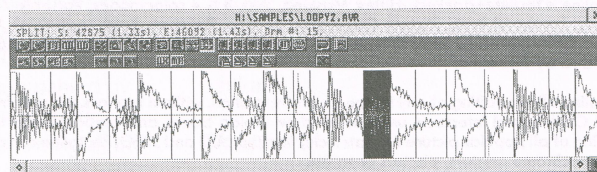
▲ Ruthlessly alter your samples with the filter section

different shapes - linear, or exponential, with weighting at the start and finish of the region), sample reverse, gain, volume optimising, and a selection of filters.

In Zero-X the range of filters to choose from is quite broad, from a simple high-pass, through an LI (linear interpolation) filter, to a selection of user-configurable filters. The LI-filter is slightly different in that it's actually a tool for joining the two outer points of a marked region with a straight line; thus its purpose is more for fixing glitches or other anomalies that often sit amongst the audio ripples, than for filtering in the traditional sense of the word.

The user-editable filters comprise low and high-pass (with a control for the cut-off frequency), and band-stop and band-pass (with two settings for specifying the bandwidth of the filter) varieties. A second control also exists labelled 'order', and this dictates the rate of the cut-off slope. Here, lower values produce a slower rate of decline, and larger values, create both steeper slopes and, with even higher values, resonant bumps at the cut-off point. Additionally,

▲ Audition your analogue input before eating up vast amounts of hard disk space



▲ Zero-X makes a great job of carving up drum loops, but do not ask it to do Sunday lunch!

paying, but there were one or two bugs in the review copy of the software (the Akai disk reader's inability to work on occasions, and sometimes audio playback was corrupted) which raised a certain amount of doubt. However, as the authors have proved in the past, minor upgrades are prolific and it shouldn't be long before these bugs are eradicated; still as it is, Zero-X is a creative, handy, and very exciting program. ☺

## ZERO-X

### Publisher:

Copson Data

### UK Distributor:

System Solutions  
Contact

Tel: +44 (0)181 693 3355

Fax: +44 (0)181 693 6936

Email: info-software@system-solutions.co.uk

URL: www.system.solutions.co.uk/cafe/

**Cost:** £169, or £49 to upgrade from version 1.x

### Requires

Any Atari with 1Mb of memory running 640x400 resolution (ST-high) or higher. Playback requires STe/TT or Falcon.

### Pros

Excellent features including the Drum split mode and filters section. MIDI sample dump has plenty of support for other non-SDS compatible devices.

### Cons

Akai disk reader doesn't work properly sometimes. No playback on ST machines.

79%

Check out our New Lower Prices!!!

## PHOTOLINE

Photoline is "THE" program that all ATARI users have been waiting for. Photoline is a powerful & professional, truly 24bit image editing software which includes BITMAP and VECTOR toolsets. Photoline works on any ATARI machine with at least 1MB of RAM, and all ATARI compatible operating systems, including Magic 4 and MagicMac.

Photoline is feature-packed: Filters, Masking, Text, 3 & 4 color modes, Variable Zoom, Intensity Setting, Freehand lasso, Picture Conversion, Scaling, Rotation, Brush (editable), Water-paint, Stamp, Color picker, 3D Surface Projection, Distortion, Drag & Drop, ... are just some of the features provided by Photoline.

Photoline allows editing of any image on any resolution, without any loss. It is user friendly, thanks to its GEM based interface, using in-window dialog boxes and keyboard shortcuts. It allows loading of all popular picture formats including PhotoCD and JPEG. Photoline can output to color or monochrome printers, plotters or to file.

## ATARI CD MASTER

### ATARI CD MASTER

ATARI CD MASTER is a compilation of series of drivers for popular IBM PC CD-ROMS. Most of the drivers share the following features:

- Fully multi-tasking, with a friendly user interface
- window interface (The Most recent drivers are fully 3D/color with Flying dialogue boxes)
- Pictures are viewable, in a window, in 2, 16 color, 256 color modes including on graphics cards and the Falcon
- Sound support, if applicable
- Powerful search features, with "narrow down" option.
- Multiple text windows
- Save, print, ....

ATARI CD MASTER supports the following CD-ROMS:

#### ATARI CD MASTER VOLUME 1:

- 1- TIME ALMANAC OF 1995
- 2- TIME ALMANAC OF THE 1990'S (89-94),
- 3-TIME ALMANAC 1994 REFERENCE EDITION,
- 4- UFO I OR UFO II,
- 5- SPACE MISSIONS,
- 6- 1995 AUTO ALMANAC,
- 7- MPC WIZARD V2.

ALSO INCLUDED WITH THIS PACKAGE IS AUDIO CD MASTER V4.

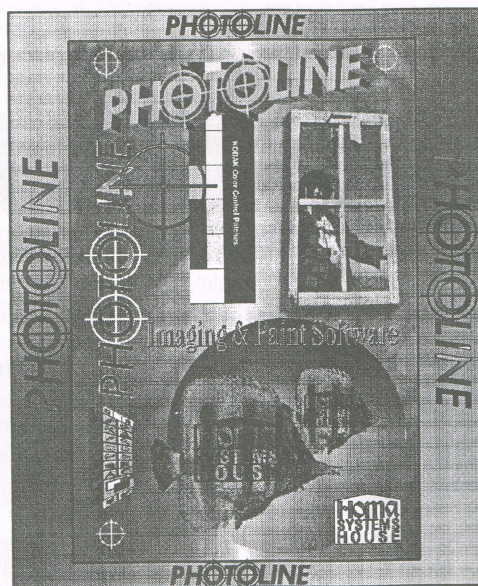
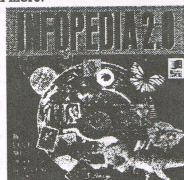
#### ATARI CD MASTER VOLUME 2:

##### HEALTH PACK:

- 1- Total Health, Body and Mind  
is a complete anatomy and physiology reference with pictures, animations, glossary, ...
- 2- PharmAssist is a complete guide to over 7000 generic and brand drugs. It is a comprehensive, information packed CD-ROM: Gives you complete details on how to take a drug, when to take it, what happens when you forget, overdose, alerts, ... contains sections on First aid, abused drugs, drug classes and much more.

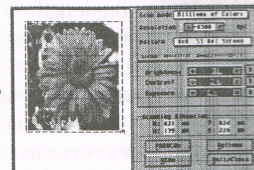
#### ATARI CD MASTER, INFOPEdia V2

- encyclopedia driver, which is the latest addition to ATARI CD MASTER.  
InfopeDia v2 is the 1997 edition of the 26 volume NEW Funk & Wagnalls complete encyclopedia with over 26000 articles, 8000 sound and picture clips, hypertext type linking, complete searching tools, ...



## SCAX

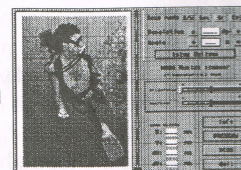
MicroTek ScanMaker E3/E8/35+ Scanner Driver  
UMAX Astra 1200S/VISTA S12E Scanner Driver



## NOVA SCANNER DRIVERS

HP IICX, 3C, 4P/C, 5P Scanner Driver  
Mustek Paragon 6000/12000CX, 600/1200 SP/SP II Scanner Driver

These scanner drivers support the full capabilities of the above flatbed scanners, including up to 2400 dpi scanning, and up to 24 bit color (LineArt, Halftone, grey, and 24 bit).  
They have a fully configurable prescan window, brightness and contrast setting, gamma correction, scaling, inverting, and much more. The drivers run as a stand alone program or accessory and can be used to scan directly into programs via GDPS (such as Photoline, Pixart)



ScanX is also available in PRO version  
PRO version offers Calibration, Printing PhotoCopying, Zooming on PreScans, Gamma Correction, Image Editing tools, ...  
Please Call for more information and upgrades.

## PRICE LIST

### HOT DEALS ON NOVA CARDS: (DIRECT FROM THE DISTRIBUTORS)

	CND\$	US\$
Nova Plus 64 II (2MB DRAM) Falcon Only	449.00	319.00 (Reg 699 CDN\$)

The above card, with 2MB of RAM offers 16.8M colors in 800x600, 65K in 1024x768 and 1280x1024 in 256 colors, using an ULTRA fast 64bit graphics processor. Prices have been slashed for a limited time only.  
Call HOMA SYSTEMS HOUSE for other configurations and benchmarks.

### SOFTWARE SPECIALS:

	CND\$	US\$
PHOTOLINE II (New Lower Price!)	209.00	149.00 (Reg 279 CDN\$)
Atari CD Master, 1997 INFOPEdia V2	59.00	39.00 (Reg 85 CDN\$)
Atari CD Master, Vol 1 & Vol 2 Combo	69.00	49.00 (Reg 200 CDN\$)
- Includes Time 1995, World War II, SpaceMissions TotalBody & PharmAssist CD-ROMS		
ScanX: Microtek or UMAX Scanner Driver	70.00	50.00
Nova Scan: HP or Mustek Scanner Driver	99.00	75.00 (Reg 139 CDN\$)

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## NOVA GRAPHIC CARDS

### NOVA GRAPHICS CARD

Nova graphics cards are the most compatible and affordable graphics cards in the market. These cards are available for TT30, Falcon30 and MEGA STE, and offer you 64 bit performance in a blazingly fast resolution of up to 1280x1024, in True color (24 bit).

There are several combinations available such as 32 bit & 64 bit, and 1, 2 or 4 MB of DRAM and VRAM.

Refer to Price List for Special Prices  
on Nova cards for Falcons!



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P.O. Box 52127, Ottawa,  
On., K1N 5S0, Canada  
Canada + TEL: (613)-722-0901  
FAX: (613)-722-9061

email: aa414@freenet.carleton.ca URL: <http://www.magma.ca/~nima>

# DTP Grafiken

## Volumes 1, 2 & 3



REVIEW

DTP GRAPHICS CD-ROMS

ATARI COMPUTING ISSUE 8

17

**Mike Kerslake reports...**



Unlike many graphics CDs available nowadays these German produced copyright free clip art CDs are unique because they include files in GEM and IMG format - ideally suited for use on Atari systems.

They also stand out from most of the clip art collections available to Atari users because of their general high quality. All too often the clip art available at affordable prices is of poor quality or so frequently used they've become clichés!

These CDs form a series so I've reviewed them as such, however, each individual CD does contain enough variety to consider individual purchases. Each CD contains at least 1500 different images covering a wide variety of themes. Every item is included in IMG format file with many also included in PCX, EPS, GEM, CVG, TIF and Corel Draw CDR format. There's even some useful True Type fonts included where appropriate.

The publisher seems to have engaged professional designers to come up with fresh images and appear to have bought in some professional collections - the quality really does show. There's some old fashioned woodcut-type images you'll struggle to use, but there are



hundreds of excellent modern images crying out to be utilised in your next DTP project!

Each CD is accompanied by a well designed and printed A5 size catalogue showing all the images in the collection with between nine and sixteen images per page. The catalogue is divided into sections which makes it easy to see what's available without even putting a CD in the drive!

The first two volumes are nicely varied, but volume 3 contains clips of plants, food and miscellaneous images which are

done better in the other two volumes. To make up for this there are some nice arty-type clips and cartoon characters.

At £24 each these CDs are expensive for the casual DTPer but if, like me, you're always struggling to find decent quality copyright free images the following rough guide of what's on each volume might help you decide which volume/s to purchase:

### Volume one

DTP Grafiken folder contains stylised general clip art including audio video objects, sport type icons, various ink splodges and household/workshop tools. The A La Carte folder is full of food and drink images suitable for menus. The Cut folder mainly features well drawn bold black and white images of all types. The Rahmen (frames) folders are stuffed full of excellent decorative borders and frames. The Snow Time folder features wintery type clip art and four True Type fonts. The final folders on Volume 1 are mainly of the ornate-type variety, featuring heraldic shields and scrolls, along with general clip art.



### Volume two

Old cars, some of those dreadful old-style hands and globes, cut off coupon designs (excellent), and more menu clip art - in a more jazzy style. There's also folders full of well executed

frames and borders and a folder with bold cartoon style general objects which would be useful for projects aimed at children.

### Volume 3

Household and general objects in abundance. The style is quite different to previous volumes with a more "sketchy" look to most of the images. There's a very good collection of "picture fonts" where letters are created in the shape of cheese, fruit and cats! There are also lots of well executed cartoon style images of humans.

### Conclusions

I am happy to recommend these CDs for their variety, presentation and the overall excellent standard of their contents. There are a few fillers and a few images with German words in them, but the overwhelming majority of the images are highly usable. The luxury of loading the Atari specific images directly into your favourite Atari DTP, WP or graphic program should not be underestimated!

Suffice to say, I was so impressed with the series, I bought the lot!



## DTP GRAPHIKEN

### Publisher

Xware

### Supplier

16/32 Systems  
Telephone: +44 (0)1634 710788  
Email: 16/32@premier.co.uk  
Cost: £24.00 each

### Requires

Any system with CD-ROM

### Pros

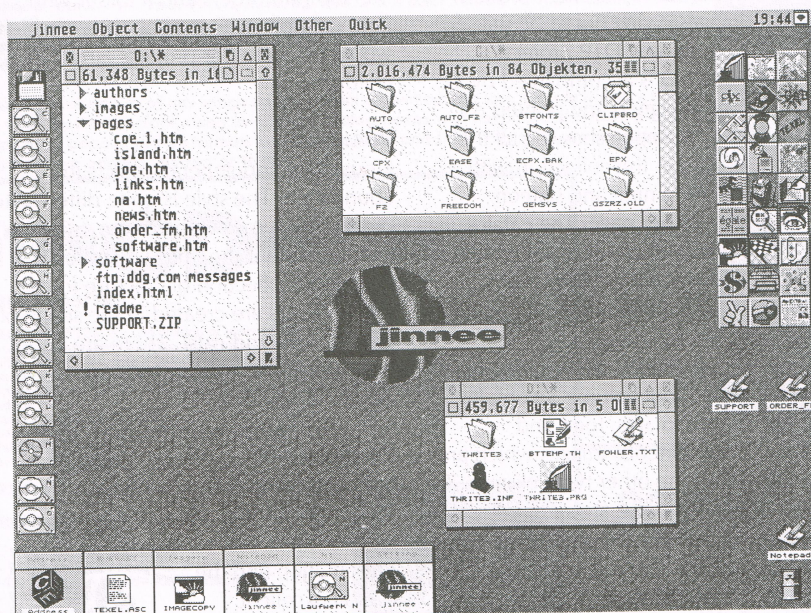
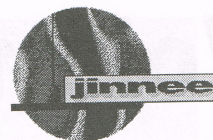
High quality copyright free images  
Good printed catalogue

### Cons

A little pricey for occasional use

**85%**

# The jinnnee of the lamp!



Object	Contents	Window	Other	Quick
New Object...	As icons	Close	Context help...	HELP
Open	Mask...	Close all	Settings...	AE
Information...	Filter	Change	Applications...	AT
Copy	Hide	Duplicate	Assign icons...	AI
Paste			Change resolution...	
Delete...	DEL	Fit		
Select all	✓ Length		✓ Kobold	AK
Find...	Time		Back-up mode	AM
Print...	Date		✓ Quick-Keys	AS
	Attributes		Desktop load...	
Eject media	✓ Automatic fit		Desktop save...	
Mount devices	✓ Intelligently locate			
Format...	Single column		Notepad...	AN
	Unsorted		Empty wastebasket	
Quit	✓ By name		GENScript-include...	AG
Shutdown	By type			
	By length			
	By date			
	Backwards			

▲ Welcome to the most powerful desktop in the world - probably!

Kev Beardsworth, Mark Wherry and Joe Connor all wanted to be first to tell you about this latest commercial desktop for MagiC, so we made them share - what's all the fuss about anyway?...

Following our desktop round-up in AC#2 we were left with the overall impression that if all the best features from each desktop could be squeezed into one you'd have something very special indeed. Just maybe, Manfred Lippert, the author, read our article and took up the challenge but we suspect he must have been working on jinnnee (pronounced Genie) long before that! jinnnee is commercial software published by Applications Systems Heidelberg (ASH) and distributed in the UK by System Solutions - who are currently translating jinnnee into English.

jinnnee incorporates many of the best features from Neodesk, Ease, MagXdesk

blitzkrieg Manfred has programmed features and added functions so powerful I guarantee you'll be amazed! We'll be talking about spring folders, transparent dragging, unrivalled desktop icon creation/management, tree views in windows and so on. Don't worry if that last sentence was gobbledygook it's easy to summarise... within a few minutes of installing the German demo version I knew I'd probably never use another desktop under MagiC again!

## Starting from Thing

We're going to use Thing v1.20 as the baseline from which to talk about jinnnee, with a few exceptions, anything Thing can do jinnnee does better - usually with icing on the top.

and Thing but also draws some inspiration from Windows 95 and the recently launched Mac OS8.

## Over to Kev...

In what can only be described as a

There's no point pretending jinnnee will appeal to everyone, it's a power users desktop and offers so many options you're pretty much forced to explore them to see what it does before settling on a working setup. Even then the urge to tinker is irresistible.

Mac OS8 reviewers and users were wowed by "Spring folders" so it's great to see this feature on the Atari platform. This feature comes in useful for copying files to folders nested deep inside other folders.

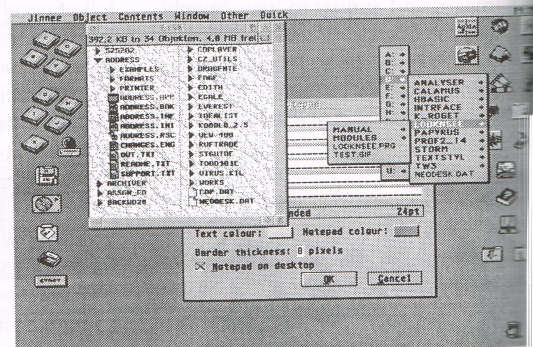
It works like this, select the files/folders to copy/move then drag them over a drive icon and hold them there. After a (user-configurable) delay in milliseconds the drive opens to display its window. Position the files/folders over a folder in your target path and it automatically opens to display a new window, now just keep repeating the process until you arrive at your destination then let go.

Don't worry about going too far as you can use the parent icon to travel backwards up the directory tree if you go too far.

After the files/folders have been copied the windows all close themselves and you end up back where you started - it's easier to do than explain!

While we're on the subject of file copying jinnnee can use Kobold (version 2.5 or later).

The dialog for setting up Kobold interaction contains some useful entries. Specific drives can be excluded and options to copy long filenames and protect case sensitive filenames are available.



▲ jinnnee showing a text window and drive popup

File and window management are the two greatest chores a desktop has to perform and jinnée is superbly equipped for these tasks. Two features in particular grabbed our attention:

- ▶ Files can be displayed as a tree view, similar to Diamond Back 3, the Windows 95 Explorer and Mac OS8 finder. Each folder name is proceeded with a small right pointing arrow (although any icon could be designed for this task) which when selected displays the contents of that folder below the folders entry. Folders within folders can be opened in a similar fashion.
- ▶ Background images can be displayed in windows. This seemingly trivial feature, used with a suitable image, can actually enhance text display within windows and offers unlimited customisation options.

Other windows options include switches to toggle 3D display of the info line, configure the information shown in the info line, switch between text and icon view automatically depending on the number of files being displayed, hide files/folders from view and an option to define the gap between the mini-icons used in tree view and their related text.

Transparent dragging does sound impressive but all it does is makes files transparent while dragging them around the desktop, which makes it easier to see what's underneath and you can switch it off if you're not impressed.

One of the features Ease owners like to show off are the drive popups. Not to be out-done jinnée offers three different popups, one for the drives, like Ease, one for switching between running applications and a finally one for opening icons on the desktop.

Desktop background image handling is streets ahead of the what's currently available. Like other desktops you can display a tiled pattern but jinnée can additionally display another centred image - this is ideal for positioning logos over a patterned background and the

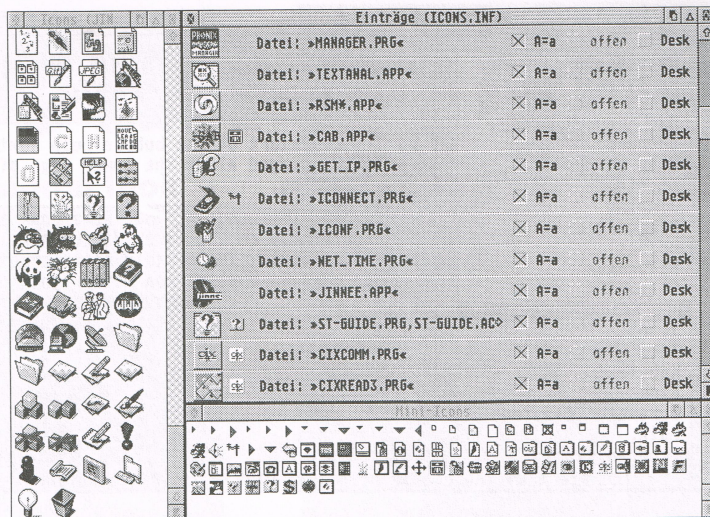
image can be drawn in sixteen different ways, including transparent, invisible, black, white, inverse and so on. Normally, overlaying images is a recipe for a dogs dinner but a third image can be loaded and used as a mask, which opens up more possibilities than I can get my head around.

If, like me, you like your icons you're in for a treat with more quality icons supplied than any other desktop and an icon manager which is a delight to use.

There's no built-in icon editor but since most power users will already have a copy of the Ease icon editor, Interface or Resource Master handy it's not too serious an omission. Any RSC file which contains icons can be loaded and used inside the manager. Like Ease jinnée only loads into memory the icons it uses but unlike Ease it doesn't take forever to arrive at the desktop. While we're on the subject of memory jinnée uses around 100Kb less memory than my equivalent Thing configuration.

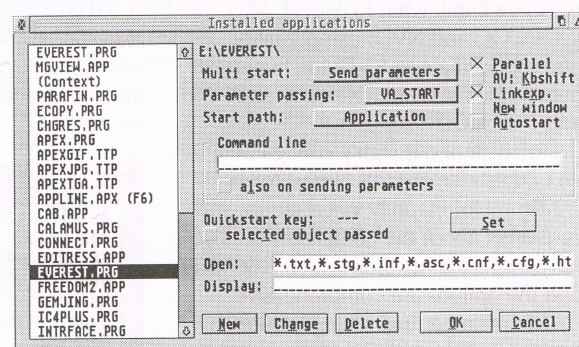
One of my favourite hobby horses is icon labels - I don't like them, and some desktops insist on them, happily jinnée doesn't. There is however a whole dialog dedicated to icon management.

You can configure specific icons to be opened with a single click (even though jinnée supports right click equals double-click). You can also tell jinnée



▶ jinnée comes setup with the Be OS lookalike icons

▶ jinnée's comprehensive installed application dialog - in case you're wondering the edit fields do scroll

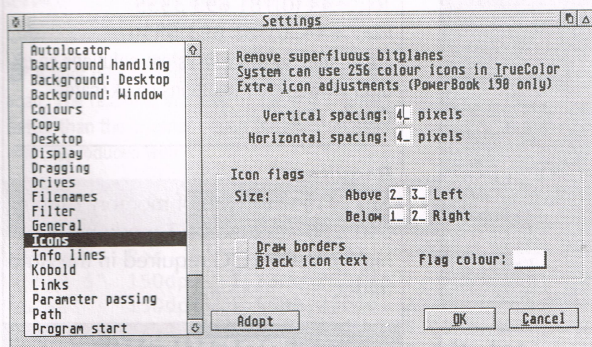


across when testing the intelligent file selector in windows. Like Thing, jinnée is capable of selecting one or many files at once simply by typing in the first couple of characters. Pressing [Return] loads the first selected file into the relevant installed application as you'd expect but pressing [Control O] loads ALL the selected files to their installed applications! For example a window with TXT and IMG files selected could load Everest and Imagecopy and display all the files... neat!

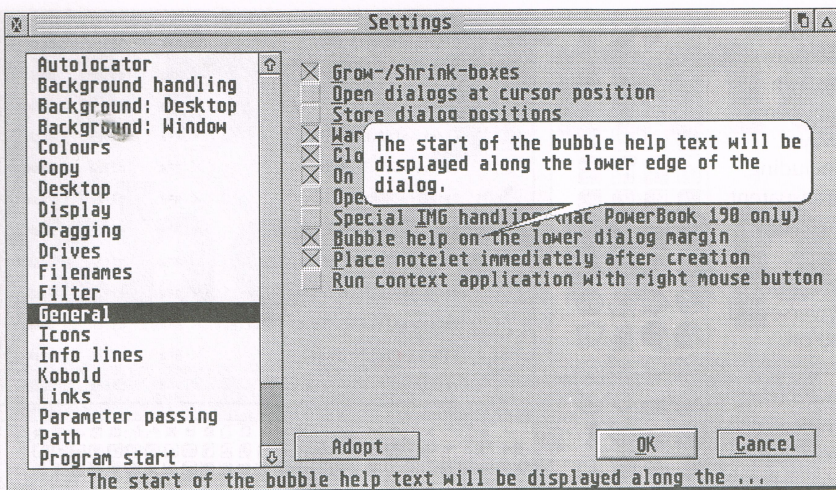
I've haven't mentioned the excellent notepad, internal font handling, quick keys, GEMScript support, comprehensive installed application dialog and the recoverable wastebasket but I'll save these for a full review in a future issue. If this were a review instead of a preview jinnée would wipe the floor with the opposition but there is still room for improvement. If I told you the preview version was only v1.01 you'd be amazed, well it is - and you should be!

### Earth calling Mark!

Back in AC#6 Kev wrote "Finding a desktop which provides the ultimate working environment has been my personal quest for the Holy Grail" - well I reckon the quest is over!



which icons should have drive letters and which drives you'd always like displayed. There's also a multitude of options to change the way icons are displayed on the desktop from the colour of the text to the mask colour. Here's a stunning feature I stumbled



▲ Like Mark, I did not like the jinnee dialog help prompts but there is an option to turn these

As with most applications launched by ASH you know what to expect, MagiC, WDIALOG and NVDI compatibility, non-modal dialogs, ST-Guide hypertext help in the familiar UDO generated style and BubbleGEM support.

To say jinnee is highly configurable is an understatement, it's almost totally configurable! Happily, once set up, you can forget about the complexity until you have a specific need, in which case you'll find the options are comprehensive.

The main Settings dialog includes a list of sub-dialogs which each contain an exhaustive range of options. For example the Typefaces dialog lets you select different fonts for the icons, window icons, window text, info line, PopFold, BubbleGEM and the Console window!

The interface is classy albeit with a few rough edges and the program itself is stable - especially for such an early release.

In addition to standard BubbleGEM support there's a peculiar built-in help system which displays the exact same help text across the bottom line of each dialog as the cursor passes over each object which I found distracting and unnecessary.

The mask and Quick menu options are also not quite as slick as their Thing equivalents but I suspect it's only a matter of time before these get upgraded!

### Moon on a stick

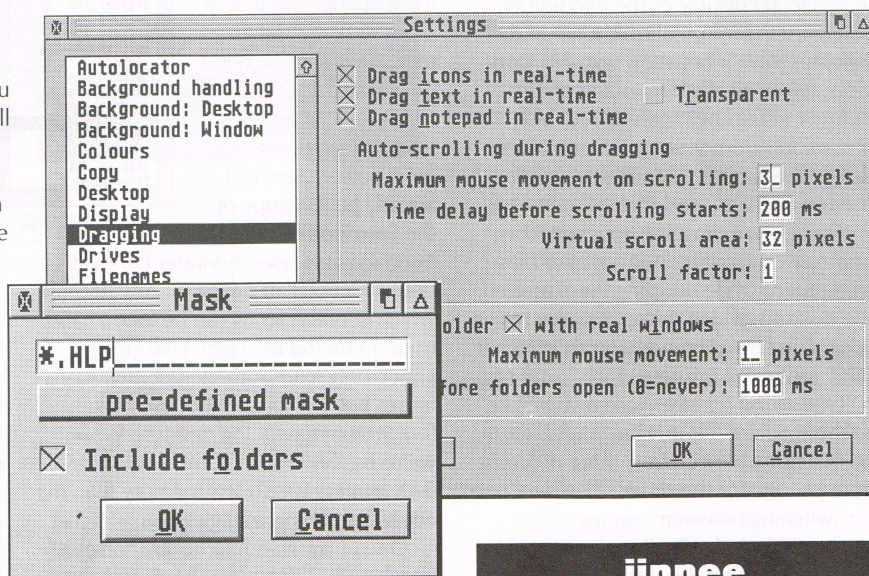
Why is it whenever we're confronted by something brilliant we always want more? Well I'd like an "Add URL" option which could appear as an icon on the desktop. When clicked on, it would communicate with CAB via the CAB protocol to download an URL as opposed to a local file.

I'd also like to see jinnee support OLGA's inplace drawing/ activation to enable

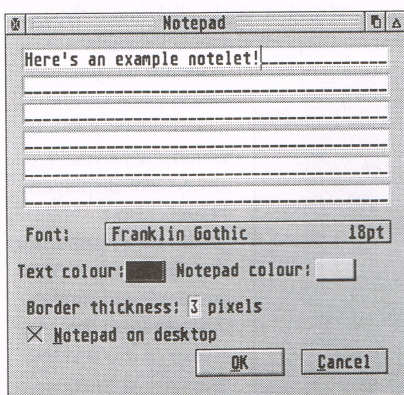
client programs to be attached to the desktop.

Put simply, jinnee is the best desktop in the world - on any platform!

I'd give it 100% for effort in the expectation that by the time the English release comes along the wrinkles will be ironed out and even more features will be included!



▲ One of the few features where Thing remains ahead on points. No need for an external notepad because there's one built-in ▼



Here's an example notepad!

### Joe sums up

In case you hadn't noticed we're all stunned by jinnee - it's a remarkable achievement! None of us thought the desktop could be improved quite so dramatically - especially for a new desktop at v1.01.

I really wanted to have this review all to myself but Kev Beardsworth and Mark Wherry had already sent in their contributions before I could warn them off! However, I do have an edge, I'm beta testing the English release - which explains why the screenshots in this preview are in English.

Although jinnee is designed for use with MagiC which, according to our survey, is only used by around 15% of our readers, it will run under other operating systems so long as the freeware system extension WDIALOG.PRG is installed in the Auto folder.

As we've seen in the Thing review elsewhere in this issue Thomas Binder has already responded to the challenge and the stage is set for a real battle of the desktops. ☺

## jinnee

### Publisher

ASH

### UK Distributor

System Solutions  
Contact

Tel: +44 (0)181 693 3355

Fax: +44 (0)181 693 6936

Email: info-software@system-solutions.co.uk

URL: www.system.solutions.co.uk/cafe/

Cost: £TBA

### Requires:

Any Atari with 1Mb of memory running 640x200 resolution (ST-medium) or higher. WDIALOG required in the Auto folder.

PREVIEW

# PhotoScan

**Sandy Thomson takes a professional look at the Floppyshop digitising service..**

Have you ever looked at the masterpiece of text you have just created and said to yourself "All this needs is a photograph. If only I had a scanner"? well, help is now at hand.

I have been a professional photographer for 30 years and, in that time, have accumulated a vast quantity of photographs and negatives. One of my main reasons for getting into computing in general, and Atari computing in particular, was to enable me to transfer these images into digital format.

Steve Delaney of Floppyshop now provides a service which will suit most Atari users who either cannot justify the outlay for a decent colour scanner, or who only need the occasional photo scanned.

PhotoScan is a service which accept a photographic print or drawing, or any other kind of art-work and scans it. The resulting file is then saved in the format most suitable for the system in use, and on the best possible medium. These scans can be supplied on either double density or high density disks, depending on system requirements, or on a SyQuest or Zip cartridge if the professional service is preferred. If permanence is important there's an option to have images saved to CD-ROM for a few pounds extra. Photographic negatives can also be scanned, although Steve admits the quality of the results are variable.

Because Steve is familiar with all things Atari, he can supply the format best suited to the set-up in use, be it GIF, JPG, TIFF, PNG or IFF. Indeed, if the comprehensive order form supplied by Floppyshop is completed correctly, this will let Steve know what format will be most advantageous to the customer.

PhotoScan provides two levels of service "Standard" and "Professional".

► A poor quality original print was used for this scan. The resulting scanned image was slightly better than the original - even the matt surfaced print reproduced well



For Atari users using a standard ST with up to 4Mb's of memory, the Standard service is the best option.

As illustrated, scans at 200dpi require a HD floppy disk. The Professional Service is more suited to Falcon or TT owners with at least 14Mb memory as a 6"x4" print scanned at 300dpi uses 6.18Mb, and at 600dpi will need a massive 24.72Mb. Anyone got a TT for sale?

The test material we sent Steve consisted of ten colour prints 6"x4" and 8"x6", of mixed quality, and with both matt and glossy surfaces. They included both professional quality photographs, and holiday snaps. The results were consistently excellent.

Prices for the service start at £2.50 per scan for the Standard service, and £4.00 for the Professional service. If a CD-ROM is required, that will cost £10.00 extra, with a charge of £2 each time more scans are added to the CD.



## SCANNING SPACE

Image	Res	Size	Res	Size	Res	Size	Res	Size
5"x3.5"	150dpi	1.13Mb	200dpi	2.03Mb	300dpi	4.51Mb	600dpi	18.0Mb
6"x4"	150dpi	1.55Mb	200dpi	2.75Mb	300dpi	6.18Mb	600dpi	24.7Mb
7"x5"	150dpi	2.25Mb	200dpi	4.00Mb	300dpi	9.01Mb	600dpi	36.0Mb
8"x10"	150dpi	5.15Mb	200dpi	9.16Mb	300dpi	20.6Mb	600dpi	82.4Mb



► Larger prints scanned using the Professional service resulted in files so big that, although they can be viewed on a 14Mb Falcon using Positive Image running a clean system only, there is not enough memory left to print them!

For larger quantities discounts are available with a 25p reduction per scan from 10 upwards, and a 50p reduction per scan for 20 or more scans. If you need a particular size or quality of image Steve will be happy to give any advice necessary.

### Conclusions

For anyone who requires a few photos scanned for a specific project this service is ideal. For any sort of bulk use the cost would soon add up and you might as well buy your own scanner! ☺

## PHOTOSCAN

### Contact

Floppyshop, PO Box 273,  
ABERDEEN, AB15 8GJ, Scotland  
Telephone: +44 (0)1224 586208  
Email: sdelaney@zetnet.co.uk

### Cost

Standard Service £2.50 per scan,  
Professional Service £4.00 per scan,  
CD-ROM £10.00, CD-ROM  
additional sessions £2.00  
(£7 minimum charge)

### System

All Ataris

### Pros

Good Quality, clear order form,  
Atari-friendly service, 7-10 day  
turnaround

### Cons

Expensive for large quantities

**83%**

# 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 titioing
- 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 initiatio 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	<b>£29.95</b>
XtraRAM upgrade to 1 Mb	<b>£39.95</b>
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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.

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<b>atari-quotes</b>	Atari system quotes
<b>mac-quotes</b>	Mac system quotes
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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&EO

## 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 an internet account, of course). CAB now comes with useful plug-ins:

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

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

## 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 BAPT approved. 3 years warranty (Atari Fax software is optional).

14400bps External Fax Modem complete with all cables	<b>£49.00</b>
33600bps External Fax Modem complete with all cables	<b>£89.00</b>
K56flex External Fax Modem complete with all cables	<b>£119.00</b>

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 <b>£1295+VAT</b>
Hades 060, 16MB, 3Gb, Keyboard, Mouse, NVDI 4	from <b>£1595+VAT</b>

## 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**

## MagiC Mac 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).

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

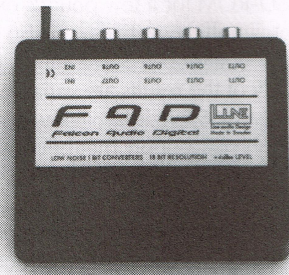
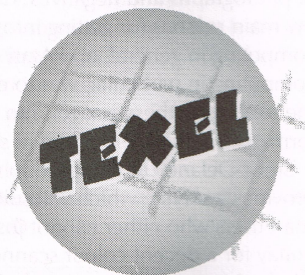
## MagiC PC Atari Operating System for Windows 95/NT

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



## 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

# HP inkjets

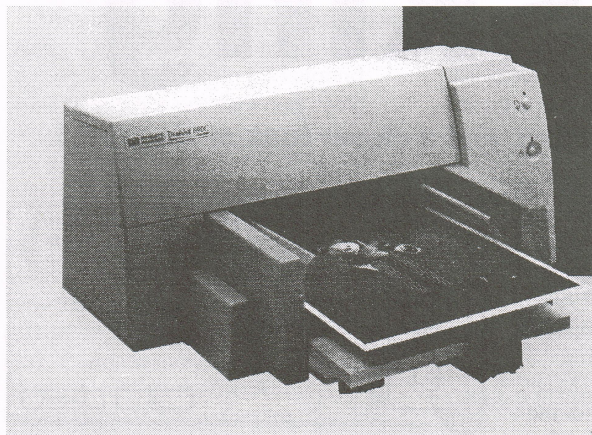
HP without the  
sauce, courtesy  
of Les Charles...

REVIEW

HP DESKJET PRINTERS

ATARI COMPUTING ISSUE 8

23



Protext goes a step further to enable access to the internal printer fonts. The HP 500 drivers produce crisp, sharp text at 300x300dpi but hang on a minute this printer is capable of 600x600dpi so maybe we should look for a better driver. It turns out the HP Laserjet 4 drivers are also suitable. Output at 600x600dpi needs lots of memory and with

most ST machines fitted with 4Mb or less you'll be restricted to working with small images or using virtual memory software like Outside.

Imagecopy loads the entire image before printing, then feeds it to the printer one line at a time. The line buffer is larger for 600 dpi printing, but the image buffer is the same size so overall it doesn't require much more memory to print at 600 dpi compared with 360 or 180 dpi. However, it takes four times as long to output a page at 600 dpi compared to the same print at 300 dpi.

Output quality, using proprietary inkjet paper, looks as crisp as output from a Laserjet printer to my untrained eye. The age old problem with HP Deskjets not being able to print the last couple of lines at the bottom of a page is still there.

The solution used to be to adjust the DIP switches but you've guessed it, they're also ancient history. There are two buttons, Power and Resume, everything else is controlled by the software - or lack of it in our case.

One way to get around the problem is to set-up your own custom page around 8.25" x 10.80", alternatively you could try asking a friendly PC owner if you can set your printer defaults using their machine!

Imagecopy, using the Deskjet 500 series drivers, produced excellent results first time which should be satisfactory for most applications. Given the colour saturation and correction options offered by Imagecopy I expect I'll be able to further improve the final output with a bit of effort.

Papyrus now supports printed colour images and again the HP Deskjet 500 drivers produced acceptable results but

Papyrus also includes a HP 850C driver which as you'd expect produced even better results.

Special photo colour cartridges and paper are available separately to produce near-photographic output but they're expensive and I don't personally need this facility so hopefully someone else will step in and report their experiences...

## Conclusion

With the right software these series produce high quality text and perfectly acceptable colour output, for all but the most demanding requirements, using the black and colour cartridges supplied. The theoretical output speed for black text ranges from five pages per minute (ppm) for the HP690C series up to nine ppm for the HP890C models. The actual output speed is dependent on the exact model, your system and the application and driver software.

A wide range of paper sizes, including envelopes and transparencies, are supported and spares are available on most high streets and PC superstores. The build quality is excellent but I'd expect that from one of the leading printer manufacturers. The exact model numbers and bundled software seems to change with the weather but the song remains the same. ☺

## HP DESKJET 693C

### Internal fonts

Courier, Times, Gothic and Univers

### Interface

Centronics, Parallel

### Dimensions

HP693: 436mm wide x 199mm high x 405mm deep

### Typical street prices

HP 690C+ around £170 including VAT  
HP 870C around £230 including VAT  
HP 890C under £300 including VAT

### Pros

Spares no problem, top quality text and acceptable colour output

### Cons

No way to set the printer defaults without a PC, control codes not documented

Purchasing a new printer can be a tricky decision for Atarians because the PC dominance of the market means an increasing number of printers can only be used with Windows. Worse still the manufacturers no longer include comprehensive documentation, not even the control codes, which makes it hard for Atari programmers to support new printers. However, despite the gloomy outlook, inkjet printers remain the ideal choice for small office and home use, offering both high quality and reasonable running costs.

The Hewlett Packard HP690, HP870 and HP890 series all offer mono and colour printing but how do they perform with Atari computers?

## Open the box

I bought a HP693C which comes supplied with black and colour cartridges. Setting up is simply a matter of inserting both ink cartridges, and connecting the leads - or it would be except a printer lead is not supplied. The documentation invites you to align the print heads using the software provided but I couldn't because the software doesn't run on the Atari platform.

Happily this didn't turn out to be a problem for me but it's a potential hazard. My model included a CD-ROM productivity pack for the PC and as usual you're left to look for third party drivers to use with Atari software.

## In operation

Happily, all these printers are backwardly compatible with the HP Deskjet 500 series drivers which are normally included with NVDI, SpeedoGDOS and most applications software. Papyrus can download vector fonts to the printer and

# MagicC Multi-tasking

Mark Wherry takes a historical look at multi-tasking, and a closer look at MagicC 5.1...

TOS is a single-tasking operating system (OS) which can only run one application at a time. Overcoming this limitation has kept programmers occupied for years...

On the Atari platform the first attempts to run more than one application were "program switchers" such as Twist (HiSoft), Softlink (C-Lab) and K-Switch (Kuma). Several programs could be loaded into memory and the user could manually switch between them.

The first recognisable multi-tasking software was called MultiGEM, released by Maxon in Germany, towards the end of 1992. This "piggy-backed" applications so they could use the traditional accessory slots - consequently only six programs could run at the same time.

In 1994 Atari put the "asking" back into multi-tasking with the release of MultiTOS. This should have been an amazing product, but during development it had become bloated, memory hungry and very slow, especially on standard ST's, where all sorts of other problems surfaced. With the benefit of hindsight it wasn't nearly as bad as the pundits made out. The final version AES 4.1 (the one that got away, because it was never officially released) is perfectly usable and included with Knarf's German MiNT Distribution.

Just after MultiTOS flopped Gribnif Software released Geneva, which ran happily on standard STs and was referred to by ST-Format at the time as "the multi-tasking system that MultiTOS should have been". Geneva quickly established itself in North America but never really took off in Europe where something magical was about to happen...

## It's a kind of MagicC

MagicC was released in 1994 and it was, and remains, the only complete TOS compatible OS replacement. All the other alternatives merely replaced part of TOS to facilitate multi-tasking which left

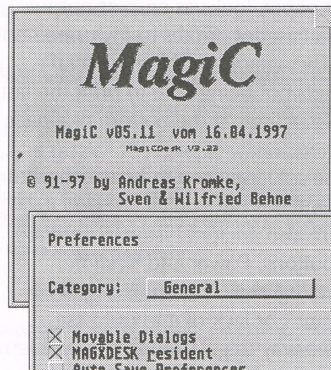
all the other TOS problems such as the buggy serial port routines and the infamous 40 folder bug intact.

However, it took until 1996 before the first Falcon compatible release and in the meantime MagicC lost a lot of friends. MagicC is currently also available for the Mac and PC platforms offering TOS compatibility on three different hardware platforms - a remarkable achievement.

## Whaaat Dialog?

With TOS no longer under development we're lucky third party developers have continued to offer system enhancements enabling our machines to take advantage of the latest trends in OS development.

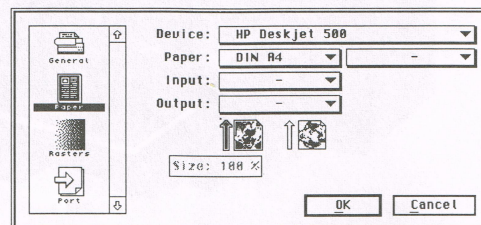
An excellent example is the WDIALOG extension, programmed by Thomas Much, built into MagicC from v4 onwards, and available to non-MagicC users as a separate Auto folder program.



▲ The WDIALOG font selector integrated

WDIALOG provides a standard interface for non-modal dialogs, along with a font selector. By calling WDIALOG programmers can save memory and avoid having to include their own built-in routines. Users get a consistent user interface and applications need less memory to run, so everyone's a winner!

Recently, a printer settings dialog has been added which means Atarians running NVDI v3 or later can now configure the printer from within applications without the need for an



external control panel or desktop accessory, just like owners of Wintel/Mac machines.

## TIME SHARE?

A multi-tasking OS works by loading each application into memory then switching rapidly between each one in turn, creating the illusion that each program is running separately at the same time.

Rapid switching between applications is called "time slicing" and two different ways of sharing time between applications have emerged, these are called "co-operative" and "pre-emptive" multi-tasking.

Co-operative multitasking devotes most of the processing time to the application with the active (topped) window and only gives background applications a slice of the action if the topped program is idle or a background application decides it has to muscle in to ask the OS a question or bring all the other applications to a grinding halt by displaying an alert dialog (installing Freedom avoids this).

Pre-emptive multi-tasking gives each application a smaller, more rapid, time-slice, regardless of the topped application or system calls. In everyday use there's not much to choose between the different methods but purists tend to regard pre-emptive multitasking as superior to co-operative multi-tasking.

MagicC is a fast pre-emptive multitasking OS which can be switched to run as a co-operative multi-tasking OS if preferred. Geneva runs as a co-operative multitasking OS by default or as a pre-emptive multitasking OS using MiNT.

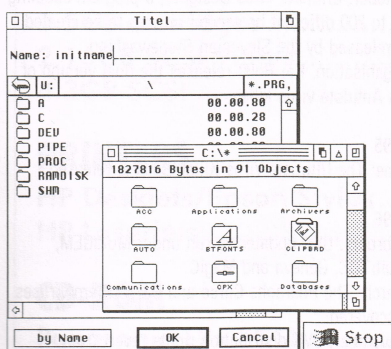
## Missed opportunities?

Sadly, many of the exciting features introduced in MagiC versions 4 and 5, such as threads, loadable file systems and device drivers, have passed virtually unnoticed and unsupported by programmers. Interestingly these features are also available under MiNT.

Threads effectively allow multi-tasking within a program. For example, instead of programming built-in background printing routines programmers could simply start a "child" process containing the print routine and leave MagiC to get on with it.

Loadable file systems work like this, small programs which the OS loads to add a new filing system, like a CD-ROM, network, or RAM disk. Currently, only the latter exists, which is a shame. A new CD-ROM file system for MagiC would be a blessing!

Loadable device drivers are similar to loadable file systems, except they add a new device to your computer. For example, the accelerated printer device FPRN, bundled with NVDI.



▲ With suitable programming, the MagiC file selector can also appear non-modally - just like Freedom?

## Documentary evidence

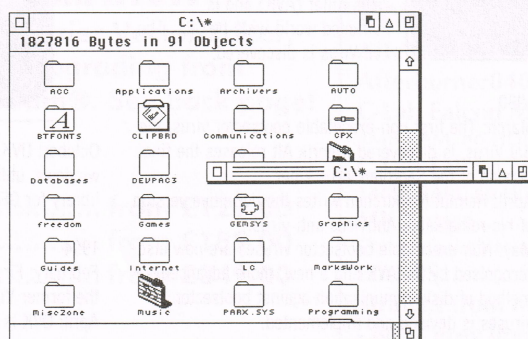
I would like to know who exactly believes 48 pages is enough to describe a complete operating system! Although what's available is well produced it's poorly organised leaving users to poke around and hope!

MagiC 5.0 came with a text file on disk briefly explaining the new features. MagiC 5.1 comes with the exact same text file, re-labelled 5.1! To summarise, there is not one scrap of English documentation explaining what's new, and that's not good enough!

## So what is new?

The first thing you will notice is enhanced window handling. Previously when moving a window, a ghost (hollow) representation of the window appeared

and you moved this to the destination. In MagiC 5.1 windows no longer de-materialise - you move the entire window in real time instead! Window re-sizing is even more impressive, as you drag the resize gadget around, icons re-organise themselves in real-time so you can see exactly what you'll get when you release the sizer. The only other OS, on any platform, which currently offers this feature is Acorn's RISC OS and to have this feature on our thirteen year old platform is impressive!



▲ Window shading "rolls up" windows - like a roller blind, leaving just the title bar visible

However, real-time actions gobble up processor power so holding down the [Control] key displays the familiar ghost images again. The choice is yours.

Window shading is great fun for a few minutes, especially if you use SysSound to add sound effects to the actions, but I don't see the point. We already have perfectly sensible Iconify and Hide options. Shaded windows can be iconified like any other.

A similar but, in my opinion, more useful feature has been implemented in the latest Mac OS8. This enables windows to be collapsed to a bar across the bottom of the screen - similar to the Windows95 task bar.

## Forget me note

With loads of people writing desktop note utilities, I'm surprised the MagiC authors bothered to write their own but I'd have to admit theirs is one of the best. It is quick, simple and integrates better into your system than the alternatives. On the downside it hasn't been translated, oh well!

## Last, but not least...

I have encountered an annoying disk problem with this new version. If I boot my computer with a disk in the drive then try to access a floppy, the program crashes or the computer hangs.

I'm aware not all users suffer from this problem but if anyone has a solution or can explain what's happening please do get in touch via the usual editorial address.

## PROGRAMMER'S PROBLEMS

The programming documentation for MagiC is only available in German and all the material is written for the Pure C. In the UK most people use HiSoft Lattice and can't read German! This double whammy is a real obstacle to development. We really do need any or all of the following:

- ▶ Some programming functions written with Lattice in mind.
- ▶ Someone to release an English (or German) version of Pure C in the UK.
- ▶ English documentation - ST-Guide format would be perfect for this.

## Conclusion

TOS development is dead and buried. Multi-tasking is too good to do without so if you don't already own a copy of MagiC and you have at least 4Mb of memory and a hard disk, get a copy now!

Geneva is an excellent alternative but doesn't enjoy the widespread support given by authors to MagiC. MultiTOS and MiNT is fine on faster machines and for anyone who likes to experiment. ☺

## MAGIC 5.1

**Publisher**  
ASH

**UK Distributor**  
System Solutions

**Contact**  
Tel: +44 (0)181 693 3355  
Fax: +44 (0)181 693 6936  
Email:  
info-software@system-solutions.co.uk  
URL: www.system.solutions.co.uk/cafe/  
**Cost**  
£69.95 (£5 upgrade from v5)

**System**  
All Ataris, 4Mb and hard disk recommended

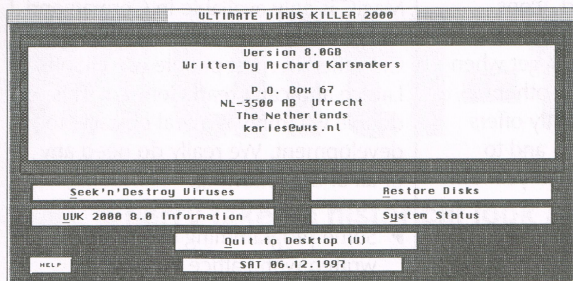
**Pros**  
A complete, compatible, fast, reliable, pre-emptive multi-tasking operating system. Lots of "hidden" features. Widespread support by programmers.

**Cons**  
Poor documentation. Virtually no English programming details.

92%

# Virus Killer 2000

Ten years of ultimate virus killing, Richard Karsmakers reminisces...



McKiernon's Excel Software takes up VDU distribution in the UK. April: The Goblin Virus is discovered. May: VDU renamed to Atari ST Virus Killer (AVK) and is marketed world-wide by CRL. The Evil Virus is discovered.



On 12th December 1987 the Ultimate Virus Killer first saw the light of day - although back then it was called the Virus Destruction Utility and has undergone several name changes since then culminating with this anniversary release called Ultimate Virus Killer 2000.

Following the discovery of the Signum virus during the winter of 1987/88 development moved fast. New viruses appeared regularly and the Virus Destruction Utility was updated to keep track of these at the same time evolving into a stable software package, capable of running on any ST configuration and widely used throughout the Atari community. Here's some of the key events in the last decade:

## 1987

November: Klaus Seligmann discovers the Signum Virus, Frank Lemmen writes the first virus killing utility, 4USKILL.PRG.

December: The first version of the Virus Destruction Utility appears, released as a public domain program. J Schuppener writes the Mad Virus (a bootsector virus also known as Atari Spezial Virus) for an article in the German magazine Atari Spezial.

## 1988

March: The German c't magazine publishes an article by Eckhard Krabel featuring a type-in listing of a complete and working link virus called Milzbrand (AKA Anthrax).

April: With the release of v3.0, the Virus Destruction Utility is no longer public domain.

July: c't strikes again, this time featuring an article with a type-in listing of a bootsector virus which became known as the c't virus, by Thomas Koziel and Guido Leister.

September: VDU v3.2 released, and begins make an impression. The German company Nightmare Software releases Virus Construction Set II, which anyone can use to create a variety of different link viruses.

November: The infamous Ghost Virus, arguably the most 'popular' virus, is discovered.

December: In Les Ellingham's Page 6 magazine, the first article on ST viruses and the VDU appears in the UK.

## 1989

March: Entire hard disk partitions can now be checked at the touch of a button using VDU. Previously files had to be checked one by one manually. The fifth and (to date) final link virus on the ST is discovered - the Crash Virus. Niall

## 1990

March: The first non-executable bootsector virus, the Bat Virus, is discovered. Henrik Alt releases the final version of the Sagrotan virus killer.

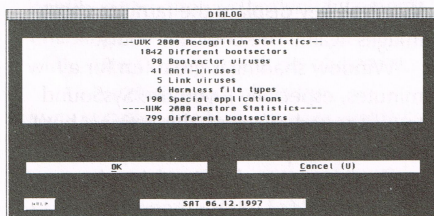
April: Helmut Neukirchen writes the definitive version of his remarkable AntiVirus anti-virus.

May: Non-executable bootsector viruses are now also recognised by the AVK and a new, more advanced, method of disk immunisation against bootsector viruses is devised and implemented.

December: Atari ST User magazine cover disk includes the Goblin Virus.

## 1991

February: The Wolf Virus, the first bootsector virus to disguise itself as an MS-DOS-compatible bootsector, is discovered.



## ▲ UVK 2000 is unrivalled in the recognition stakes

April: George Woodside releases the final version of his popular public domain virus killer, Vkiller.

May: Atari ST Virus Killer renamed to Ultimate Virus Killer (UVK), marketed by Oregon Research Associates in the US and Douglas Communications in the rest of the world.

August: UVK v5.2 is now resolution independent and runs at any resolution from ST-medium (640x200 pixels) or higher.

## 1992

March: The Lietuva Virus, from Lithuania, is discovered

July: UVK can now optionally be run from a command line. XBRA chains are now analysed to the very end.

August: Henrik Alt releases the final version of Toxis, the sequel to Sagrotan.

October: ST Format cover disk includes the Evil Virus. The German TOS magazine cover disk included a virus (all 60,000 copies!)

## 1993

January: Torbjorn Ose wrote a small control panel which enables basic virus killing functions and this was subsequently included with the UVK.

March: UVK can now also be used as a desk accessory by renaming the executable from PRG to ACC. The Belstein Virus - the most threatening and devious virus ever on the Atari platform is discovered. Volker Söhnitz (who discovered the Beilstein Virus) releases the final version of his Virendetektor virus killer.

October: UVK now uses proper GEM dialogs and windows, utilising Gregor Duchalski's Flydials GEM library for GFA Basic.

## 1994

February: First Lucky Lady virus is discovered from the former Yugoslavia.

April: UVK is made multitasking aware. The milestone of 1500 different bootsectors recognised is passed.

September: The Tiny Virus, probably the world's smallest virus (occupying less than one third of a bootsector) is discovered. Bernhard Artzt releases the final version of his Poison! virus killer.

October: Ultimate Virus Designer, a program enabling up to 200 different bootsector viruses to be created, is released by the Slovenian Stonewashing Organisation. Kai Holst releases the final version of his Antidote virus killer.

## 1995

June: The Ultimate Virus Killer Book is released.

## 1996

February: UVK updated to run under MultiGEM, MultiTOS, Geneva and Magic.

March: The Pharaohs Curse and Carpe Diem viruses discovered.

November: UVK distribution rights revert from Douglas Communications to the author. FaST Club appointed as UK distributor, Oregon Research continues to handle US distribution.

## 1997

August: UVK updated to run under both Gemulator and PaCiFiST Atari emulators.

December: Ten years of Ultimate Virus Killing and 103 viruses later, Ultimate Virus Killer 2000 v8.0 is released. ☼

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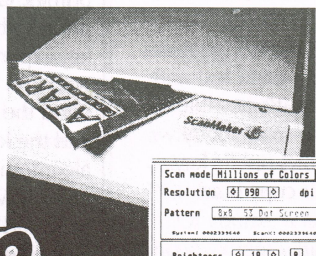
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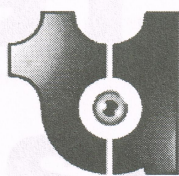
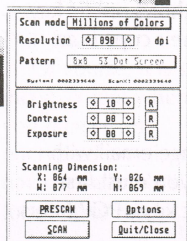
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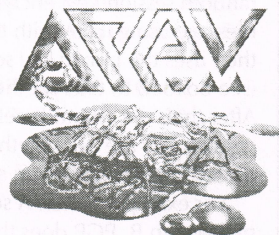
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# Stop reading my mail!

Thomas Binder takes a look at "Pretty Good Privacy", a public key encryption utility, which aims to keep your private mail private, and a lot more besides...

If you need to send confidential text or sensitive data via email, you should consider encrypting your mail, so only the intended recipient can read it.

There are many cryptographic algorithms but the most common are symmetric ciphers, which use the same key to encrypt and decrypt data (not recommended for email) and asymmetric or public key algorithms which use different keys for encryption and decryption.

"Pretty Good Privacy" (PGP) is a popular public key algorithm which uses the "International Data Encryption Algorithm" (IDEA), developed in Zurich. IDEA uses keys with a length of 128 bits (compared to the alternative "Data Encryption Standard" (DES) which uses 56 bits) and is considered very secure.

IDEA keys do not have to be exchanged; instead, PGP creates a truly random session key, encrypts the message using IDEA with this key, and then uses the public key scheme RSA (see boxout) to encrypt the session key. After that, the encrypted message and the encrypted key are put together and can be passed to the recipient.

For example, when A sends a message to B, PGP does the following:

- ▶ Creates a random 128-bit session key
- ▶ Packs the message using the ZIP algorithm (which makes it shorter and less vulnerable to crypto-analysis)
- ▶ IDEA-encrypts the message with the session key
- ▶ RSA-encrypts the session key with B's public key
- ▶ Concatenates both the encrypted message and the encrypted key into an output file

When B receives the message, PGP performs the following steps to recover the data:

- ▶ Separates the crypted message and session key
- ▶ Restores the original session key using RSA with B's secret key
- ▶ Decrypts the message using the original session key
- ▶ Unpacks the message

If you have more than one intended recipient, PGP does not create multiple session keys, instead it puts RSA-encrypted "versions" of the session key for each recipient into the output file. Thus, if you send the same message to ten people, the PGP output file would contain the IDEA-encrypted message once and ten session keys, each RSA-encrypted with the public key of the individual recipient.

PGP also enables messages to be "digitally signed" which makes it possible to be sure a message written by you has not been altered by anyone. To do this a "digest" is created which contains a sequence of numbers which exactly matches the message. No other message could have the same digest. This digest is then encrypted with the secret key of the writer, resulting in the signature. To check it, PGP simply uses the public key of the author to decrypt the digest, then compares it to the digest of the message which the signature belongs to. As only the owner of the secret key is able to create a correct signature, a match is proof that the message is unaltered and was written by him.

The nice thing about digital signatures is that PGP supports both plain text and binary data which means it's possible to digitally sign file archives so anybody with access to the author's public key can check whether their copy is an original!

## Key management

If you want to exchange email with someone using PGP, you must first exchange your public keys. PGP offers

lots of useful key management functions. It manages two keyrings, one contains your secret key/s and should never be accessible to others, the other contains all public keys, including the counterpart to your own secret key.

You should maintain backups of both keyrings, because the loss of your own keys could be very embarrassing! The only thing worse than losing your secret keyring is if someone else gets hold of your private key so PGP insists this is password protected - make sure you don't choose an obvious one!

Unless you obtain a public key directly from the owner (which means s/he is physically present) how can you be sure it's not someone else's? PGP offers a couple of possibilities:

## RSA

RSA is a public key cryptography scheme named by its developers Rivest, Shamir, and Adleman, uses prime numbers.

Today, only one way is known to break a non-trivial RSA-key: the factorisation of the product of the two primes used to create the key. In other words: The product is known and you have to search for the two primes used to create it. The security of RSA is based on the fact that there's currently no easy, or more accurately, no fast, way to do this for large primes. Consequently the larger the primes, the more secure the resulting key. Experts reckon it is safe to use keys with 768 bits and onwards bearing in mind the speed of today's computers and the known factorisation algorithms. That means, a key with 768 bits will be safe for years, provided no one comes up with much faster algorithm to factorise large numbers or an alternative strategy to break RSA. I'd recommend opting for at least 1024 bits - more if you need to protect data for ten years or more.

- ▶ Every key has a "fingerprint", which could be checked by phone.
- ▶ Keys could be digitally signed. When you're absolutely sure a key belongs to the person you think it does, you can sign the key, using your secret key, and send it back to the owner.

If you subsequently receive a new key, you can check if it has the signature of someone you trust (and naturally whose public keys you already have), before deciding whether the new key is likely to be genuine.

### Risks

Even though PGP offers excellent security it still needs to be used responsibly:

- ▶ Don't trust public keys without at least checking their fingerprint - and don't check them by email.
- ▶ Never ever sign a key unless you are absolutely sure it belongs to the person you think it does because once you sign a key, you signal to others the key is genuine.

Of course, it's also possible someone will try to crack PGP-encrypted messages

## RECOGNISING PGP MESSAGES

As PGP encrypted text is no longer readable and can't be sent via email as it is, PGP offers "ASCII armour". This means the resulting cipher text is converted so it consists of characters which can be transmitted by email - similar to the uuencode process you may already be familiar with.

To inform the recipient (or mailing program used) the email contains a PGP message surrounded by the following two lines:

```
-----BEGIN PGP MESSAGE-----
-----END PGP MESSAGE-----
```

In discussion forums such as UseNet you'll also often spot messages beginning with:

```
-----BEGIN PGP SIGNED MESSAGE-----
```

This means the following text has been signed by its author, the signature is attached at the end of the text, in the section marked with:

```
-----BEGIN PGP SIGNATURE-----
```

Sometimes, people also send or post their public keys surrounded by these two lines:

```
-----BEGIN PGP PUBLIC KEY BLOCK-----
```

```
-----END PGP PUBLIC KEY BLOCK-----
```

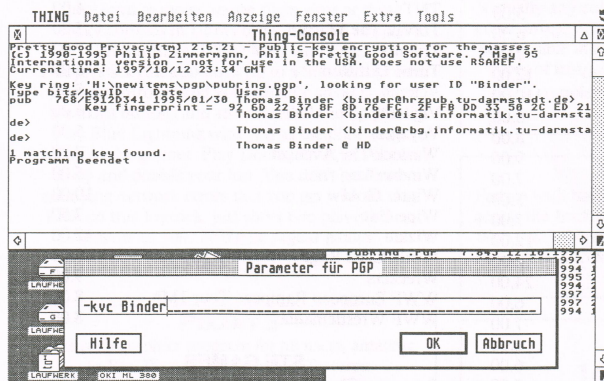
In all cases, you can simply drag the file containing the message on the PGP executable. PGP automatically detects the type of the message and takes the appropriate action.

but the effort needed to calculate the secret key to a public key or break the IDEA cipher is so high it would take years to do so, even using very powerful computer networks - they're more likely to get results using "conventional" extortion or violence.

### Why use PGP?

Having read the last paragraph, you may wonder whether to bother using PGP at all, especially if you don't have any confidential stuff to send. You're not alone, some experts suggest sending encrypted data simply attracts the attention of hackers. On the other hand if more people use PGP (or other cryptographic tools) it wouldn't attract the same degree of attention, a typical chicken and egg scenario!

Another reason to use PGP is simply prevent casual intrusion. Think of PGP as envelope for your email. When you send a postcard you accept anyone can read its content, email is much the same so it makes sense to pop it in a PGP "envelope".



▲ PGP is command line tool which is controlled by entering parameters

### PGP and Atari

PGP is a command line utility written with portability in mind which has the advantage that versions are available for most platforms, including ours.

Unfortunately these are not very user friendly but happily there are various GEM shells which provide a convenient graphical user interface to use PGP.

One of the best known is Easy PGP, programmed by Manfred Ssykor, which is multitasking aware and offers access to nearly all PGP features.

Of course, it is still inconvenient when you receive an encrypted email, to have to call PGP (or shell) to read it

and the same applies for sending PGP encrypted mail). However there are mail readers, such as Okami, which offer built-in PGP support or allows the use of PGP as an external filter. This means, you can optionally encrypt/sign email before sending it, and incoming encrypted mail can be automatically decrypted when you want to read it.

### Getting PGP

Almost every BBS or ftp server carrying Atari software will carry a copy of PGP. The URL below is an excellent jumping off point because it allows you to select your platform then displays a list of hosts in various countries:

### URL:

<http://www.pgpi.com/download/#2.6.3i>

The current Atari version is 2.6.3i - the international release. After unpacking the archive do take the time to read the documentation. It's not a good idea to use PGP without reading them and be wary of any PGP version which came

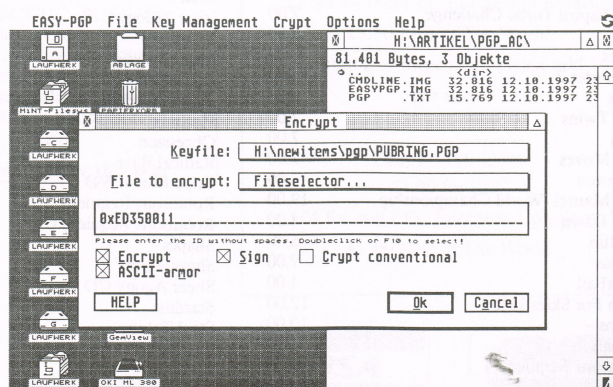
without documentation!

Finally, here's the fingerprint of my public key, which you can verify when you get it. Naturally if you use this you're already assuming the editor, publisher and everyone else involved in the production process haven't tampered with the fingerprint!

```
92 6D 22 37 8F 8D 76 FC
2F FB DD 33 50 2C ED 21
```

If you'd like my public key my email address is:

[gryf@hrzpub.tu-darmstadt.de](mailto:gryf@hrzpub.tu-darmstadt.de)



▲ Easy PGP, a GEM shell for convenient access to PGP

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CALAmXiMUS Graphics Book	14.00
Classic Atari	19.00
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# TOSBOX v1.01

Martin Milner looks at yet another Atari emulator...

TOSBOX, programmed by Mark Slagell in the US, is an Atari ST emulator which provides an environment to run TOS and GEM applications using DOS via Windows (3.1 or 95). In common with most other emulators, TOSBOX requires a TOS image (copy of the Atari operating system) on disk. This can be saved to disk from your real Atari machine using the utility provided.

## Design objectives

TOSBOX is unusual because, as Mark explains "TOSBOX works from the system down rather than from the hardware up. The idea was not to make a PC behave as exactly as possible like an ST, but to run Atari applications as smoothly as possible on a PC." Mark goes on say "TOSBOX is not a complete hardware-level emulation of an Atari ST and isn't designed to run games and graphics demos".

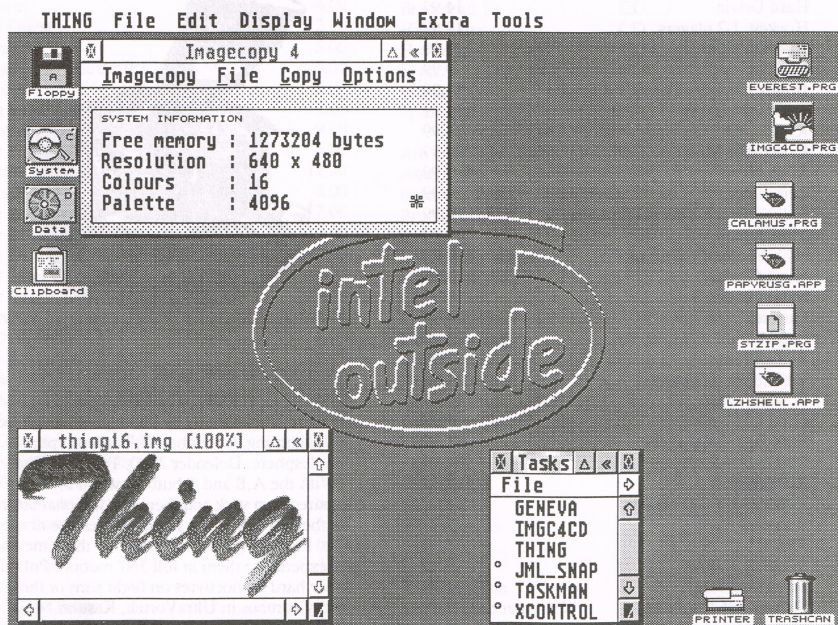
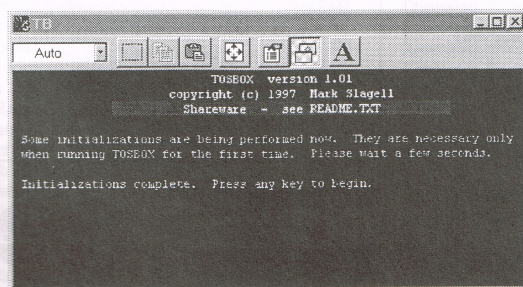
If you want to play games the PaCifiST Atari emulator, programmed by Frederic Gidouin in France, is a better bet.

Wherever possible, TOSBOX redirects and translates system calls or, if this led to problems, the hardware itself was emulated instead. TOSBOX currently emulates the Blitter and serial port, and includes support for hardware flow control, the DTR and DCD lines.

The method used to handle the keyboard is unique and seems free from the glitches and lockups that plague more than a few other emulators.

The 68000 processor emulation is written in assembly language, which implies more bang for your buck - especially taking into account Mark's design philosophy. TOSBOX certainly feels smooth and appears to run faster than raw benchmarks suggest.

Mark has no plans to emulate the MIDI ports, a 68030 processor, or any machine-specific hardware.



▲ TOSBOX running Geneva and Thing v1.20 - multitasking under emulation

## Requirements

TOSBOX runs in 32-bit protected mode, which requires a 386 processor or newer is required. A VESA v1.2 (or higher) VGA/SVGA graphics card is recommended along with a mouse and driver software, at least 2Mb of memory, and a hard drive. This pretty much means any PC bought over the last few years will be more than adequate! TOSBOX should work with all TOS versions up to and including 2.06.

## Choices

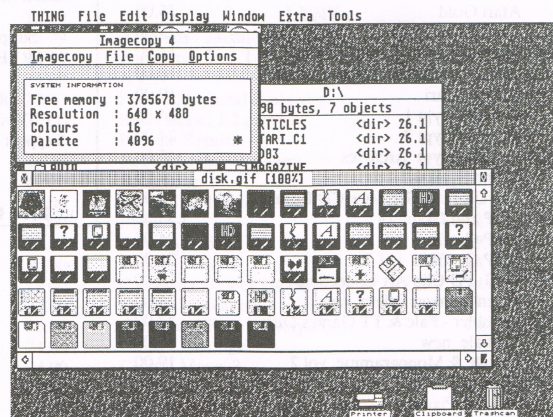
It's sensible to keep all your Atari related files in a folder away from the root of drive C: where they become hopelessly mixed with native PC files (been there done that, got the T-shirt!) and it minimises the risk of file loss and corruption. I also run PaCifiST so keeping everything in folders means I can point both emulators pointing at the same folder to share programs. If TOSBOX is started in an ST compatible resolution it's possible to change resolution from the desktop just like a real ST. If you're

running one of the custom resolutions this doesn't work, because the AES gets confused - but you can save alternative INI files and select between them.

If you encounter a program which fails in a particular resolution it's easy to create a custom INI file and use it for that particular program.

## Thunderbirds are Go!

After editing TOSBOX.INI run TB.EXE and you arrive swiftly at the Atari desktop, if you don't, re-check your INI file settings carefully. To exit emulation at any time press the [Control]+[Pause/Break] keys (or an alternative pre-defined combination) which brings up the DOS screen with options to reboot ST mode or quit.



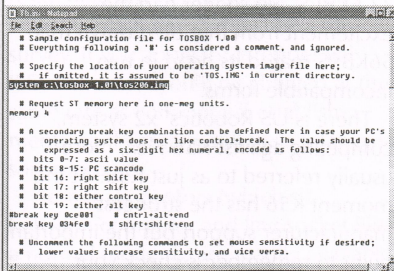
▲ TOSBOX can address the PC CD-ROM like any other drive. Here Imagecopy displays an image from the StraTOS CD-ROM

Like any real Atari machine TOSBOX runs all the AUTO folder programs then starts any active desktop accessories and it's well worth adding a boot manager to help manage all the extra working environments. Unlike real Atari machines, Auto folder programs appear

## TOSBOX CONFIGURATION

Before launching TOSBOX you need to edit the supplied TB.INI file to suit your system and requirements using the Windows Notepad, DOS EDIT command or any ASCII text editor. The main options you need to set to get a working setup are:

- ▶ **system:** Make sure the path points to the location of your TOS image file.
- ▶ **memory:** Real Atari machines cannot easily be upgraded beyond 4Mb. TOSBOX allows up to 14Mb memory to be allocated.
- ▶ **video mode:** refer to the table to select the desired screen mode. You'll need TOS 1.04 or later to access the extended resolutions.
- ▶ **extend Getrez:** Enable this option to use the extended 16 colour resolutions otherwise you may find text appears squashed to half normal height.

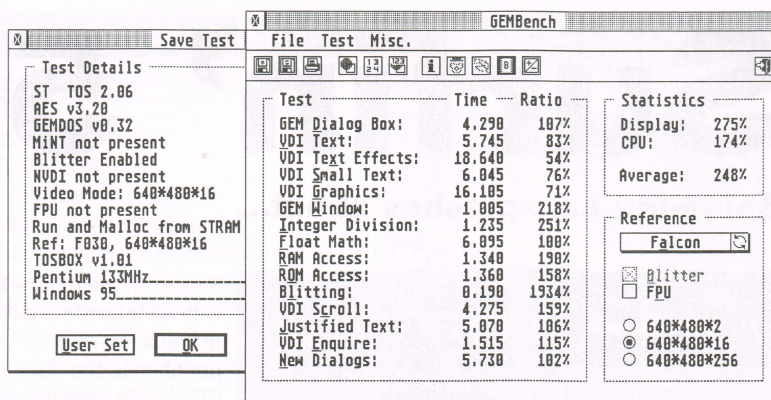


The INI file is fully commented and reasonably self-explanatory

### Speed versus resolution

- ▶ The higher the screen resolution and number of colours you decide to run the slower Atari emulation will be.
- ▶ The higher the specification of your PC the faster Atari emulation runs.

The 640x480x16 colour resolution (video mode 5) is a good choice for any Pentium level PCs, striking a good balance between extra functionality and speed. If you've previously only used the standard ST resolutions on real Atari machines you're in for a real treat - go on, have some fun rediscovering your favourite software!



▲ Faster than a speeding bird - allegedly!

to be executed in date/time order. This makes it easy to shuffle the running order by renaming files instead of physically moving them into and out of folders.

A software screen accelerator is worthwhile. NVDI v3.x or later is recommended if you intend to use the extended screen resolutions.

Gone are the days when magazines posted lists of compatible software, most GEM applications will work perfectly. If you encounter any programs which fail repeatedly take the time to report them to both Mark and the author of the program, that way the emulator will get even better.

Like most other emulators any software which hits the hardware directly (games), requires a maths co-processor, the DSP (Apex) or a 68030 processor (Falcon only software) won't run. Since there's no MIDI support and nowhere to plug in cartridge port dongles most musicians will be better off sticking with real Atari machines.

### How fast?

A Pentium 75 runs around twice the speed of a standard ST, depending on the actual tasks being performed. Most PCs on sale today are appreciably faster so fasten your seat belts!

### Serial Port Emulation

The Atari serial port is emulated at the hardware level and can be mapped to any of the four PC COM ports at speeds up to 115200 baud - real Atari ST machines top out at 19200 baud! Because the TOS serial routines are buggy you still need to use a patch program such as SERIALFX.PRG or HSMODEM.PRG in your AUTO folder.

There's a problem with XYZ.TTP which makes an unsupported system call. Mark is planning to work-around this in a future release. In the meantime your mileage may vary - I experienced problems getting STiK and STiNG working with CAB yet other people have reported trouble-free working set-ups.

### Parallel port

I experienced some problems printing via Papyrus which I solved by setting Papyrus to "Via TOS" option in the Options > Compatibility dialog - look for similar options in other applications.

### Conclusions

Bearing in mind this is an early release TOSBOX shows great promise. The keyboard handling is rock solid and you get a taste of the colour resolutions normally only enjoyed by Falcon owners. The ability to reboot between resolutions and switch INI files is very flexible and as soon as Mark has sorted out the remaining glitches in the serial port handling I will press some comms applications into regular service - my registration fee is on its way! ☺

## TOSBOX v1.01

### Author

Mark Slagell 3716 Ross Road, Ames IA 50014, USA

Email: sluggo@ames.net

URL: <http://www.geocities.com/>

SiliconValley/Vista/4448/

### European support

InterActive

Tel: +44 (0)1206 852602

Email: support@inactive.cix.co.uk

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

### Status

Shareware, \$15 direct with author or £12 via InterActive.

### System

386/486 or Pentium equipped PC with VESA v1.2 (or higher) VGA/SVGA graphics card, mouse driver software, 2Mb memory minimum, a hard drive and a TOS image on disk.

### Pros

Cheap, fast, reliable keyboard handling, reliable, runs Geneva

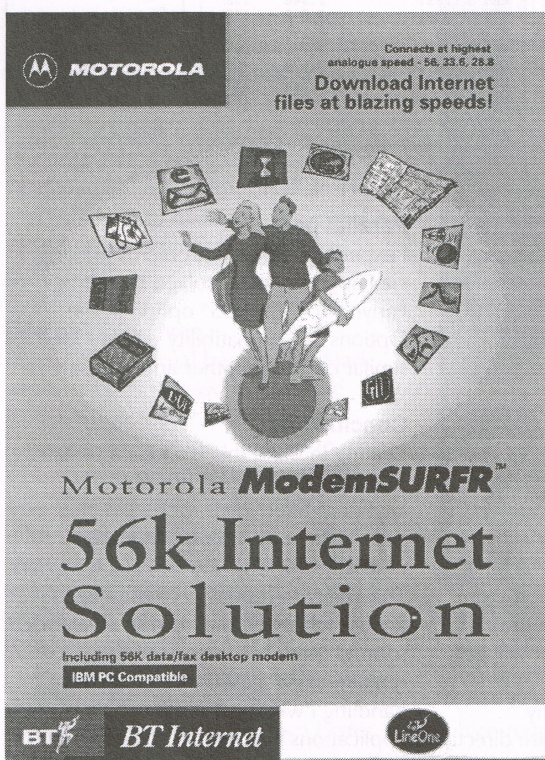
### Cons

No Help or Undo keys, not the best choice for gamers, doesn't run MagiC

87%

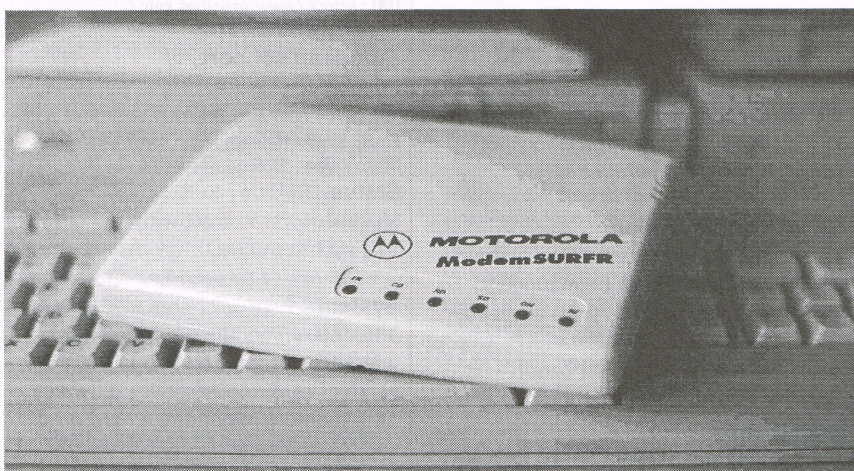
# Surfin' 56K

Shiuming Lai splashes about...



This may sound daft, but if modems weren't quite so staid or tacky in appearance ("...cream coloured Stylophone look of its predecessors" - Al Goold, *USR Sportster* review AC#3) I'd have bought one years ago.

in the 56K range, the external ModemSURFR features K56 (see boxout), fax capability and Motorola's proprietary automatic adaptive transmission rate system - this accounts for the maximum speed of the modem



Things have changed considerably. Thanks to sleeker designs, boasting improved technology inside, coupled with the rather more sensible argument of being connected and informed, I succumbed to the guilt of not exploiting my computer's potential and took remedial action for its state of isolation.

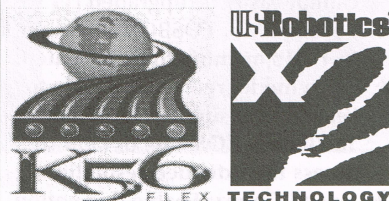
on the other end of the line as well as actual line conditions when making a connection. Last but not least, it's prepared for videoconferencing, requiring a "PC with sound card, video capture card, video camera and H.324 videophone software" but have you guessed which Atari machine is ideally

Straight in the muck - as with all software bundled by manufacturers of peripherals, the disks and CDs in this pack from Motorola serve no purpose to Atari owners. Given the overwhelming dominance of the PC platform in the consumer sector this is only to be expected, but it also means we can't actually use the modem straight from the box.

Apparently the modem's country needs to be configured, for reasons not explained in the manual, and an entire high-density disk is dedicated to the set country utility. Did I say we can't use the modem straight from the box? Well actually we can, due a a design "feature". See the boxout for more details. In common with its siblings

sued to this? Yes, the Falcon easily meets the functional requirement of first criterion, has a very good quality add-on for the second in Titan Designs' *Exposé* (though the advent of digital camcorders begs the possibility of a Firewire direct digital interface adaptor for the DSP port), and if you've seen this in action under the cracking Apex Media/Alpha you'll know the software should certainly be possible. How about it, Black Scorpion?

## 56K TRANSMISSION: THE FACTS



A few years ago, 28.8KBPS modems were considered to be at the peak of standard telephony data transmission, a belief quickly shattered by the arrival of 33.6KBPS. No sooner had the excitement from that died down than 56KBPS reared its head in two, incompatible forms.

There is US Robotics' x2 system, competing against K56 Flex, more usually referred to as just K56. At the moment K56 has the strongest manufacturer support but the important point to remember is check your service provider can transmit at 56K, using the same 56K standard as your modem. Zetnet, currently gaining popularity among Atarians, had this to say, "To begin with we will be supporting the USRobotics X2 standard. It would be too costly to dispose of all of our modems and change them for the K-Flex. The K-Flex standard may be supported in the future, but we, in technical support, have no firm details on that." Beware, don't interpret "x2" to simply mean twice as fast as existing 28.8!

Another limiting factor is the quality of the telephone lines, as is the computer you connect the modem to. Machines from the Mega STe upwards, include enhanced SCC serial controllers, which can handle these higher speed modems; earlier ST machines need a hardware modification.

Other useful bits and pieces in the package include a power supply, all the necessary connecting leads and, thoughtfully, a DB25 to DB9 converter for computers with the old 25-pin RS232 port; perfect for 520s, 1040s and Megs.

Buying a modem these days is more to do with personal taste, budget and desire for additional bells and whistles like number memories and speakerphone (I dare say the greatest hurdle you might encounter is installing a new telephone socket). Standards have become tighter and the Hayes AT command set is now universally adopted. This modem is no discredit to the Motorola name and I heartily recommend it. ☺

## ANALOGUE vs DIGITAL

You may have heard of ISDN (Integrated Services Digital Network) which is the digital equivalent of a standard analogue telephone line, but with a scaleable bandwidth (in multiples of 64KBPS depending on how many channels you are prepared to pay for) and better reliability, crucial for electronic data transmission. So why am I not suggesting you rush out and get a line installed? At the moment BT is making small efforts to promote ISDN and then only at a very business-oriented level. Its printed literature makes no mention of residential services, although it will actually install one, subject to a site survey. If you apply for a residential ISDN line now you'll be charged at the same rate as commercial establishments, so it's clearly still in its infancy in some respects.

Terminal adaptors (which sit between computer and line socket like a normal modem), are readily available and theoretically there should be no problems using your existing comms software, as the interface between computer and modem/terminal adaptor is digital thus external terminal adaptors use AT commands just like their modem counterparts. It's the actual method of transmission which differs and already there is an alternative to ISDN, called ADSL (also digital), undergoing trials. This eliminates the need for a special line as it uses your existing analogue socket.

Modems are easier for beginners and light users, and at their current prices and specification it's no big investment to get on-line. If you're struggling with 14.4KBPS (or slower even) and want a quick upgrade, one of the latest modems will provide an effective stop-gap until a new electronic communications standard is well and truly established.

## ATARI FRIENDLY ISPs

### ZETNET

Telephone: 01595 696667  
Fax: 01595 696548  
Email: [info@zetnet.co.uk](mailto:info@zetnet.co.uk)  
URL: <http://www.zetnet.co.uk>

There are over 80 Atarians on Zetnet. Information pack available on request which contains a brochure about the PC software, a "What is the Internet" leaflet, a price guide and order form.

#### Zetnet accounts offer:

- \* One email address in the form: `<username>@zetnet.co.uk`
- \* 5Mb free webspace.
- \* Zetnet Atari Access Pack which includes CAB v1.5, MGFTP, STiK, Telnet, NEWSie and AtarIRC - everything needed to access the Internet.
- \* UK local call access via an 0845 number
- \* Access to the Zetnet-Atarians mailing list, which as the name suggests is a mailing list where Atari users talk about Atari related matters.

#### Costs

- \* Free set-up
- \* No on-line charges
- \* £76.60 (£90 including VAT) annual subscription or £7.23 (£8.50 including VAT) per month.

Paul Jones

### CiX

Telephone: 0181 255 5050  
Fax: 01492 641 538  
Email: [Sales@cix.co.uk](mailto:Sales@cix.co.uk)  
URL: <http://www.cix.co.uk>

There are currently at least 250 Atarians on CiX. The CiX brochure is available on request (by telephone/fax or via the web pages). It's also worth taking a look at the SwiftCiX offer in AC#6 p33.

#### CiX accounts offer:

- \* One email address in the form: `<username>@cix.co.uk`
- \* 5Mb free webspace.
- \* Free general technical support
- \* UK local call access via an 0845 number
- \* Access to CiX conferencing (via a separate 0181 number).

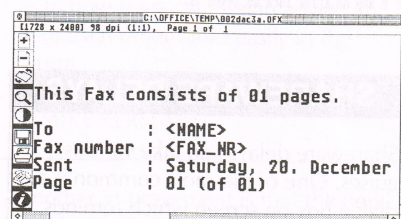
#### Costs

- \* Free set-up
- \* Occasional User Tariff (ICA-OUT).  
£6.25 (£7.43 including VAT) minimum monthly charge which includes up to two and a half hours free. Additional online time charged at 4p+VAT per minute cheap rate and 6p+VAT per minute peak rate.
- \* Standard User Tariff (ICA-SUT).  
£14.99 (£17.61 including VAT) minimum monthly charge which includes up to 25 hours free. Additional time charged at 1p+VAT per minute.

## SETTING UP THE ModemSURFR



If you find yourself experiencing an engaged tone about 95% of the time don't despair, it's unlikely the ISP's lines really are that busy. Take this tip from Zetnet tech support, "This is a problem with the modem itself. I have heard that Motorola are actually withdrawing them from the market, but that hasn't been confirmed yet. The solution is to configure the modem to be in America rather than the UK. The cause of the problem is slightly to do with the 0845 that we, and many other ISPs, are now using. The first tone is a slightly longer tone than normal and in the 'out of the box' state the Motorola modem picks this up as an engaged tone. Changing it to the American configuration clears this."



▲ Try Junior Office (available from CyberSTRider) for Class 1 fax modems.

## ModemSURFR 56k

**Product name**  
Internet Solution

#### Manufacturer

Motorola  
Contact: Motorola, Midpoint,  
Alencon Link, Basingstoke RG21 1PL  
Tel: +44 (0)1256 790308  
URL: <http://www.motorola.com>

#### Cost

RRP: £120

#### Requires

Free RS232 port

#### Pros

Five year warranty

#### Cons

Can only lie flat (no upright mounting stand), no volume control, only Class 1 fax

**85%**

# Basic BASIC!

## When is a dialog not a dialog? Paul Jones looks to find the answer...

## Click goes the mouse!

Last issue we looked at the basic structure of PDO explaining how the program works. This time let's think of some ways it could be improved:

- ▶ **Keyboard shortcuts:** These are an useful addition to most programs.
- ▶ An information dialog, like the one we created back in AC#5!
- ▶ A registration dialog to remind people to pay for software they use.

The PDO structure makes it easy to add new features and you should remember this when programming your own projects. First we have to make a modification to the main loop:

```
e=FNevt_multiCPU_MESAG+MU_KEYBD,0,0,0,0,0,0,0,0,0,0,0,-  
VARPTR(mess(0)),0,0,0,0,k,0)
```

```
IF e AND MU_MESAG THEN do_message mess(0)
IF e AND MU_KEYBD THEN do_keybd (k)
```

## SHAREWARE DELAYS

Shareware delays can take various guises. One of the most common is a dialog box on screen which reminds the user of their obligations. These often incorporate a time delay of some sort, for example, a progress bar which prevents the user from dismissing or bypassing the dialog immediately. Happily these are easy to implement. Take a look at the PDO source in the dialog subroutine you will see the line:

```
junk=FObjc_draw(tree&,0,10,x,
y,w,h)
```

This simply just draws the dialog on screen, another command `form_do` enables the user to interact with the dialog. If we simply display the dialog then wait in a loop, we have effectively created a shareware delay! As for the progression bar, we can have an object in the box which via another GEM command we can change the size of.

A variation of the shareware delay is included in GEMBench which displays "Register" in a flashing colour and you can also add this to your own programs - I'll be covering this next time around.

Now, instead of simply waiting for messages, we can also get input from the keyboard! If we get a keyboard input now, our program will jump to a subroutine called `do_keybd` with the key pressed as a parameter. If you're not sure of parameters, subroutines or functions, re-read AC#6.

```
SUB do_keybd (VAL k)
a=Fmform_alert (1,"[1] [ "+STR$(k)+" ] [ OK ]")
END SUB
```

Whenever a button is pressed, the value is displayed in an alert box. Using this method you can press the desired key combinations and write down their values for use in the program. For example:

- ```
► [Alternate]+O 6144
► [Alternate]+L 9728
► [Alternate]+S 7936
► [Alternate]+V 12032
► [Alternate]+P 6400
► [Alternate]+Q 4096
► [Alternate]+A 7680
```

Now, we can edit the subroutine so these values are used to go to the required item in `ProcessUserMenus`.

```
SUB do_keybd (VAL k)
  STATIC item
```

```
IF k=6144 THEN item=opts : REM Options
IF k=9728 THEN item=loads : REM Load options
IF k=7936 THEN item=saves : REM Save options
IF k=12032 THEN item=view : REM View file
IF k=6400 THEN item=prin : REM print
IF k=4096 THEN item=quit : REM quit!
IF k=7680 THEN item=about : REM about item
```

```
CALL ProcessUserMenus (0,item)
END SUB
```

We get a value in, find which item it belongs to and jump to the processing menu. For example, if we get 12032 in, we know this value is unique to [Alternate]+V and can proceed as if the "View file" option had been selected by the user via the drop down menus.

Oh no, more dialog boxes!...

If you compile and run this modified version you'll encounter a problem. If you press a combination key, followed by a key without a combination key, for example, if you press [Alternate]+O then, after the alert box has been displayed, you press D, the same alert which came up for the keyboard shortcut combination will be displayed again for an invalid key!

We do some object checking to find out if the currently pressed button is a valid key, then jump to that menu item in `ProcessUserMenus...`

```
SUB do_keybd (VAL k)
  STATIC item,id

  id=0

  IF k=5144 THEN item=opts : id=1 : REM Options
  IF k=9728 THEN item=loads : id=1 : REM Load options
  IF k=7936 THEN item=saves : id=1 : REM Save options
  IF k=12832 THEN item=view : id=1 : REM View file
  IF k=6400 THEN item=prin : id=1 : REM print
  IF k=4096 THEN item=quit : id=1 : REM quit!
  IF k=7680 THEN item=about : id=1 : REM about item

  IF id=1 THEN CALL ProcessUserMenus (0,item)

END SUB
```

At the start of the routine the variable `id` is set to 0. If any of the shortcuts have been selected then `id` is set to 1 and the routine will jump to `ProcessUserMenus`. If an invalid shortcut has been selected it will be ignored because `id` is not set to 1. Next we need to change two lines in `ProcessUserMenus`:

```
CASE about:
  dummy=FNdialog (info,0)
```

```
CASE reg:
    dummy=FNDIALOG (regist,regcode)
```

Both these will display a dialog box from the RSC file. If the About option is selected (via the menu option or new shortcut routine) the info dialog is displayed and this is also the case for the register dialog. The “regcode” in the register dialog is the name of the default edit field, which we’ll look at in more detail next issue. ☸

## SPECIALIST DISK

## HiSoft BASIC Useful Routines & Documentation Guide

A specialist Reader Disk, compiled by Paul Jones, to accompany these tutorials is available. The disk includes:

- ▶ All the previous HiSoft BASIC tutorials, images and source code
- ▶ Libraries: GEMVDI, Telnet, NetWorld, MODPLAY, WavePlay, OOLIB and how to write your own library.
- ▶ Iconify, BubbleGEM, VA protocol, Drag&Drop, multitasking extras, latest GEMAES.BH file, PRG Flags.
- ▶ Other useful routines including, sprite handling, blind dates and loads of source!

Refer to page 9 for ordering information

# Suggestive Remarks

Mike Kerslake's back with more ideas for programmers...

It's all very well me sitting here making suggestions but the idea of the column was to encourage programmers to actually take some of the ideas on and develop them. I'm pleased to report programmers are taking up the challenge and so far the following useful utilities have emerged.

Firstly, you may remember in AC#6 I made an appeal for a simple A-to-Z sorter and Matthias Jaap, the Home Page Penguin author, has produced A-to-Z - you'll find a review in the PD/Shareware pages and it's included on the Reader disk as well.

Secondly, STripper v1.0b by Neil Wakeling is a HTML to Timeworks and ASCII converter. Currently we've received a test version for feedback, but it looks promising. Neil would like to add options to convert to RTF and Thats Write and just possibly, by a slightly convoluted route, support for Papyrus could be implemented. I have been able to convert HTML to ASCII although I did experience a few problems under MagiC (Neil doesn't own MagiC) but I'm sure these can be overcome pretty easily. Neil is looking for feedback at this stage so if you'd like to do some beta testing why

not get in touch with him via the usual Atari Computing contact points or directly if you'd prefer:

Email: [neil@tuva.demon.co.uk](mailto:neil@tuva.demon.co.uk)  
<http://www.tuva.demon.co.uk>

I'm always pleased to hear from readers with their ideas, and this issue is no exception! Mahn Davis has suggested the following:

- ▶ A CPX like PHplayer (sample player)
- ▶ A decent CPX calculator (with percentage, square root, and memory options)
- ▶ A CPX dictionary/thesaurus

These three ideas certainly sound possible.

- ▶ A utility to convert between various 3D file formats including 3dS, DXF, POV, 3D2 and OBJ (Cyber)

I'd also like a program to convert between CVG to GEM. At the moment only a handful of graphic programs include suitable options and these are expensive OTT solutions for many people.

Something to convert the popular Corel Draw CDR format files to an Atari friendly format would also be invaluable.

- ▶ A utility which allows all loose files on the root directory of C: to be kept in, and read from, either a folder called ROOT, or in several folders called INF, SYS, RSC, CONF, and OTHER, with a user configurable path. The exceptions would be MAGIC.RAM, DESKTOP.INF, NEWDESK.INF and XXXDRIVER.SYS which would remain (There's already an AUTO folder utility called ACC.PRg which does the same thing for accessories).

This is slightly more complicated because many programs expect to find vital files in certain places. But anything that reduces the clutter of loose files on the root of a boot partition would be welcome!

So, plenty of ideas for programmer to get to grips with there. Don't forget this column is designed to help both users and programmers, so do get in touch. Whether you have a basic idea or have a more detailed suggestion, this column is an ideal forum in which to suggest and then discuss it!

Next time I'll be making a suggestion as to how users can obtain advice and help each other more easily in the future.

MIKE KERSLAKE

## STOS Corner

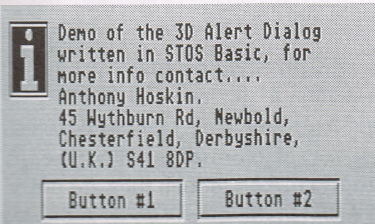
### Anthony Hoskin's Falcon Extensions

The 3D menu extension has undergone some major updating, now being the 3D menu & alerts v2.0 extension. It now allows you to invoke an alert dialog modelled on the GEM alert dialog.

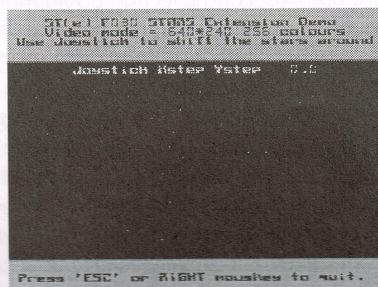
#### STOS-Falcon 030 Alert Form demo

You chose alert button #1.

Press LEFT mousekey to go again or press RIGHT mousekey to quit.



The latest version of the extension may now use any colour of the 256 colour palette, which means it's no longer restricted to the lower 16 colours. In common with the 3D menu extension, the 3D alert automatically redraws the screen when it terminates its call. This means you don't need to redraw the screen yourself. Anthony has now added a Stars extension based upon the original by Lee Upcraft. The new version now works in the Falcon's 16 and 256 colour video modes and commands are backwards compatible with the original extension. It also still works on the Atari ST/STe machines. The upper limit to the number of stars has also been increased from 200 to 512.



▲ Example program using the new STARS extension in 256 colour mode

Another improvement is that the new WIPE STARS ON command doesn't erase the whole screen, only the area in which the stars are displayed, which means it is now possible to display the stars, for example, a spaceship window and only that window will be erased.

### JAA extension

I've recently received outline details about a new STOS extension under development by James Arthur, provisionally called the JAA extension. It includes a complete replacement for the Blitter extension, plotting and pointing commands for screens greater than 320 pixels wide (ideal for hardware scrolling), various arithmetic commands and - if there is enough support, commands for blittered sprites might be added.

James is requesting feedback about what people would like added. You can contact James at:

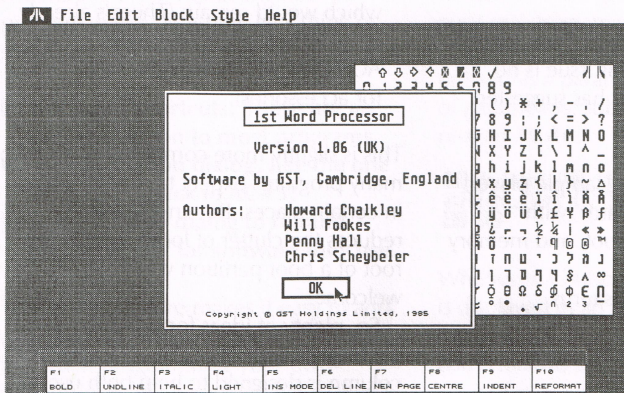
James Arthur, 29 Enstone Road, Westcote Barton, Nr. Chipping Norton, Oxfordshire, OX7 7AA, UK. Email: [jaa@arfa.clara.net](mailto:jaa@arfa.clara.net)

MARTIN MILNER

# Better Papyrus

Michael High starts a new series taking over where the manuals leave off...

papyrus



▲ Using Papyrus like 1st Word is like driving a car in first gear all the time!

When you buy a car you don't get a manual telling you how to drive. It's the same with Papyrus, those nice people at ROM Software/HiSoft assume you know how to use powerful document processing software. We suspect there are many Papyrus users driving around in first gear. If you're one of them, these tutorials are your driving lessons...

Back when people used quill pens, writing was a combination of art and craft skills. The typewriter changed this making it easy to produce neat lines of legible text. In the early eighties computers and word processing software made it easy to correct mistakes, output in different types and reformat paragraphs.

Towards the end of the eighties the DTP revolution split the actual words away from the craft skill of page layout - designers of the groundbreaking Timeworks package assumed the text would be generated separately and imported into Timeworks for page layout. One of the key tools used in Timeworks page layout was the use of "Styles" and Papyrus adopted and developed this concept as the basis of its page layout abilities.

## Putting on the style

In 1st Word (or using a typewriter) text styles and formatting are added as you type. Although you can work like this with Papyrus, there is a better way. In Papyrus, there is a distinction between creative writing (getting the words right)

the consistent application of style. The choice of font, size and spacing can often convey as much meaning as the actual words. For example, it is obvious which words are titles, headings, text

## The choice of font, size and spacing can often convey as much meaning as the actual words

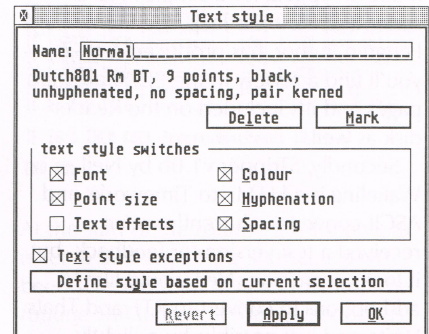
and even computer code - each has a distinctive style. The editor doesn't have to think "This is a heading so I have to select Swiss Font, 16 point, bold, left justified, followed by an 8 point ruler" instead he just indicates it's a "heading" and leaves the designer to take care of the details. This not only saves time, but offers other advantages.

Supposing you have just finished typing in a letter applying for a new job. The words are perfect, the spelling has been checked, but the letter just spills over onto a second page. One solution would be to reduce the font size and the line spacing. With local formatting every letter would have to be changed manually, using styles, you simply change the style and all the text using that style is automatically updated! Your document still retains the same look and feel and fits onto a single page.

This ability to globally change how text appears throughout documents really comes into its own when working

and the formatting and layout (making the page look attractive). Although Atari Computing Towers issue contributors with a writers style guide they can't turn you into Shakespeare overnight. On the other hand this magazine is a good example of

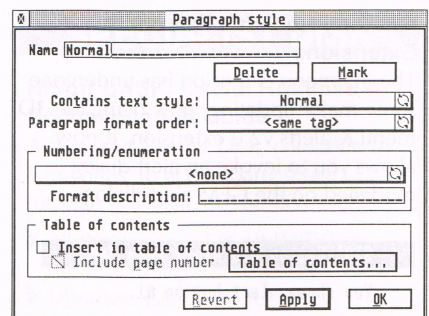
on complex documents, such as newsletters or hand-bills. Papyrus offers both "Text Style" and "Paragraph Style", making things very controllable.



▲ Format selected text and save the settings here

## Text Style tips

You can specify as many or as few parameters as you like. In the example I have set everything except the text effects (bold, underline and so on) because "Normal" is the only style I use. This leaves the option to local add formatting for occasional emphasis. Other text styles would specify the text effects, for example, to make headings bold. Behind the six text style switches lie ten parameters, so choosing a text style can save a great deal of menu clicking.



▲ Numbering and enumeration is more exciting than it sounds!

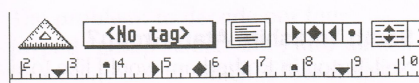
## Paragraph Style points

In addition to the four optional parameters, the Paragraph Style stores three sets of information. These are always set, even though they are not displayed in the same way as in the Text Style dialog.

First the five parameters of the Paragraph Offsets are set (this option, located under the Text menu which has always struck me as inconsistent - Style seems much more logical). It is good practice to use paragraph offsets in preference to adding blank lines to create space between paragraphs. Although measured in points (1 point = 1/72 inch), Papyrus accepts decimal settings giving adjustments as fine as your printer allows. Second, the line spacing and justification are set with the Paragraph Style. Most important of all, every Paragraph Style contains a ruler, complete with paragraph margins and tab stops.

### Ruler rules

The ruler hasn't changed much so the description in the manual is fine, although a few points deserve fuller explanation. It is important to understand the difference between document and paragraph margins. Document margins apply to all pages following a specific Master Page - a subject well covered in the manual. Paragraph margins apply to any text with a particular Paragraph Style.



▲ Spot the subtle difference between first margin and decimal tab

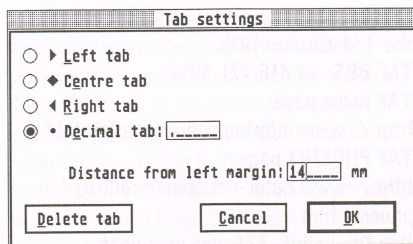
In the ruler example, the left document margin is at 2cm - shown by the small tick to the right of the line. The right document margin is shown by left facing tick mark at 10cm. They can only be moved via the Page Layout dialog in the Document menu. There are two symbols for the left paragraph margins. The mark at 2.8cm is for the second and subsequent lines of the paragraph, whilst the dot at 3.8cm is the margin for the first line. They can be placed on the left document margin, or between it and the right paragraph margin at 8.8cm.

The three paragraph margins can only be set using the mouse. They snap to the nearest multiple of 2mm, 1/12 inch or 1/2 pica depending on the

selected measurement system. The ruler displays the distance from the edge of the paper but paragraph margins are set relative to the document margin. If you change the document margins, the paragraph margins appear to remain the same. However, if you move them, they'll snap to the 2mm etc so it makes sense to work in multiples of 2mm etc. when choosing document margins.

### Tab tips

With typewriters and 1st Word, tables can be laid out using the space bar. This is not the case with Papyrus. Changing the font, increasing the font size or spacing and even selecting bold effect alters the distance covered by a space character. The only way to place text at a fixed distance from the margin is to use tabs. When placed using the mouse, they follow the snap rules, but remain adjustable. Right clicking the tab mark on the ruler line brings up a dialog which isn't covered in the manual. This dialog allows you to change the type of tab and to set its exact position, in addition up to six characters of any text can be set as the "decimal" tab - a nifty feature.



▲ Decimal tabs don't have to be decimal points

To save time why not set up several default tabs in your "Normal" paragraph style - mine are set every 1.2cm. As you create additional paragraph styles, the tabs can be changed to different types without moving them, which helps preserve a uniform layout.

### One I prepared earlier..

Most of us load up a new software, ignore the manual and immediately start producing something with it. All this talk of styles and rulers seems to get in the way of printing a document. The good news is you only have to set things up once.

Paragraph and text styles can be saved in templates. These documents are created like any other. Under the Document menu, the Document type is changed to Template before it is saved into your template folder. To create the styles, simply create some dummy paragraphs - these can subsequently be deleted without losing the style information. The most useful template

file is called \_NEW.PAP because it's the file opened via the New document ([Control]+N) option from the File menu.

Once you have saved your own "house style" template as \_NEW.PAP you can customise the function keys. Double-clicking or [Control]+clicking in the middle line of the Function key displays a dialog where paragraph or text styles can be assigned to a Shift-Function key combination. These can then be saved using the Save options ([Control]+E) command.

### Next time

We'll explore the hidden potential of tables next time. Meanwhile, if there are any topics you would like covered drop me a line, on disk in ASCII or Papyrus format, to the editorial address. ☼

MICHAEL HIGH

Email: michael\_high@nt.com

## ON THE READER DISK

### And there's more...

The Reader Disk includes some example files which demonstrate the various features talked about here, along with some we couldn't squeeze into this article.

## HOW WE DO IT!

There have been a number of changes at Atari Computing. One of these is we're now typesetting all the editorial pages in-house. Being a strong believer in how good the Atari system is, we wanted to show how a large and quite complicated magazine such as this could be produced using Papyrus and other Atari programs.

The first thing we did was design left and right-hand master pages, with a second almost identical set for use with 3 or 4 page articles. We've also taken the opportunity to change our body font to Humanist. For total compatibility, we use True Type fonts from Bitstream and other sources, managed by NVDI 4.11.

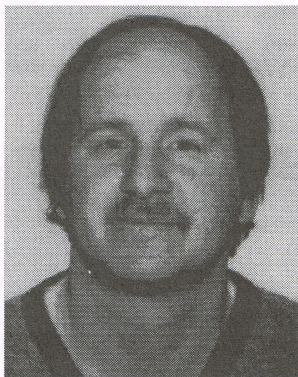
We've tried to keep a similar look to previous issues, but we have also tried to simplify things to give a cleaner look to the pages.

After the addition of editorial text and graphics the finished pages are proof read. After any corrections are made, the pages are transferred by modem for output on a high quality laser printer then delivered to the printers for platemaking and, finally, printing can begin!

THE PRODUCTION TEAM



# User Group News



▲ Dan Dreibelbis introduces us to the Toronto Atari Federation (TAF).

As Dan says, "TAF currently has a membership of 126 and are endeavouring to reach out, find and help those in the Atari community to get the most out of their choice of computing platform, as well as hosting demonstrations of just what is new in the world of hardware and software".

TAF's new executive consists of Ken MacDonald as president, Dan Dreibelbis as vice-president, James Alexander as secretary, Dave Lee as treasurer, and Jim Philogene as member at large. Dan goes on to say "Together we have been mapping out strategies on how to further and preserve the club. This is much tougher in North America where the Atari never took off with the computing public as much as it did in Europe, and where to survive with an Atari in these days relies on mail order houses and ingenuity with a soldering iron and a screwdriver. Still, it's satisfying to be able to do the same things with an Atari that's taken for granted on the more established platforms".

The well-attended October 1997 TAF meeting featured special guest Nima Montaser from HOMA Systems House, an Ottawa-based software house specialising in drivers for a variety of PC CD-ROMs and for connecting modern SCSI-based flatbed scanners to STs, TTs and Falcons.

Using his own hot-rodded TT, Nima demonstrated his Scan-X driver software for the Microtek E3/E6, a low cost flatbed that gives very impressive results; he also demonstrated his CD-ROM stuff, which allows Atari users to utilize such PC titles as Infopedia 2 (which includes the Funk & Wagnalls encyclopaedia), Space Missions, and Total Body; all of which are able to display graphics and animations from these disks as well as

the information contained on them - a very impressive demo.

November '97, was the annual TAF Flea Market, which had a somewhat smaller turnout than in previous years. Nonetheless, those who did attend, or who brought things to swap or sell, had a good time and came away either with much-needed cash or much-needed hardware and software.

TAF meetings are held on the third Wednesday of the month in the North York Memorial Community Hall on the Lower (or Concourse) Level of the North York City Centre Library at 5110 Yonge St. at Parkhome Ave. Parking garage inside the complex. Those using public transport can take the TTC's Yonge-University-Spadina line to North York Centre Station. Meetings start at 7.30pm and costs \$2.00 to non-members. Membership is 35 Canadian dollars a year, which includes a subscription to the "PHOENIX" newsletter and full use of the TAF Online BBS.

**TAF BBS: +1 416-421-8999**

**TAF home page:**

<http://www.interlog.com/~schrist/taf/>

**TAF PHOENIX page:**

<http://www.outer-net.com/~redfrog/phoenix.htm>

**Dan Dreibelbis, TAF vice president:**

**+1 416-766-4743**

**Email: dreibel@idirect.com**

**Ken MacDonald, TAF president:**

**+1 416-533-0504**

## Cheshunt Computer Club



The Cheshunt Computer Club has now been meeting regularly in the UK for many years, here's a meeting report...

Derryck Croker proves there's plenty of life in the Atari yet. At a recent CCC

meeting some 15 persons gathered in the Garden Room at the Wolsey Hall, Windmill Lane, Cheshunt in Herts to welcome Karl Brandt of System Solutions to the Cheshunt Computer Club. Karl and his Hades 060 are ambassadors at Atari shows with the Hades proving itself as a workhorse in the work environment, yet still able to extract gasps of astonishment at its sheer speed even in TrueColor mode.

Other items of interest presented themselves during the evening; Paul's

attempts to link a comms-enabled cellphone to a Sinclair Z88 proved to be a real head-scratcher, yet Steve soon had it connected to his PAKed MegaSTe and was downloading files from the Fortress BBS. No luck with Web browsing on my ST though, for the 9 to 25-pin D-sub adapter seemed to be missing some vital function and the STiK dialler timed out waiting for the cellphone to respond.

Snippets of conversations overheard included some timely advice on the unsuitability of high density disks in double density drives. All too soon it was time to pack up and depart, with the next meeting in the new year on the 25th February to look forward to.

For further information on how to join The CCC please contact Derryck Croker, Cheshunt Computer Club

**Email: derryck@cix.co.uk**

**BBS netmail: 90:102/108@nest.ftn**

**Tel: +44 (0)1923 673719**

## South Yorkshire Atari Group?

Neil Turton in Rotherham would like to hear from anyone in the S.Yorks area interested in forming a local user group.

**Email: npturton@msn.com or**

**nigel.turton@pcgroups.demon.co.uk or**

**Tel: 01709 305334 after 8pm.**

## Penny for your thoughts?

I like my user group because it takes me away from my keyboard for a while and I get to meet people who live local to me and we can chat and discuss problems face to face. At previous meetings I've edited someone's HTML, helped test disks and programs, brought old programs and kit and so on. The Atari platform has a community behind it - other platforms seem to consist of people complaining "I only have a 20x CD", "I need more RAM - 32Mb isn't enough for Word!". I like my Atari, and generally speaking, I like the people associated with them.

*Paul Murphy via Cix*

The **Atari Computing** user group page is a noticeboard for user groups around the world. If you'd like a mention please do get in touch: Al Goold, Atari Computing (User Groups), "Rois Bheinn", Overton Crescent, Johnstone, PA5 8JB, Scotland or

**Email: usergroups@ataricomputing.com**

**Netmail: 90:100/315.0@nest.ftn**

# Multi-player mayhem

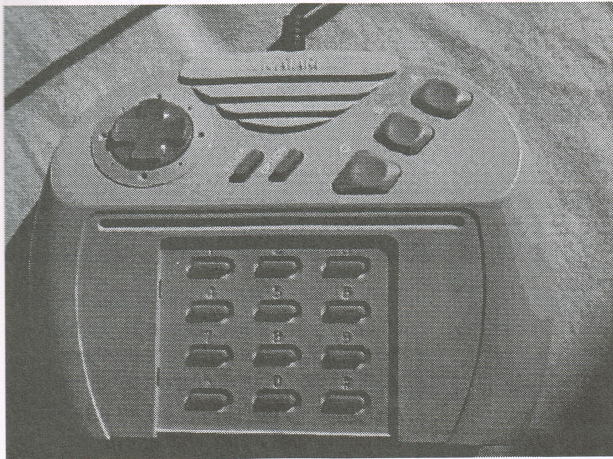
This issue, Xav starts to look at the Team Tap hardware

FEATURE

GIVE YOUR PAD SOME JOY!

ATARI COMPUTING ISSUE 8

41



**The problem: to decode our four joystick "group select" lines into sixteen lines, only one of which is low at any given time. Hmm...**

The solution, as it turns out, is quite simple. This particular problem is a common one and as a consequence there are chips designed to perform this task. What we need is a type of demultiplexer - a device which routes an input to one of several outputs depending on the state of some control inputs (compared with the multiplexer, which routes one of several inputs to a single output).

Using a normal demultiplexer, we would need to tie our input low to ensure that the selected output goes low. So common is this practice (it's used in address decoding for microprocessor circuits) there are a family of chips, called "decoders", which are effectively multiplexers with their input tied low internally. For this application, we want to decode four control lines into sixteen outputs, so we use a 4-to-16 line decoder - and you thought electronics was complicated!

As it turns out, there is only one "standard" 4-to-16 line decoder, the 74154 (Maplin code: YF58N, which costs around £1.40), so we'll use that.

## No kidding

That's pretty much all there is to a Team Tap - well, to the guts of it, at least - naturally there are diodes, resistors and capacitors, but their sole purpose is to

keep things clean and tidy from an electrical point of view. We'll consider them in a future instalment when we'll look at a complete circuit diagram for the Tap, but until then, let's examine that decoder more closely.

Notice the four control lines on the right of the diagram. These come from the

computer, and by writing different masks to the EJPs, we can put up to sixteen different bit patterns onto these, ranging from 0000 to 1111. Each of these bit patterns relates to one of the outputs, with 0000 relating to the first, and 1111 to the last. When a bit pattern is present on the control lines, the associated output is taken low, while all the others are pulled high.

In a simple world, the first four bit patterns (0000, 0001, 0010, 0011) would be used to

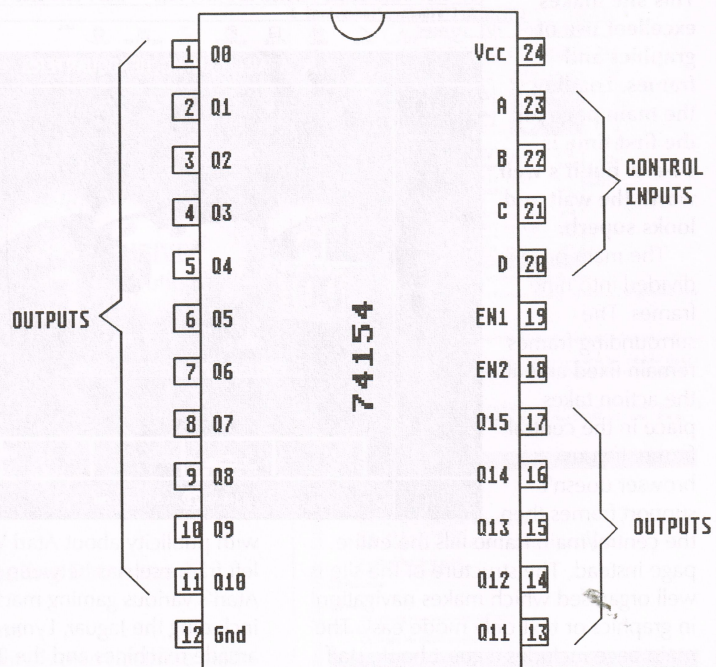
access the four button groups on the first Tap socket, and the last four (1100, 1101, 1110, 1111) would access the last Tap socket. As we've seen in previous issues it's not that simple, the joystick is read by taking one of the four lines low by using 1110, 1101, 1011 or 0111.

Clearly these

are not the same as those for the first socket - and actually clash with some for the last socket.

Our simple world example, therefore, would work but it would mean all the joypads would have to be read using different masks to the standard joystick. This, in turn, would mean the user would have to keep unplugging the Team Tap in order to run "normal" games. The solution is not to use our simple world method. Instead we need to rearrange the order in which the outputs are attached to the four joypads, so one of them is still accessed using 1110, 1101, 1011 and 0111. This puts the rest of them in a more random order, but means any program writing a "normal" joystick mask will still access a single joystick - effectively ignoring the existence of the Team Tap.

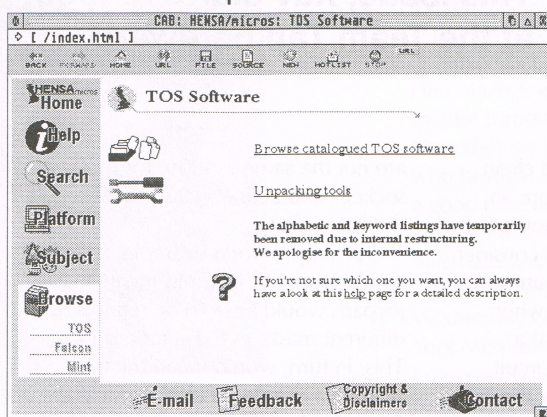
Therefore in our final design the first Tap port is accessed using masks of 1110, 1101, 1011 and 0111 - just like a normal joystick. The second Tap port is accessed using 0000, 0001, 0010 and 0011. The third uses 0100, 0101, 0110 and 1000. Finally, the fourth uses 1001, 1010, 1100 and 1111. ☺



# SITE SEEING

## HENSA/micros Atari Archive

80%

<http://micros.hensa.ac.uk/>


I have a soft spot for HENSA. Being the first place I downloaded ST software from over the Internet way back in 1989, I was sad to recently hear the Atari section was closing down. So this is more of a tribute than a review.

The original file structure was a bit hard to work with, but the advent of Gopher and the Web brought out the best in navigating the site.

The descriptions attached to each file meant you did not waste time downloading something only to find you did not need it. HENSA quickly became a site worth visiting - even other on-line file archive managers (such as ones from

the French CNAM) visited HENSA to download the latest ST files to place on their site. The search and retrieval mechanisms on the rest of the site are constantly improving.

Having worked at HENSA for a couple of years I did not wish to see my work on the Atari section go to waste. As a result, I have been given permission to distribute and update the whole HENSA Atari archive via my own web site at <http://www.cyberstrider.org/> which should be on-line by the time you read this.

Denesh Bhabuta

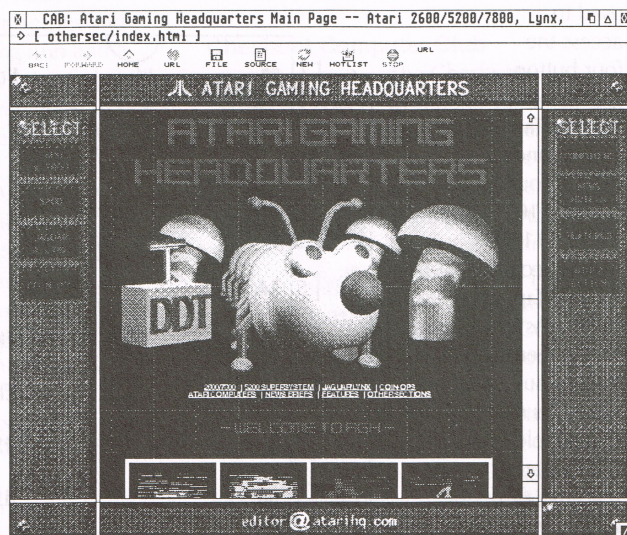
## Atari Gaming Headquarters

84%

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

This site makes excellent use of graphics and frames. Loading the main page for the first time is s-l-o-w but it's well worth the wait and looks superb.

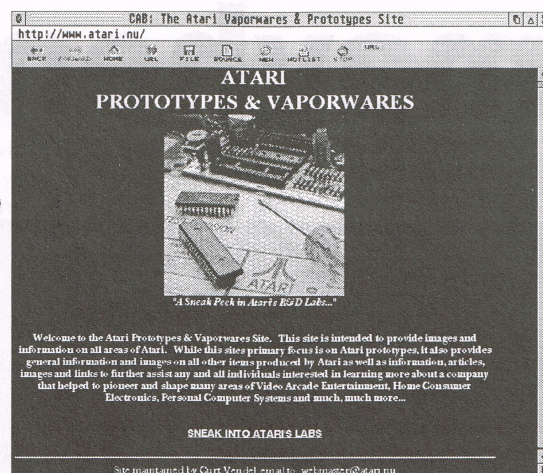
The main page is divided into nine frames. The surrounding frames remain fixed and all the action takes place in the central frame. If your browser doesn't support frames then the central/main frame fills the entire page instead. The structure of the site is well organised which makes navigation in graphics or text only mode easy. The main page includes a guest book, staff guide, awards and credit pages along



with publicity about Atari World 98. The left frame selects between coverage of Atari's various gaming machines including the Jaguar, Lynx, Atari coin-op arcade machines and the 2600, 7800 and 5200 consoles.

## Atari Vapourware and Prototype Site

85%

<http://www.atari.nu/>


I am constantly amazed at the amount of R&D in to a product, only to hear that it got shelved during the last stages. We read about many of these products in the press - Atari has certainly had a fair share of these - the powerful transputer being a prime example. However, did you know about the MicroFalcon040 or even the ST Laptop?

This site is an interesting mine of information related to everything Atari. Curt Vendel has tried to provide us with as much background information about the computers, coin-ops, video games and consoles. All textual information is backed up by photos of the products where possible. It was nice to be able to see a few of the American TV adverts in AVI format from the earlier days.

I was particularly surprised to read Jobs and Wozniak (Apple Computer founders) were involved with Atari in the early days and that Jaron Lanier (one of the fathers of Virtual Reality) started his VR development while at Atari! All the information is laid out clearly and the site is easy to navigate. If you are interested in delving deeper in to Atari's history, a visit to this site is a must.

Denesh Bhabuta

The buttons in the right frame select between computers, news, features and other sections. My favourite pages were the the Atari Computers Museum which includes pictures of unusual and unreleased hardware but there really is something for everybody including, reviews, hardware hacks, news of upcoming products and much more besides.

Joe Connor



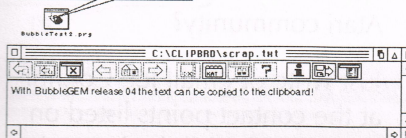
Already over half our subscribers take the Reader Disk and for a limited period only at no extra cost we're offering existing Reader Disk subscribers the chance to upgrade to a CD-ROM subscription instead! To take advantage of this offer turn to page 9. Individual back-issue copies of the Reader Disks and CD-ROM are available. Please refer to page 9 for ordering details.

### Adresse v2.20 EXCLUSIVE Shareware Carsten Setje-Eilers

Address is the perfect way to keep track of family, friends and business contacts. Address runs as a desktop accessory or as an application from the desktop. Use it dialogs in windows, sexy interface, comprehensive import/export options. The unregistered version is normally restricted to 40 addresses but the copy on the disk is registered to Atari Computing with no restrictions whatsoever! The interface and import/export options are all detailed in one of the most comprehensive ST-Guide format hypertexts we've seen. If you forget birthdays (I'm still waiting for my card!) check out the birthday alarm - then use the modem dialler to ring up them up and offer your congratulations!

### Bubble GEM (07.01.98) R04 First English release, Freeware Thomas Much

With BubbleGEM release 04 the text can be copied to the clipboard!



BubbleGEM adds cute speech bubble style help bubbles to MagiC, MultiTOS, N.AES, Geneva etc. Renamed as a desktop accessory it can now also be used under TOS. Compared to the BubbleGEM R02 on AC#5 this release supports both proportional and non-proportional fonts along with the ability to copy the bubble contents to the clipboard. Includes ST-Guide hypertext documentation and programming examples.

### A-Z sorter EXCLUSIVE Freeware Matthias Jaap



A-Z (pronounced A-to-Z) is a GEM program to sort text files from A to Z (or vice versa). Includes GEMJing, BubbleGEM, OLGA (Client/Server), ST-Guide and VA\_START support. This is a bilingual English/German release.

### SysSound Freeware Manfred Lippert

SysSound installs system sounds to replace the operating system "Ping!" and add sound effects to the MagiC window shading feature. Three samples are included or you can substitute your own.

### Menu3D Freeware Manfred Lippert

Menu3D is a tiny utility (less than 2Kb) which turns your menu bar, drop down and sub-menus grey, where the operating system supports this feature.

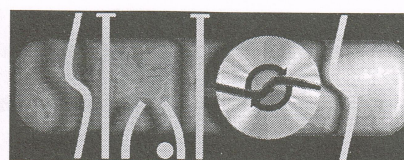
### Papyrus tutorial EXCLUSIVE ©Michael High/Atari Computing 1998 Example documents to accompany the Papyrus tutorial in AC#8

### PGP article

©Thomas Binder/Atari Computing 1998  
The complete article on which the "Stop reading my mail" article printed in AC#8 was based.

### Atari Computing Database #7 EXCLUSIVE Norman Bland

Atari Computing's own database guide to AC#7 in ST-Guide format.



The STaTOS CD-ROM is available as a Reader offer to Atari Computing subscribers. Refer to page 9 for ordering details. The next STaTOS CD-ROM should include:

- AC#7 magazine in HTML format!
- Complete AC#7 Reader Disk contents
- Complete AC#8 Reader Disk contents
- STaTOS HTML format magazine
- Collection of international software

Please note the content of the STaTOS CD-ROM is beyond our editorial control so we cannot guarantee the items listed above will be included. CD-ROMs may be dispatched separately, subject to availability.

### Example AC7 HTML screenshot:

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:

**Drag&Drop**

Imagecopy 4.1

Imagecopy File Copy Options

Free memory : 6756952 bytes  
Resolution : 640 x 480  
Colours : 2  
Palette : 262144

• 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 icons to be viewed. Also images can be dragged onto layout or cataloguing windows and they're automatically added.

**Window handling**

Imagecopy 4.1

Imagecopy File Copy Options

• Imagecopy itself or any open Imagecopy window can now be windowed.  
• Custom palette files for viewing and converting images can be loaded and saved.  
• Win down, Mac, Atari and Message palettes are included. This is a really useful enhancement for web authors.  
• For anyone working with limited memory resources all desktop sequences only load images into memory as required.  
• In addition to grabbing images under MagiC Mac's 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 1985 Epson printers and Stylus II at 720dpi.

**Catalogues**

Imagecopy 4.1

Imagecopy File Copy Options

• Images can now be automatically collected into a single directory.  
• If a catalogue hasn't been given a filename, Imagecopy creates a default name from the catalogue's title.

**Images**

Imagecopy 4.1

Imagecopy File Copy Options

• Imagecopy adds support for: Apox blocks, XBM images, 320x200 XGA images and Huffman compressed TIFFs.  
• There's a new option to save IMC 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 de CAB and Everex, its support for both transparent and interlaced GIFs make it the 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 8280  
RRP: Imagecopy 4.1 £24.95, refer to pricing boxout for details.  
Email: mchub@fast.co.uk  
Tel: +44 (0)115 945 8280

Requires:  
Any Atari

Free:  
Everything you could want and more

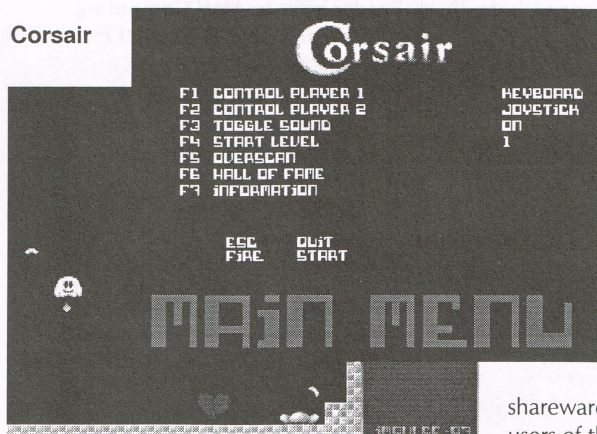
Costs:  
Currently No OLGA support

95%

# Shareware and PD

## NEWS

### Corsair



Corsair is a brand new shareware Falcon game put together by the Impulse coding crew in Sweden. This game was coded by Reine Larsson with graphics by Mandus Skoen.

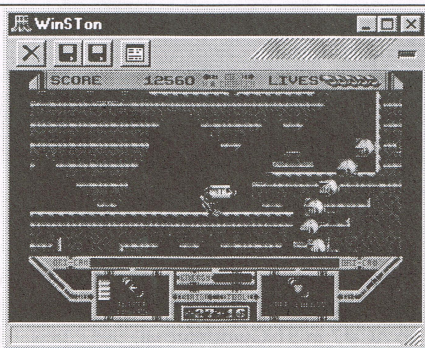
Corsair requires 4Mb memory and works on both RGB/VGA monitors and TVs at 320x240 in 16-bit colour. The game is programmed in over 25,000 lines of pure Motorola 68030 assembler and features mostly hand drawn graphics with four channel music and sound effects.

Two players control a cannon each to blast aliens. The cannons can fire forwards over a 45 degree angle towards the other player. Cooperation is the key because if the aliens are not destroyed they land on one of the "tracks" and head off towards cannon on that track and disable it. If this happens that player is helpless, until rescued by a 45 degree shot from the other player. Registration costs just £5 (50 SEK, 13 DM or \$8 US). Reine Larsson Email: [d4reine@dtek.chalmers.se](mailto:d4reine@dtek.chalmers.se) Mandus Skoen, Stora Beddinge 387, S-231 98 Klagstorp, Sweden Email: [mandus@gfs.gu.se](mailto:mandus@gfs.gu.se) URL: <http://www.dtek.chalmers.se/~d4reine/impulse/corsair.html> Impulse home page: URL: [http://www.dtek.chalmers.se/~d4reine/imp\\_hp.htm](http://www.dtek.chalmers.se/~d4reine/imp_hp.htm)

### WinSTon Atari ST emulator

WinSTon is an all new Atari ST emulator for your PC, running under Windows 95/NT. It's still in its infancy at v0.0005 and is still buggy and slow but with frequent new releases it's one to keep an eye on. In common with most emulators you need a TOS image and TOS v1.0 is currently the only supported version which isn't very helpful!

URL: <http://winston.fatal-design.com/>



### NameNet 5

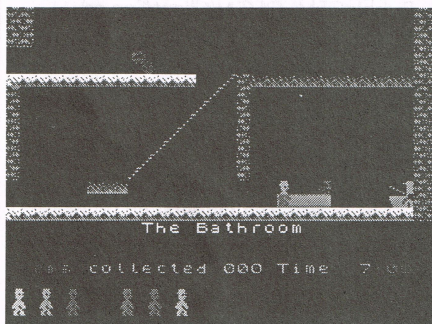
Roger Derry has updated his NameNet address and telephone manager and released it as freeware instead of shareware. Roger is working towards an eventual NameNet release for Windows 95 which will be released as

shareware. Existing registered users of the Atari version can switch to the Windows version

free of charge.

Roger Derry Email: [rderry@cix.compulink.co.uk](mailto:rderry@cix.compulink.co.uk)

### Jet-Set Willy



The Atari version of this classic Spectrum game, originally programmed by Matthew Smith, and converted to the Atari platform for Software Projects by Paul Taylor and Carl Whitwell was never released. Consequently it's one of the rarest versions of the game around. After nearly a decade gathering dust has recently been made available for download and works with all Ataris including the PaCifiST and NoSTalgia emulators. Point your browsers at: URL: <http://www.penelope.demon.co.uk/jsw/> Email: [paul@penelope.demon.co.uk](mailto:paul@penelope.demon.co.uk) alt.binaries.atari

## Michael Ruge reports from Germany...

### SPIN release 0.34

SPIN is a shareware CD-ROM file system driver, programmed by Julian Reschke (of Mupfel/Gemini fame), based on MiNT (copyright Eric Smith) and MagiC or an installed MetaDOS-BOS driver or SCSIDRV.PRg or drivers compatible with the HDDriver SCSIDRV function. SPIN currently supports the following file systems: MINT-XFS and MagiC-XFS on ISO9660, ISO9660/Rockridge, ISO9660/Joliet and ISO9660/Apple, Mac-HFS and Audio-CD - including multi-session support. For more details contact:

Julian Reschke

Email: [Julian\\_Reschke@ms.maus.de](mailto:Julian_Reschke@ms.maus.de)

### Whirlgif



Whirlgif is a TTP program to create animated GIFs. Tommy Andersen in Denmark compiled this release using the GCC 2.7.2.2 Compiler and Mintlib patch level 47 from the original program written by Kevin Kadow. After creating a series of GIF format images and creating a plain ASCII list of the filenames the TTP program can produce an animated GIF. Tommy Andersen Email: [tommya@post3.tele.dk](mailto:tommya@post3.tele.dk) URL: <http://home3.inet.tele.dk/tommya/>

## NEWS?

If you've got some information or news on a hot piece of software then why not share it with the rest of the worldwide Atari community?

Just write or email Joe Connor at the contact points listed on page 4 and we'll do the rest!

## Menu6

85%

### Utility

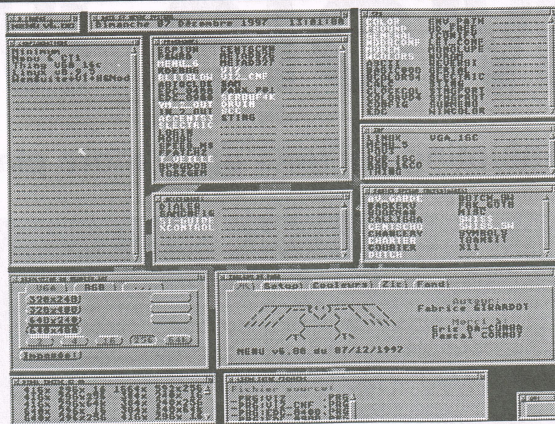
#### Shareware, Falcon only

Menu6 is a Falcon Boot manager, programmed by Fabrice Girardot in France. It is designed to save you the tedious business of re-naming desk accessories, changing resolutions, and selecting Auto folder programs manually from the desktop.

Like other boot managers interrupting the start-up process displays a selection of menu boxes but unlike most boot managers you can use the mouse. Menu6 supports both normal and serial port PC style mice, and when you place the pointer over a menu or selection button, a "Bubble help style" message appears, giving a more detailed explanation. Clicking the right mouse button produces a pop-up menu which allows you to display only the menus you wish to see, or create new ones, for example, to assign programs to function

keys. The size, colour and even the title of the menu itself are all configurable. A separate "board" displays the system time and date and menus can have scroll bars, be freely resized or picked up and dragged around the screen - all at a speed GEM cannot match. The style of the program is very similar to XWindows on a Unix workstation. Menus can be placed behind one another, then brought to the front using a window gadget.

This is an astounding piece of design, and although I've been using Stoop on my Falcon for ages I'm sorely tempted to switch to Menu6, which is still actively developed. The unregistered version cannot save any settings, so you'll need



to send Fabrice 100Francs (about £10) to obtain the full version.

English and German versions are planned, naturally we'll review the English release when it's available. Email: [fabrice.girardot@hol.fr](mailto:fabrice.girardot@hol.fr) URL: <http://www.perso.hol.fr/~girardot>

Colin Monro

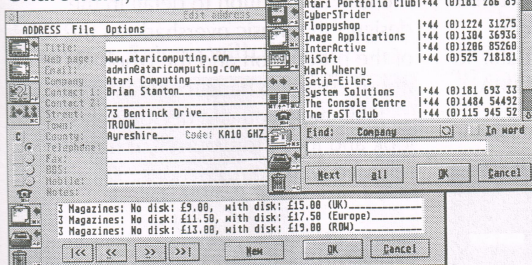
## Address v2.20e

\* ON READER DISK \*

83%

### Business

#### Shareware, all Ataris



Address is equally at home looking after business and personal information including slots to enter birthdays and bank account details. Up to four telephone number entries are provided - I have mine configured as home, work, fax and mobile numbers but it's easy to change the form to suit your own requirements. Entries

can be flagged, classed and multiple sorted which makes filtering out your Christmas card list a cinch. There's also a notes area for each entry where details which don't quite fit in the usual fields can be stored for easy reference.

It takes a lot of effort to create a useful database so it's important to choose one which makes it easy to get your info out again. In this area Address is unsurpassed. Not only does Address support the clipboard and XACC transfer but also enables data to be imported and exported using Filter packets. Using

these a sequence of keywords can be entered to tell Address exactly how to format and transfer your data - it's easy to learn and very flexible. Once setup you can exchange data with your favourite WP and other applications with a couple of mouse clicks.

Address can also be used as a telephone dialer. Address can be set to auto re-dial until you either cancel the dial operation or the telephone at the other end rings.

Flags are the main new feature in this release. A list can be created by the user and items on the list flagged to any database entry. This function is ideal for business use. For example, a list of stock items can be flagged to match each customers purchases making it easy to keep track of exactly who bought what.

The package includes ST-Guide format hypertext documentation and a useful, up to date, contact list of active Atari vendors.

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

I wouldn't mind betting most of us store the names and addresses of our friends and contacts on computer and one of the best programs for the job is Address.

Address is a mature database application programmed by Carsten Setje-Eilers and supported by InterActive. Normally the unregistered release is limited to a maximum of 40 names and address but the Reader disk contains an exclusive unrestricted evaluation version registered to Atari Computing.

Entering data into Address is easy - simply fill in the fields in the form.

## BubbleGEM Release 04

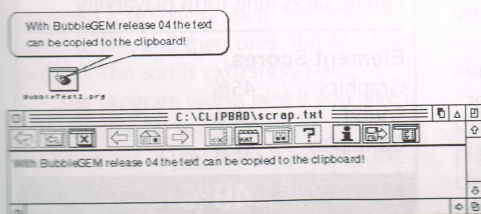
\* ON READER DISK \*

90%

### Utility

#### Freeware, all Ataris

BubbleGEM is a small utility which adds speech bubble help to any application



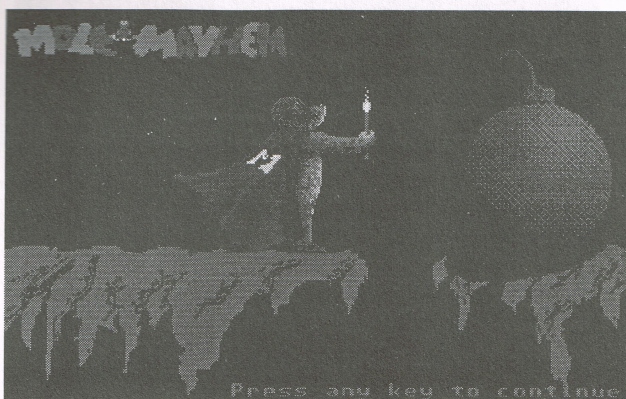
which supports it. BubbleGEM can run as an application or desktop accessory and has established itself, alongside ST-Guide, as the way to provide on-line help to applications. It's hard to imagine any new features were needed but the author, Thomas Much, obviously doesn't like to let the grass grow under his feet! This release sees two new features. First, it's now possible to change the font BubbleGEM uses to display its

bubbles - both proportional and non-proportional fonts are supported. Currently only a few programs, such as the Jinnee Desktop, includes an option to select the desired font but no doubt other applications will add support for this feature. The other interesting feature enables the message in the bubble to be copied to the clipboard using the [Control]+C or [Control]+X keyboard combinations.

Mark Wherry

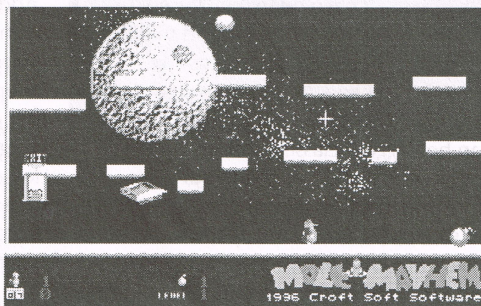
# Mole Mayhem

Shiuming Lai gets up to more platform capers...



If there's one thing you can't accuse those Croft Soft chaps of, it's beating around the bush. As well as publishing Atari Times HTML magazine they still find time to write software like this new game, billed as a retro style platformer in the mould of classic titles as Bubble Bobble, Manic Miner and Bomb Jack. The aim is to get your character, a kamikaze mole, around all the platforms and detonate all the cherry bombs by standing in front of them - then go to the exit point for the next screen...

First impressions were good as the Croft Soft logo appeared and greeted me with specially-commissioned tracker music by Maurits van de Kamp (Comp7 to IRC #atari nuts), very nice. Then came the title picture, followed by the game options screen. At this point you might notice the graphics are all really dull and lifeless, which is emphasised when the game initially unfolds on a virtually pitch-black backdrop! An eerie silence descends, sparsely punctuated by a strange



The real stumbling block is the control mechanism, which feels stubborn because it locks out player input until an action is completed. Perhaps this is easier from a programming perspective, as all jumping and falling movement is executed according to a pre-calculated path, but I found it to get annoying very quickly. If you die you have to start the screen all over again and there is no time limit or nasties to avoid, so if you've played it once it's the same every time after that, not much random element or reflex required.

combination of sampled and ear-grating FM synthesised effects as you hop around platforms and eat explosive. An option for in-game music is planned for a future update, which seems sensible as there is hardly a lot of action to keep the computer busy



I found little incentive to play this, a pity because there are some redeeming features like the option to quit a bad game. It appears this has been a long time in the making though it can't hide the lack of attention to detail in the design - the music overshadows the rest of the production and the whole thing doesn't seem to hang together.

Ultimately you can decide, take a look and judge for yourself, it has been released with no restrictions. ☹

## MOLE MAYHEM

**Product name**  
Mole Mayhem

**Publisher**  
Croft Soft

**Contact**  
PD libraries, on-line services and the Croft Soft web site  
<http://www.users.zetnet.co.uk/polonowski>

**Requires**  
STe or Falcon, 320x200 resolution (ST low), 1Mb memory, hard drive recommended

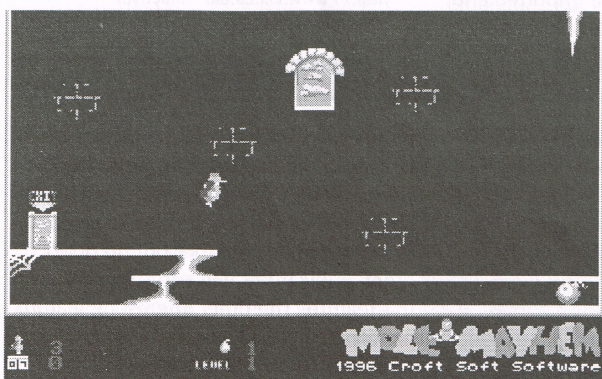
**Pros**  
Powerpad support, good music...

**Cons**  
... but not while you're playing, drab visuals, lacks long-term playability

**Element Scores**

|          |     |
|----------|-----|
| Graphics | 45% |
| Sound    | 60% |
| Gameplay | 42% |

**49%**

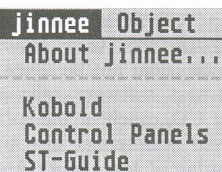
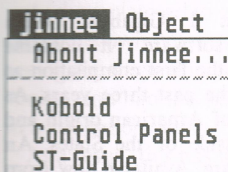


▲ The paint store was doing special deals on black.

The jinnee demo release includes several useful freeware utilities...

### Menu3D

MagiC (and MultiTOS/N.AES?)



If you're a MagiC user who likes the 3D system look have you ever wondered why the menu bar and drop down menus have been left boring black and white? Obviously Manfred Lippert did and has created Menu3D which, when placed in your auto starting apps folder, turns your menu bar and drop down menus grey. At only 1.5Kb it won't eat into your memory reserves as much as Stewart, which offers this feature alongside 3D text, spinboxes, rounded

screen corners, nicelines, logo display, clock/date and coloured menus but unless you want some of these other features Menu3D is ideal.

### PopFold

Popup menus are easy to use and a common interface feature in most applications these days. In case you hadn't noticed (I

hadn't) when a popup menu is open background tasks are stopped in their tracks. It seems a shame after all the effort put into persuading programmers to use non-modal (non-system blocking) dialogs the humble popup takes us back to square one. Popfold, programmed by Holger Weets, is the solution. Add this utility to your auto starting apps folder and popups become multi-tasking aware. It's not quite that simple as programmers have to support Popfold

and currently only jinnee (and several beta releases of other products) do.

### SysSound

Falcon/MagiC Mac

If you're into sound effects and you own a Falcon (or MagiC Mac running MACSOUND.PRGM) check out this tiny (1.7Kb) utility programmed by Manfred Lippert. SysSound replaces the annoying default system ping and, under MagiC, adds sound effects when "shading" or "unshading windows". Install a copy in your auto starting apps folder along with the three samples provided (or your own saved at 25KHz in 8-bit mono) and you're in business.

You can install all three utilities along with the three sound samples and still have change from 30Kb so I did! The German demo version of jinnee is available for download via ftp from the ASH web page at:

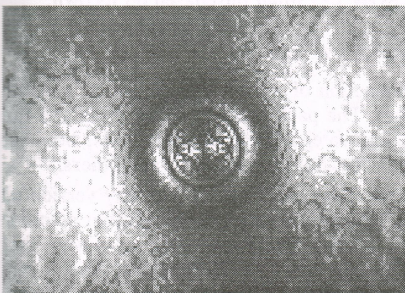
URL: <http://members.aol.com/ashinfo/>  
Kev Beardsworth

## 4Ever - Dead Hackers Society Four Kilobyte Intro

88%

### Demo

Freeware, Falcon with FPU only



One of the arts of the demo coder is optimisation. Recently they have taken this to extremes and are approaching vanishing point!

The release of the Swedish demo coders best work at the Summer Orneta '97 party in Poland showed just how far they could go, with a full demo's worth of effects contained within a very stringent four kilobyte limit for the program file.

Instead of the one or two half-hearted and badly designed effects you might expect from something so small, you get a series of progressively better screens with bump-mapping, zoom and rotated patterns, some with motion blur effects, and culminating in a 3-D Bump-mapped tunnel, which would be impressive enough even on a full-sized demo - because this hasn't

been seen on the Falcon yet. The standard of presentation is top-notch, certainly up there with Sonoluminescenz.

To get something this impressive from something so small, they use the 68882 floating point unit (FPU/maths co-processor) which is largely ignored by programmers outside the realm of raytracing software. This helps keep the code to the minimum, and is even better than the DSP for some effects. The trade off with a such a small intro is the total lack of a soundtrack, but who's worried. If you have an under-employed FPU in your Falcon why not take a look?

Chris Holland

## A-to-Z Sorter

## \* ON READER DISK \*

75%

### Utility

Freeware, all Ataris

In the AC#6 Suggestive Remarks column I asked if someone could come up with an A to Z sorter for text files etc, so I'm delighted to report that Matthias Jaap, the Home Page Penguin author, has produced something very suitable!

A-to-Z is a neat looking utility that allows you to alphabetically sort any file on a line-by-line basis either from A to Z or back the other way. Using the program is simplicity itself, just select a suitable file, and then press the ACTION button! The sort is extremely fast.

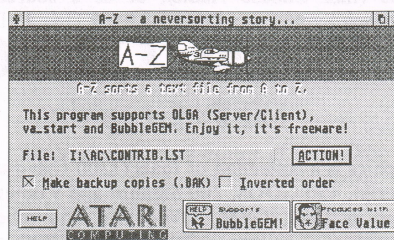
The program works best if you give it text suitable for sorting on such a line-by-line basis. If you want it to sort a list of names, then when preparing the text, put the surname as the first word on

each line if this is what you want. The program will automatically sort alphabetically word-by-word along a line of text, so that means people with the same surname but with different forenames will be sorted properly down the list.

Obviously you can give A-to-Z any file to sort, but the results could be next to useless unless a bit of thought is given to what you want the end result to be!

A-to-Z comes with BubbleGEM help, a ST-Guide Help system is in place and the Olga protocol is supported if running in a multi-tasking environment. There's also an option to make backup files.

Matthias has thoughtfully built-in sound support. If GEMJing, the sample player, is running then certain button clicks will result in some amusing sound effects - try it!



One minor irritation I have found with the program (and other applications Matthias has programmed) is there's a bug somewhere which clashes with MagiC causing the program to fail to run intermittently. Running the program on its own is reliable though.

This little utility is one of those programs just begging to be used and it has already rented a slot on my desktop.

Mike Kerslake

# Floppyshop

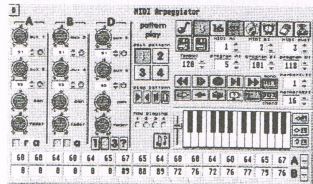
PO Box 273,  
Aberdeen,  
AB15 8GJ

Tel: 01224 312756 Email: [sdelaney@zetnet.co.uk](mailto:sdelaney@zetnet.co.uk)

## Electronic Cow Software

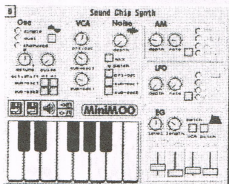
Floppyshop are pleased to announce the acquisition of exclusive UK distribution rights to the entire range of Electronic Cow music products. Electronic Cow are a small English software developer dedicated to producing high quality applications for Atari based amateur and professional musicians. All three Electronic Cow releases run on any Atari with at least 1 Mb of RAM and a minimum resolution of 640x480 (ST High Res or better).

### Midi Arpeggiator



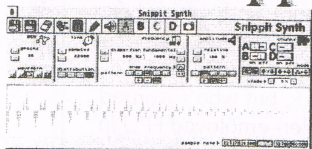
Use MIDI Arpeggiator to create arpeggio-style mini-sequences for use in your compositions, by saving the parts as standard MIDI files (both type 0 and 1). MIDI Arpeggiator can run as either a desk accessory or normal program, so it can be open at the same time as your favourite GEM sequencer. Alternatively, use MIDI Arpeggiator on its own as a live sequencing tool with its many real-time functions and play modes... Midi Arpeggiator costs only £15 + P&P (UK £2, Europe £3, ROW £4).

### Sound Chip Synth



Use Sound Chip Synth to unlock the burbling sonic potential inside the ST's built-in FM sound chip, and create some rasping analogue-style noises. Sound Chip Synth's great as a monophonic sound source in a MIDI set-up, but can equally be used as a sample generator for other software to play your burbles with... Sound Chip Synth costs only £10 + P&P (UK £2, Europe £3, ROW £4).

### Snippet Synth



Granular synthesis is a method of sound generation that uses small sonic events to create a composite sample. In Snippet, you have complete control over each sonic event (or grain), including the type,

and its placement in the three axes of audio: time, frequency, and amplitude. Use Snippet Synth to create a vast library of extraordinary sounds, for use with sample sequencers, professional audio applications (like Cubase Audio), or as a source for your MIDI sampler. Snippet Synth costs £16 + P&P (£2 UK, £3 Europe, £4 ROW).



## Atari CD-ROMs

### DTP+Graphics

DTP+Graphics is a collection of fonts (1200 Calamus, 500 True Type, 400 PostScript, 450 GDOS, 200 Signum and 9 other formats), clip art (8000 clips in IMG, GEM, CVG, GIF and other formats), DTP support programs, printer drivers (almost 300 of them), printer utilities, word processors, drawing/painting/image processing packages, font editors and CAD packages. Well over 90% of the contents are in English and there's an easy to use catalogue which gives a clear description of each and every program on the CD.

This unique compilation has more fonts and Clip Art than the competition and that's without mentioning all the other programs! DTP+Graphics costs just £30 + P&P (UK £2, Europe £3, ROW £4).

### Suzy B's Atari Software Treasury #1

Floppyshop have teamed up with Suzy B Software, North America's premier supplier of non-commercial Atari software to bring you a re-release of this popular CD which includes the complete contents

of the original 2 disc set archived to fit onto a single CD at the much lower price of £25 plus P&P (UK £2, Europe £3, ROW £4). Much of the software is American in origin and has not appeared on the Internet, BBSs or PDLs. Categories include Games, Utilities, Children's Programs, Falcon software, Databases, Comms software, Screen Savers, Picture Manipulation Tools, Financial Software, MiNT Utilities, Midi Files and more.

### Suzy B's Atari Software Treasury #2

This followup CD-ROM contains almost 1 Gigabyte (when uncompressed) of the very latest Atari software. It contains everything which could not be squeezed onto the first compilation as well as all the best software releases from the past three years. As with their first CD, much of the software is of American origin and has not received widespread distribution outside of the States. An absolute gold mine of top quality Atari software. Available now from Floppyshop for just £25 plus P&P (UK £2, Europe £3, ROW £4).

## Affordable Desktop Publishing

Floppyshop have recently taken over production and distribution of Easy Text Professional and Easy Text Pro Vector. These two packages bring Desktop Publishing within the budget of every Atari user. Easy Text Professional runs on any Atari with 1Mb of RAM, providing an affordable alternative to the now defunct Timeworks Publisher. The Pro Vector version uses scalable vector fonts, giving an output comparable to Calamus, DA's Layout and Papyrus. It requires 2Mb of RAM, a hard drive and SpeedoGDOS or NVDI 3. Both products cost £19.95 each + P&P (UK free, Europe £3, ROW £5).

### Exclusive SpeedoGDOS Bundle

If you have a hard drive and sufficient memory to use the Pro Vector version but do not own NVDI 3 (or 4) or SpeedoGDOS, we are pleased to offer a bundling deal with SpeedoGDOS v5.7 (the latest version!) for an additional £20. SpeedoGDOS is only available at this price when purchased with Easy Text Pro Vector or Positive Image. It costs £49.95 + P&P (UK £2, Europe £3, ROW £4) when purchased on its own.

## Vector Art '97

Vector Art '97 is a unique collection of almost 450 pieces of scalable clip art from Words & Images. The pack consists of six disks and the images are split into 30 logical categories featuring scrolls, borders, animals, business, food, occasions, humour, symbols and others.

All images are in CVG format. They can be used with any version of Calamus, Outline Art, DA's Vector, Arabesque and a number of other packages. They cannot be used with Timeworks or Easy Text Pro/Vector unless you first convert them to GEM format. Vector Art '97 costs just £10 + P&P (UK £1, Europe £2, ROW £3).

## Other Software

Other products include Positive Image, Family Roots II, EZ-Art Professional, Easy Stitch, DegasArt, Ten Star Games Pack, Steinberg Pro 24, Masterplan, Interface II and others. In all, we stock over 20 products, most of which are exclusive to Floppyshop. Full details in our ST and Falcon catalogues, available from the address above for just £1 each, or you can grab a copy from the Web.

<http://www.users.zetnet.co.uk/sdelaney/floppyshop/>

## Floppyshop PDL

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

We normally add around 50 disks of software for the ST and over 20 for the Falcon every two months! So how do you get onto this mailing list? Simple, buy something from us. If you don't see anything you want from this advert, send us two blank disks and ask for the ST catalogue or one blank disk if you require the Falcon catalogue. We stock thousands of disks so you won't be disappointed. Disks are only £1.50 each (plus P&P).

### Ordering from Floppyshop

Please make cheques/POs payable to Floppyshop and ensure that you add the required amount for postage. Credit card orders welcome. Overseas customers not paying by credit card must make payment in UK currency by way of cheque drawn on a UK bank, Post Giro, Canadian PO, International Money Order or Eurocheque.

### Entertainment , Freeware, All Ataris (Falcon using STOS fix)

This Worms clone for ST-based computers was created by Andrew Gower, the Doom clone, Destruction Imminent, reviewed in AC#3.

Andrew claimed to be inspired to create his own 'Worms' game, after seeing the original in action on a friends Amiga, and had this game ready to run in a couple of weeks.

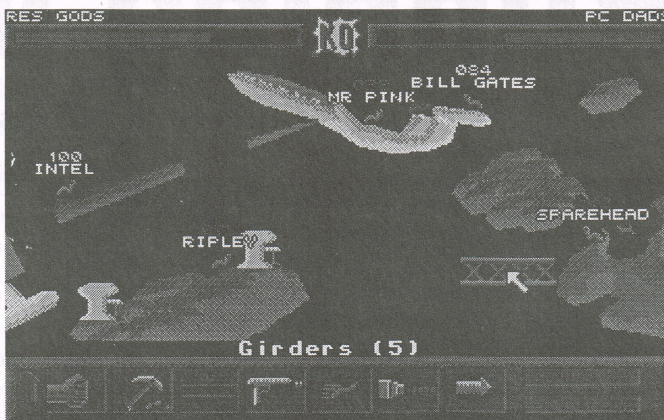
As a result, this has the look of a budget version of the genre, compared with its glossy commercial brethren, but magically has all the elements that made Worms so addictive in the first place.

A full range of weapons and gameplay are included, the game is authentic and plays smoothly, allowing different combinations of (fiendishly difficult) computer versus human players, and for those anti-social gaming elements

of society, the chance to blast your friends out of their chair with a well-aimed kamikaze strike when you take your turn!

The ST graphics lose little in translation and some original sampled utterances play when your worm commits a particularly notable faux-pas.

A nice feature is the open-endedness of parts of the game. You can user-define team names, and get deep satisfaction wiping out Bill Gates and the



Microsofties. The artistically inclined can include their own custom-drawn graphics in Degas format as background graphics.

A resoundingly successful conversion of a classic game to the ST and it's free!

*Chris Holland*

## Amok

89%

### Demo

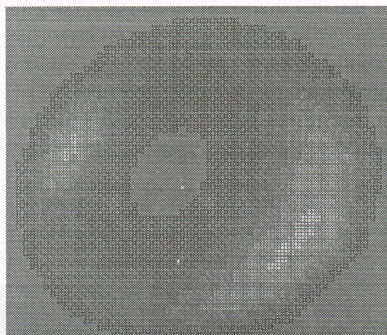
**Freeware, all Ataris, 2Mb memory minimum**

Of all the high quality entries to the Ornetta '97 Demo Convention, perhaps this was the most noteworthy of them all.

It's the first significant demo created on the ST for a long time, and is surprisingly contemporary in the type of effects it shows on-screen, keeping up with the Falcon, albeit in a chunky pixelated fashion.

The design of this demo is subdued and dark, with a mostly understated colour palette used. A contrast to the garish "flags of emerging third world

countries approach" used by the old school ST demos. The music is classic soundchip. You also get to see some very smooth plasma and rotating effects,



bump-mapping (the flavour of the month on "big" machines, and an environment mapped or lightsourced 3-D Torus or doughnut, which is very impressive on an ST and never seen previously on a machine assumed to be not up to the processing demands such an effect makes on the hardware. If it is cheating, it is very clever cheating, but I have the feeling the coder was not cheating on this occasion! The even better news? Well the main coder of this demo won a Falcon as first prize at Ornetta and has now started work on a new Falcon demo!

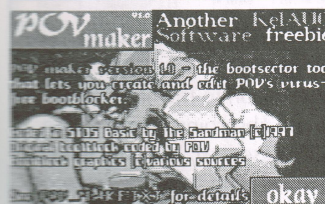
*Chris Holland*

## KelAUG issue 6

80%

### Disk magazine

**ST/Ste in ST medium resolution with 1Mb memory.**



This is the disk magazine of the Kelstar Atari Users Group formed in February 1997 by Bob Kell. This issue, edited by John Thompson, absorbs the ST Highway magazine which has now closed.

Like most others, this diskmag opens with a slick series of intro screens accompanied by some upbeat music

before arriving at the contents screen after which you're in the hands of "The Sandman's Doc" displaying v2.1" which unpacks and displays each text file when selected. The display is easy to navigate using the arrow keys

and offers smooth scrolling with a starfield screen saver. The downside is text is displayed black on white with no colour change options and keys selections are often mis-interpreted as

two hits resulting in the current document being reloaded and displayed instead of the contents screen - very annoying.

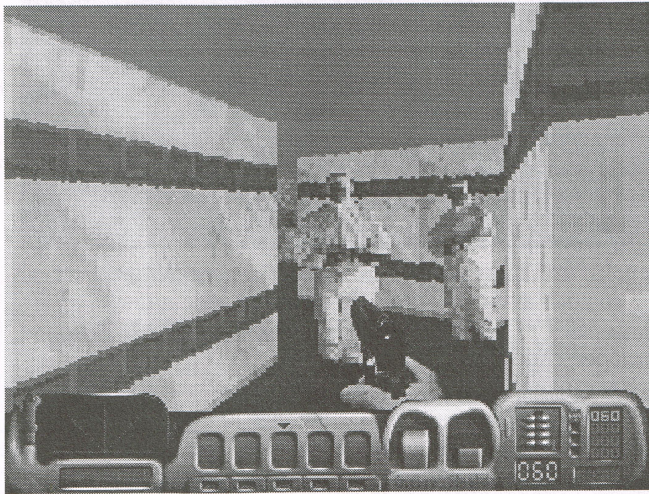
The contents are divided into the sections including editorial, news, letters, Atari related articles and general features. There's an excellent article by John Weller, former editor of the STEN diskmag which should be compulsory reading for diskmag editors everywhere. Several DIY projects, ST Floormat - a spoof of a certain ex-Atari magazine. There's also a competition sponsored by Folder PDL to win a full boxed copy of 1st Word Plus. There's a high ratio of Atari coverage and a good couple of hours reading so check out a copy and make your own mind up.

Copies are available from PD libraries or direct from KelAUG, John Thompson, 30 East Raby Street, Darlington, DL3 7TJ.

*Joe Connor*

# Running v1.0

Chris Holland hits the ground running...



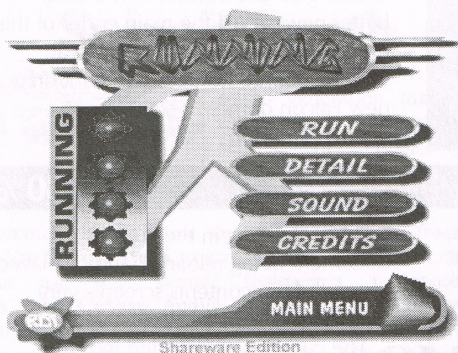
Readers may recall our preview of this promising Doom clone in AC#2. It's taken a while but RDT Developments, formerly Stax, have released the final completed game.

In its present form, Running has progressed as anticipated. Gameplay is mission oriented - the plot involves releasing hostages, locating explosives and destroying the arch villain's military/industrial complex.

RDT have sensibly kept the speed up on a stock 16MHz Falcon by dispensing with the the floor textures included in the preview release. While it's not quite the fastest Doom game available, the end result is pleasantly playable, with an optional high detail mode for

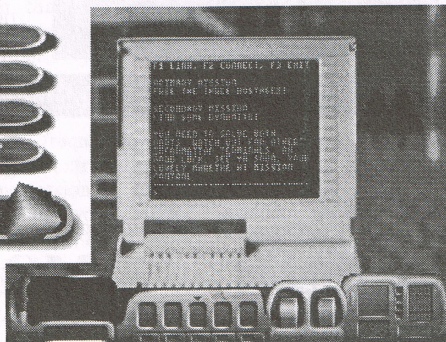
anyone lucky enough to own an accelerated Falcon.

With a sense of anticipation we set off into the game itself. The first surprise is you go in unarmed and have to kick one of the first enemy soldiers you encounter to acquire a pistol - when you hear painful screams you'll know you've performed the required action! The sound effects in general are both original and distinctive.



► After an initial briefing from this terminal, it is off to look for trouble

◀ The amount of care and attention RDT is obvious from the moment the main menu screen appears



After that, the well known conventions of Doom style games take over and you're left to try to fathom out the myriad secrets of the level. It'll take a considerable time investment - but that's the point isn't it?

The shareware release is an extensive and complex complete level one which includes all the elements of the complete game, with a full range of bad guys to kill and tasks to perform. To compete against ten different enemies, using four weapons, with lots of secret rooms to find and missions to solve you'll need to get your cheque books out!

## Level headed

Level one - outlying district. Starts at the entrance area of the atomic reactor plant. Check out the warehouses, fuel stations, a small hospital and lots of secret rooms.  
Level two - the office. Check out the office rooms, new enemies and weird secrets.  
Level three - the underground. A real horror trip featuring strange monsters, difficult puzzles to solve and a ride on the underground - use the machine gun.  
Level four - the science and development centre. Was that R2D2? Walk through three totally different subparts and check out the teleporters.  
Level five - the nuclear reactor. The final battle, radioactive areas, Geiger counter, moving stuff, strange enemies, lots to battle against - have fun!

## RUNNING v1.0

### Developer

RDT Developments

### URL:

<http://stio1.fh-wuerzburg.de/student/i381/>

### UK distribution

CyberStrider

Email: [denesh@cyberstrider.org](mailto:denesh@cyberstrider.org) URL:

<http://www.cyberstrider.org/>

### Status

Shareware, £20 (£15 Reader Offer) plus postage

### System

Falcon RGB/VGA, 4Mb memory minimum

### Pros

Pushes the Falcon to the limit, very playable and absorbing Doom Clone, beautifully presented, less gory than its counterparts - apart from the screams!

|     |          |
|-----|----------|
| 90% | Graphics |
| 75% | Sound    |
| 94% | Gameplay |

**86%**

## SPECIAL READER OFFER!

For a limited period of two months you can register Running via CyberStrider for the special discounted price of £15 plus postage, UK £2, Europe £3, ROW £5.

You will receive the full version of the game and manual.

To take advantage of this offer just clip or photocopy this section and send it along

with your payment to: **CyberStrider, PO Box 2023, Wickford, SS12 9RX, UK**

Please complete **all** sections:

Name:

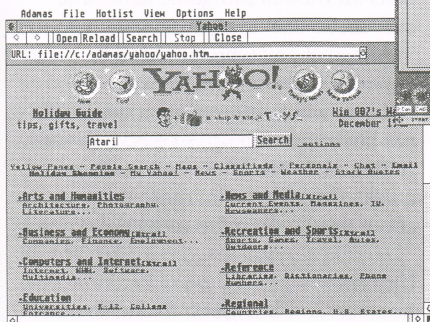
Address:

Email:

Tel:

# The Files

In a welcome return, Denesh Bhabuta resurrects the files to unveil the Atari news that is out there - somewhere! It's good to be back and what better way to begin than by informing you of a new Internet Suite announced on Usenet. The Draconis Package is currently being developed as an all-in-one solution. The latest open beta version contains the connection software, a web browser called Adamas and an email package called Marathon.

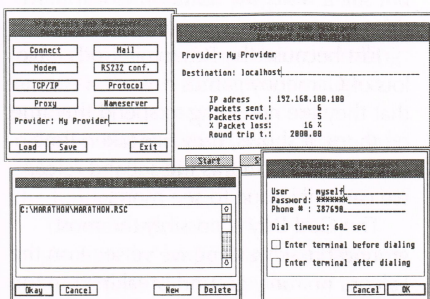


▲ The Adamas web browser, part of the Draconis Package, displaying the popular search engine www.yahoo.com

Other clients will follow in due course and naturally I will keep you posted. The preview looks promising and the final version will certainly give the current crop of Atari internet software a run for their money.

One of the best places to pick up Atari news is in the internet Usenet newsgroups.

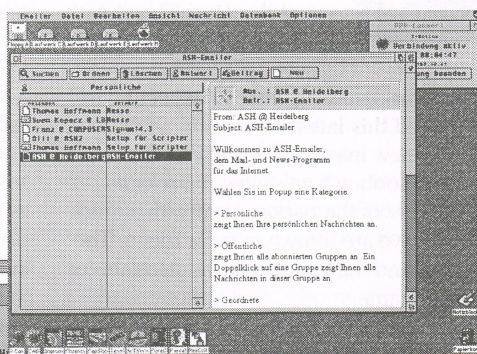
I recently asked if ANY of the current freeware STiK/STiNG compatible internet programs could be used with PPP-Connect, the connection software



▲ Various dialogs from the Draconis Package

bundled with CAB and sadly it seems the answer is a resounding no!

The good news is that there is now a commercial email program available for PPP-Connect costing DM 70 (around £25).



▲ Commercial email program from ASH which works with PPP-Connect

My simple question turned into a discussion on the upgrade prices of Atari software. Application Systems Heidelberg (ASH), the German software house who produce CAB and MagiC, came in for criticism of their upgrade price policy. With hefty upgrade prices between versions it's easy to end up spending more on upgrades than the software costs new. ASH stepped in to explain upgrades contain extra functionality or software citing the PPP-Connect bundle with CAB 2.5 as an example. This prompted two debates:

- Should a TCP/IP stack be a commercial program or available as an extension to an operating system - as on other platforms.
- Why bundle extra software in upgrades which some people may not require but still end up paying for them?

Looking at it the other way, the Atari market is tiny and an innovative company like ASH can only continue supporting the Atari platform if there's money in it. There's no easy answer but one tip I'm considering is to buy every other upgrade - it works out cheaper!

## HomePage Penguin v2.08

Since v2 HomePage Penguin, the popular interactive home page creator, programmed by Matthias Jaap is commercial software. A demo version is available for download from:

Email: mjaap@hsw.ifl.uni-hamburg.de URL: <http://www.hh.schule.de/hhs/mjaap/ftp/hppeng2d.zip>

## Tabi 1.5 special X-Mas release!

Tabi is a flexible HTML table generator, programmed by Matthias Jaap, and has been updated. This release offers:

- OLGA support (as Server)
- Browser preview (CAB, WenSuite, Light of Adamas)
- Long filename support
- 3D look added to popup menus
- Example tables

Download is available from:

Email: mjaap@hsw.ifl.uni-hamburg.de URL: <http://www.hh.schule.de/hhs/mjaap/ftp/tabi.zip>

## CAB news

CAB v2.6 should be available in Germany by the time you read this. This latest release features a new hotlist in a window design, which is more flexible than the previous dialog based design. Also included is an updated version of PPP-Connect and a new ftp client called Fiffi.

Manfred Ssykor has released an updated CABftp v0.24 as shareware and the CAB overlay module (CAB.OVL) for STiK programmed by Dan Ackerman has been updated to v1.2705. There's also the prospect of a separate optimised 68030 version. Downloads from:

URL: <http://www.flinny.demon.co.uk/files/cabftp/cabftp04.lzh>

URL: [http://www.netset.com/~baldrick/CAB\\_OVL.LZH](http://www.netset.com/~baldrick/CAB_OVL.LZH)

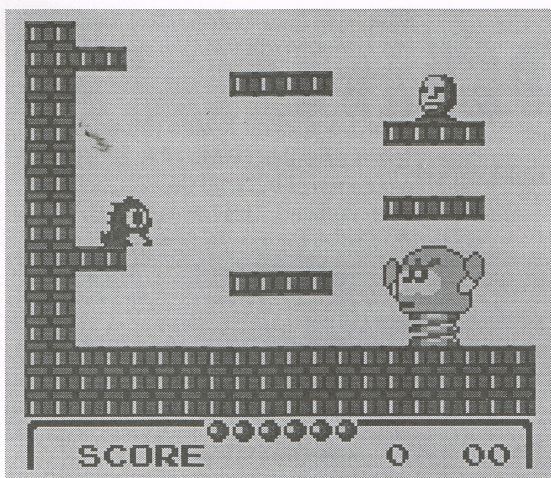


## AniPlayer

There's not many AVI/MOV players for our platform so it's good news another one has surfaced. AniPlayer is freeware, programmed by Didier Mequignon in France and is undergoing active development - the next releases will support NOVA 16-bit (Hades) and possibly 2x zoom in a window.

Email: [didier.mequignon@wanadoo.fr](mailto:didier.mequignon@wanadoo.fr) <http://perso.wanadoo.fr/didierm/files/aniplayer.zip>

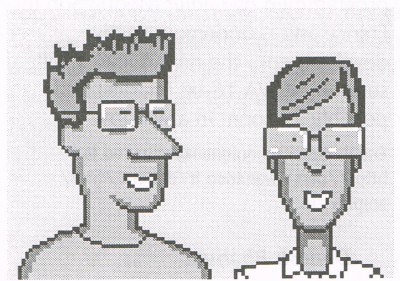
Denesh Bhabuta



Welcome to our corner of Atari Computing again. This issue, we have a review of one of the new games produced by the Reservoir Gods for their Gameboy emulator, God-Boy. It is an enhanced version of Bubble Bobble, similar to Double Bobble 2000 on the Falcon, which was released some time ago.

Next up is a review of a recent demo called "Any Colour You Like" written by the Polish group, Shadows. Although Shadows have since split, the remainder have formed a crew called Magic Bytes, so happily this megademo will not be the last to emanate from the talented Polish scene. We've been invited to the Ornetia party this year and if we attend a full report will appear in these pages.

Please do stop by our web pages and give us some feedback.  
**Richard Spowart and Chris Holland,**  
**The Maggie Team, Inc.**  
<http://www.users.zetnet.co.uk/maggie/index.htm>



# Bombjack



Another classic game is released for the God-boy and this time it's Bombjack. A game which has seen light on many formats including the humble spectrum and the Atari ST, yet with all this popularity, I had never played it, so

without knowing what to expect I loaded this latest release.

A new intro with wave lines draws a new Godboy logo stating the release number of the package and with a quick fade, we are thrown into the menu. The intro and menu are now the standard for each game.

No new features on the menu but there are a few different trainer options including "fly through platforms" aka Bubble Bobble mode, proving very handy.

Once we've selected all selectable bits, we can start the game, again no standard joystick control is available, just keys or Jaguar controller pad. This is good to see that the standard joystick has been dropped, so many games use this out-dated method, even some STe only games don't support the pad, which is silly, once you have used a Jagpad there is no reason to use the old method! The bombjack title screen appears and some mellow music accompanies it, selecting start or pause on the Jagpad begins the game. The colours of this release are not as bright as the Bubble Bobble release but they suit the game.

The game is a very simple one, collect the bombs before the bad guys get you, and although simple provides addictive gameplay. If you collect the bombs in a certain order then the player is awarded bonus points. The bombs don't fizzle as in previous other format versions so it's hard to tell which bombs are the next to collect.

The bad guys morph between different shapes and on early levels are not very clever, so it's easy to advance far into the game. The graphics are small but well detailed and the player can see the whole level unlike in Bubble bobble!

The player can fly by pressing A on the pad and can get higher by holding up also (or smoking illegals!). Also by pressing A, the player can stop flight and by repeatedly pressing the A key, it is possible to hover.

This game is nice and simple and very relaxing to play until you get killed then it gets stressful! surprisingly the Reservoir Gods (RG) crew had not used any of the same samples used in Bobble Bubble in this release. yet the same care and attention has been shown over the selection of samples used.

The music is also done by musician MSG, another MOD played at 50KHz which is pleasant with a "chip" feel to it. Talking to MSG on Internet Relay Chat (IRC) he said that is was one of his early MODs, and shows his obvious chip music roots. There are separate music parts for the start, in-game and game over sections of the game.

Those of you who managed to download release v2.0 from the RG website, will quickly see that the game has been speeded up, so it is well worth getting v2.1, the game feels twice as quick! There isn't a lot more I can say about this, so onto the verdict!

## Uppers

Another God-Boy game to add to our collection. Another addictive game, with nice graphics, well selected sound effects and good music. It's also FREE!

## Downers

Music gets a bit annoying but only after a while. Only 60 levels :)

## The Verdict

|     |          |
|-----|----------|
| 60% | Gameplay |
| 60% | Music    |
| 85% | SFx      |

Not as revolutionary as the first release but still a welcome addition to our hard drives.

Just because the Reservoir Gods have lots of Gameboy games doesn't mean that they are not going to spend the time on them. It shows, they has taken time, care and effort in this the second release, we can only hope to see more.

The God-Boy is possibly the most ground breaking thing we've seen on the Falcon, not only ground breaking but fun too. Keep up the good work guys!

*FuNBoY 2 / CrAcArT*



# Any Colour You Like

## Coded by the Shadows

Poland seems to be bursting with talent and ideas at the moment. The flag bearers of this scene were the Shadows - they burst onto the scene with "Firestarter". They consolidated their position with the excellent "It" demo, which was unlucky enough to face stiff competition at Siliconvention. But with "Any Colour You Like" (ACYL) they finally walked away with the top prize at the Ornetta party.

ACYL is an ambitious effort. Like Sonolumineszenz and Escape's "Sili-Con-Carne" it approaches the demo format in a different way from the rest. ACYL concentrates more on the actual visual appearance of effects rather than their technical merit. This is not a demo aimed at clock cycle counting coders, it's a demo for the people. Like "Lost Blubb", this demo will impress people who wouldn't know a bump map from a plump cat - MTV fodder.

Although the title holds out the promise of any colour you like the demo begins with dark, drab colours which didn't show up too well on my trusty Atari SC1224 monitor. Some text announcing "Shadows" then ACYL blasts its way onto the screen with a pleasant swirling background followed by the credits displayed over some excellent smokey plasma.

The first "proper" effect now appears. Anyone who has seen "It" will know that the Shadows are great fans of bump-mapping. This time there is a cluster of bobs flying over the lit area creating all sorts of pretty patterns. The bobs look more like glass beads and the overall effect is rather magical.

We now don our miners hats for a rather lively tunnel expedition, scrolling about the screen and going through a succession of atmospheric colour palettes. There is even a big design style strip of splattered colour overlaid over the tunnel.

The next effect is certainly very original. In the background we have a monochrome scanned picture of a motorway and a succession of irregular blob shapes appear over this then sucked into infinity - intriguing.

The next screen has two circular tunnels overlaid on each other and

bouncing around the screen, which made me wonder if I was suffering a severe case of double vision.

This is followed by a more straightforward tunnel effect. Unlike the others it doesn't leap around the screen like a demented raver. It just smoothly takes down the hole to infinity. Like Sono, the colours of the tunnel change as you move down it, but the palettes chosen are all very dark and moody.

The next effect is... well, my helpful set of notes say "bump map". Hang on, I'll have another look... (some time passes)... oh dear! I'm still none the wiser. It's some sort of grey bump mapped fadey thing - will that do? (Ed: You're sacked!) Looking more closely I see it's some sort of bump mapped motorway scene - anyway it's a nice effect which perhaps they should have concentrated more on.

Guess what's next? Yes, another tunnel effect! This time the colours are much brighter almost garish. The tunnel edges distort into a star type shape and back again.

Next we have a plasma type effect with two circley type things that seem to attract then repel each other, again these are nicely done.

### TECHNICAL VIEW

Shadows go from strength to strength - it's a shame they've split when they were on the verge of creating something really outstanding. The graphic design and music are excellent; it appears to take inspiration from some PC demos doing the rounds at the moment.

The main problem is that the Falcon really wasn't designed to do a demo like this well. The table effects and overlaid graphics require both a large amount of pre-processing and memory movement.

The pauses between effects while the next part is loaded and unpacked can be avoided by combining effects in memory and better underlying code design would have helped. But these are fairly minor niggles - overall one of the best Falcon demos in recent times.

Tat

It's getting harder to describe now! We have what appears to be some sort of tunnelly type rotzoomy thing with a nice bright star shaped white light in the centre which zooms up to cover most of the screen then zooms out again - one of my favourite on the demo, if only I could describe it!

It's time for the 3D world! Well it's more a collection of 3D objects than a world per se, but it's one of the few examples of multiple texture mapped objects on the falcon. Unfortunately the "plot" behind the world is quite poor. An object flies through a torus, flies around a cube and then decides to go through it (a good time to show off the z buffering). We've seen some quite interesting 3D worlds in Falcon demos (my favourite being the robot shoot out in the Digital Chaos/Avena Fried Bits 3 demo) but this isn't very exciting. The textures themselves are drab shades of brown. Speedwise, compared against the likes of Avena and EKO it's a little slow. To do this sort of effect impressively you really need to hammer the DSP.

Moving along swiftly we get a very straaaange picture to wrap the demo. A very oldly drawn person and a duck stare out into the camera. Like Niko, the artist certainly has a unique style and it surely won't be long before everyone starts imitating him. And that's where ACYL ends.

The music is absolutely superb, a very atmospheric track, bordering on the ambient at times with some very large beats kicking in to jolt your senses. It fits very well with the style of the demo.

The effects are not timed to link with the music and the effects all seem quite disparate - a screen is loaded, we see it, the screen goes black for a bit and the next effect appears, with no presentation between effects.

If The Shadows want to become the number 1 demo crew on the Falcon they'll have to pay a little more attention to details such as presentation and music timing and shove some of the more polite effects in your face more. Overall this a brave and fascinating demo with a brilliant soundtrack.

Mr Pink / RG

# Q&A

*"We always have more answers than questions!"*

## SCSI chains

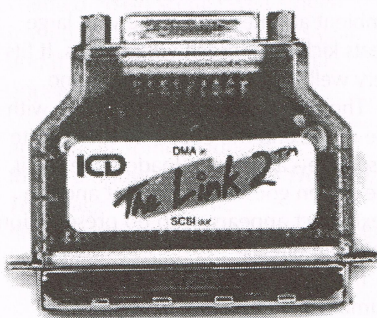
**Q** Many people have told me it is possible to chain up to seven devices using the ICD Link cable. I have only ever managed to link a maximum of two, these being a hard drive and a CD-ROM.

*Name supplied*

**A** In my experience the Link can handle up to six devices. However compatibility between devices can be problematic, especially if you are using older SCSI drives/CD-ROM. In theory SCSI devices can be connected in any order but in practice they cannot. On my ST using a Link, I have four 40Mb Rodime drives in a case with an old Toshiba single speed CD-ROM. Even though the drives were from the same manufacturer, one refused to work unless it was the first device on the SCSI chain.

Try setting up your devices independently first then, when they are all working separately, add them to the SCSI chain one at a time. If you encounter a problem, move the problem device to the start of the chain and try again. If that fails move it to the end of the chain. Make sure each device is supplying termination power to the termline for the Link. The Link 2 can handle parity or no parity, but if parity is enabled for one device, enable it for all drives.

**Mike Grove, via Usenet**



## CIX mail switching

**Q** I've recently upgraded my CIX Conferencing account to a CIX-OUT one and want to collect my email from the Internet side using NEWSie via the local access number. How do I arrange this?

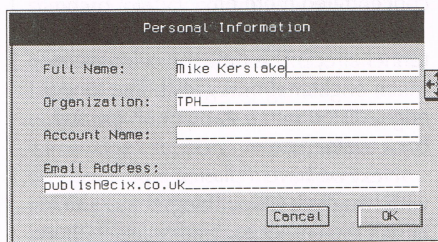
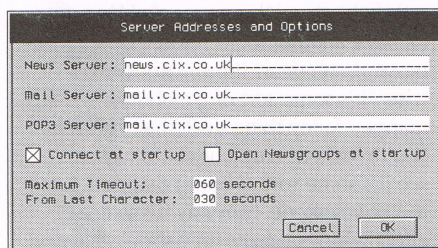
**A** You first need to go manually online with CIXComm and type the following at the M: prompt  
M: <go forward\_toggle>  
Don't type the "< >" characters!  
You should then get a message like this:  
<Your mail will now be forwarded to your Internet mailbox>

To change back to collecting mail via Cixcomm/Cixread do exactly the same again. You'll get a similar message saying mail will be forwarded to the conferencing mailbox.

You'll also need a suitable CIX-OUT script for STiK/STiNG/Connect (Derryck Croker has a suitable STiK script, email: derryckc@cix.co.uk).

To use NEWSie to access your mailbox you need to set your preferences as illustrated. Enter your CIX-OUT password (not your conferencing one) and your personal CIX email address then save your settings.

**Mike Kerslake/CIX Support**



## Can of worms!

**Q** 1) The manual I got with MagiC 5 was for MagiC 4, and isn't very thorough, the file CMD.DOC appears to be ASCII but isn't and, in German, covers PRINT.TTP, CRASHDMPTOS, DUMP.TTP, LABEL.TTP, FC.TTP, SPLIT.TTP and some other utilities which were not included in the package such as EXE2BIN, KILLRAM, ASTOWORD, WORDTOAS. Do I need these programs and what are they for?

2) There are other utilities including VFATCONF.PRg, WBDAEMON.PRg, LIMITMEM.TTP, MEMEXAMN.TTP, ADDMEM.PRg, HARDCOPY.PRg, MAGXBO32.PRg, ROMDRV.R.PRg, XMEN\_MGR.PRg, AES\_LUPE.APP.. which have little or no coverage in the manual or TXT files. What are they for and what should I do with them?

3) How can I replace the MagiC file selector with UIS3 or Freedom?

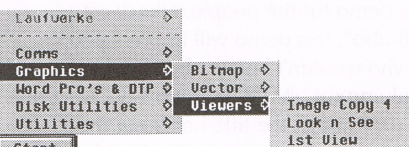
4) Is there any alternative support route to contact for user support,

updates, or advice regarding MagiC, NVDI, Kobold, and HDDriver?

*Mahn Davis*

**A** 1) None of these files, with the possible exception of PRINT, are required with MagiC. They appear to be utilities for MCMD.TOS, the command-line utility. The missing files you mentioned are also not required for MagiC. Here's a rough guide to what each program does:

- CMD.DOC is a First Word Plus file - you can print it out using Idealist or display it in 1stGuide.
- PRINT.TTP is an Epson-compatible print utility used by MAGXDesk to print from the desktop. It's configured via Options> Preferences> Utility> Output.
- CRASHDMPTOS displays the last exception error number (bombs in MagiC).
- DUMP.TTP dumps file to screen in hex, ASCII or C.
- LABEL.TTP adds, changes or deletes disk labels (volume names).
- FC.TTP is a simple file comparison utility.
- SPLIT.TTP splits files, presumably to split them across floppies.



▲ Start Me Up! and other applications require XMEN\_MGR to display sub-menus

2) Here's another rundown:

- VFATCONF is described in the README on your MagiC 5 disk. It's used to set which partitions allow long filenames. Long filenames offer both advantages and disadvantages, make sure you understand these before making any changes.
- WBDAEMON is a write back cache utility, and there's a brief description in the manual. If you power off before the cache has written to disk you can lose data and we don't recommend anyone uses it.
- LIMITMEM is not required since MagiC 2 and can you can ignore it.
- MEMEXAMN reports to screen the ownership of every block of memory in your system. If you don't understand the output you haven't got a use for it!
- ADDMEM is MagiC's version of FOLDERxxx, the TOS 40 folder bug fixer. This may already be handled by your hard disk driver (HDDriver/ICD) in which case you don't need it.
- HARDCOPY, we don't know for sure, it appears to be a sort of print utility.

- **MAGXBO32** should be used instead of **MAGXBOOT** if you run **OUTSIDE**, the virtual memory program, on a 68030 machine or higher.
- **ROMDRV.R** is a driver program for the ROM (Cartridge) port and is probably required for the FMC clock cartridge.
- **XMEN\_MGR** enables sub-menus to be accessed in programs which use the sub-menu routines introduced by Atari in TOS 4 (AES 3.30 and higher). Later HiSoft releases use these routines. It's worth putting a copy in your auto starting applications folder.
- **AES\_LUPE** and the other software are example apps for use under MagiC's multitasking environment. Run them to see what they do (not much in general). Each have German DOCs so if you're interested use Rufrade to translate them. Floppyshop also have a MagiC utilities collection which might be of interest.

3) **UIS** simply goes in the **AUTO** folder and is called every time you'd normally get the file selector. **Freedom v1.15** needs an **AUTO** folder driver, **FFSEL.PRG**, and **FREEDOM.APP** copies to your auto starting applications folder. The distribution includes full English DOCs. **Freedom 2** is currently only available in German.

4) Realistically, the best support is to have an experienced user take you through the whole process. The ideal place for face to face free advice is your local User Group. For day to day problem solving nothing beats being on-line.

Harry Sideras

### Imagecopy unpalatable?

**Q** I cannot get **Imagecopy 4** to display a normal colour picture. It displays files in negative colours. Nothing in the program seems to make any difference yet it prints perfectly. **Imagecopy 3** and all my other colour applications, display fine. I'm wasting time swapping between utilities like **FastGIF** and **GIF View** simply using **Imagecopy** as a print engine which is frustrating.

John Ash

Screen display...

Video

Auto select

Palette

VDI

Background

White

Screen width:

20.32 cm

☐ Scale to fit
☐ Mask transparent colours

Save

OK

Cancel

**A** I can't imagine what could be causing the negative colours problem. However, there are a couple of things you can try in **Imagecopy**. Firstly, you can reverse the colours of any image with [Control N] (Edit> Invert in the Image menu). The other thing to try is changing the palette option from **BIOS** to **VDI** in the Options> Screen> Display dialog. This takes the colours from the **VDI** palette instead of directly from the **BIOS**, which may well make the difference.

Jeremy Hughes

### CD-ROM SPEED FACTOR

If you're picked up an old CD-ROM drive and don't know how fast it is (x2, x4 x8 etc) try this rule of thumb. Disable any cache software, look for a giant file on CD, copy the file to your hard disk, and time how long it takes. Single-speed CD-ROMs copy at roughly 150Kb/sec so you can deduce the speed factor of your drive from that. Another clue is to look at the model number, for example, an **AppleCD 300** CD-ROM is x2 speed.

### Power Supply



I enjoyed **Derryck Croker's** review of the **MagnumST** memory board but it occurred to me that **Derryck** may have overlooked one small detail because his machine is built into a tower and I suspect he's using a replacement power supply. I think the board will draw too much current to run from the internal power supply. The solution is to remove the built-in power supply and run the machine directly from an external power supply.

John Ash

**A** My tower system does indeed use a PC PSU which also powers lots of other goodies however nothing in the DOCs suggests the standard power supply isn't up to the job. You could use an external power supply but a simpler solution if anyone is running many extras from the standard power supply is to fit

an uprated Best Electronics replacement power supply - these are available from most UK suppliers or the Best Electronics stand at most Atari shows.

Derryck Croker

### Emulation woes

**Q** Many thanks for your answer to my letter in AC#6. I have now tried **Edith Pro** and used **Idealist** to do the printing and it works perfectly on the **Lexmark** printer. The printer itself also works perfectly on an **STe** using the driver for an **HP Deskjet 500C** so problem solved!

I have a problem configuring **PaCifiST**. So far I have only managed to get a couple of disks to load and work properly. I still keep going back to my Atari **STe** to run anything I really want to use.

C Ayres, London

**A** **PaCifiST** is really designed to run Atari games and includes options to create special disk files to run auto-booting floppies from files on hard disk. If you want to run cleanly programmed **GEM** apps you're probably better off trying **TOSBOX** or **Gemulator** or [SHOCK HORROR] sticking with your real Atari machine!

Joe Connor

### AC#7 BUG REPORT

The **FPU\_FIX** disassembly listing on Reader disk has a mistake in it:

15 dbeq d0,l1 ; wait for idle

Should be:

15 dbeq d0,l3 ; wait for idle

**Probe House** player, on the **AC#7** Reader Disk, is programmed in **Pure C** and also fails on a 68000+68882 equipped machine. **FIX\_FPU** can also fix this program.

David Leaver, via email

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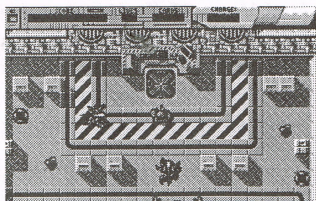
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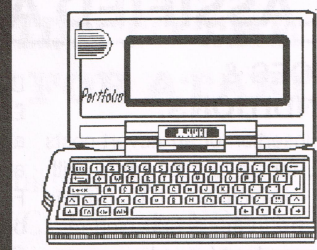
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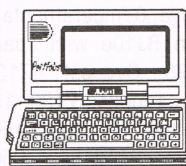


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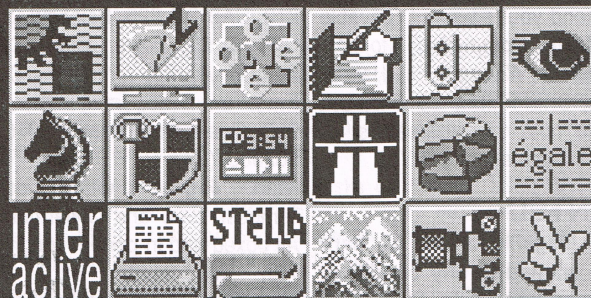
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## Ultimate Virus Killer

□ We're proud to announce that FaST Club will be distributing and supporting Ultimate Virus Killer in the UK. With years of development behind it UVK is the essential tool to protect your Atari disks, data and programs from virus infection and destruction.

### New Features in Version 7.1

\* Two new viruses are now detected: the Pharaoh virus that can mutate into any one of several billion different versions, and the Carpe Diem virus that is particularly resilient and very difficult to get rid of.

\* The Kobold #2 C, Mad D and Signum/BPL F mutant viruses created by the Bootsector Re-Installer are now detected and destroyed.

\* Gemulator and MagiC! compatible.

\* Over 200 innocent bootsectors added.

**Was £12.95 - Now £9.95**

□ Upgrades from all previous versions — £2.95  
Return your master disk to qualify for upgrades

# Special Offer

## FaST Club

For users of Atari ST & Falcon computers  
PO Box 101 - Nottingham - NG2 7NN  
Tel: 0115-945-5250 - Fax: 0115-914-0545  
Email: stclub@cix.compulink.co.uk

## Imagecopy

□ Imagecopy 4.1 has highly sophisticated easy-to-use printing facilities that get the very best out of your printer. It will print pictures in black and white or colour on all popular printers: 9-pin, 24-pin, Stylus, Bubblejet, DeskJet and LaserJet.

Copy images from screen, display images, and run slide shows on any ST, TT, or Falcon.

Convert images singly or in batches, all popular image file formats are supported. (Add £5 for the PhotoCD capable version.)

Nine zoom levels plus the ability to flip and rotate images.

Print catalogue pages and create on-screen catalogues for easy finding and printing of image files. Page Layout option allows multiple images to be printed on one page - great for letterheads, invitations, greeting cards, etc.

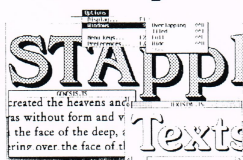
**Was £34.95 - Now £24.95**

(Includes a free copy of Textstyle)

★ New ★

Gemulator 98  
Printed Catalogue  
UVK 7.1

## Textstyle



□ Enter your text into Textstyle, select a font, add effects, and the resulting picture file can be imported into a whole range of packages. Great for generating headlines for wordprocessors, or use it with Imagecopy and/or an art package to make posters, banners, greetings cards, etc. Thousands of uses.

**Was £14.95 - Now £8.95**

## Imagecopy 4.1

Latest version — major new features include:

Imagecopy now supports VA\_START so that you can load files by double-clicking on them or dragging them on to an Imagecopy icon.

The Drag and Drop protocol in MultiTOS-compatible systems is now supported. This allows images to be loaded by dragging them to a window. Dragging image files from the desktop to a catalogue or page window will cause those files to be added to the catalogue or page. Images can also be dragged from catalogue windows on to other application windows.

Custom palettes can be used for viewing and converting images.

Catalogues can now be updated and will reload modified images. Imagecopy can snapshot the work area or the full area of the top window.

Imagecopy can iconify windows, it supports 16-colour and 15-bit video modes under MagicMac, and will print to large-format (A3 etc.) printers.

Imagecopy can read and write Huffman compressed TIFF files, save IMG files with VDI palette order, and read Apex Media blocks, XBM images, 320x200 XGA images, Rainbow TGA files, and > 256 colour Spectrum images.

Write or phone for a full list of features and bug fixes.

### Upgrade Prices

- Imagecopy 4 and 4CD ..... £ 4.95
- Imagecopy 2, 3 and 3.5 ..... £ 9.95
- Imagecopy 1 and 1.5 ..... £14.95
- New Imagecopy 4 manual ..... £ 2.95
- P&P on upgrades ..... £ 1.25

To upgrade from Imagecopy 4 do not return any disks. For all other upgrades return disk 1.

## MouseTricks 2

□ Gives you complete control over the speed of your mouse, allocates functions to the right mouse button, can configure itself for each program that you use. MouseTricks also contains a screen saver, a text reading utility, Big ST - a virtual screen bigger than your monitor, and it supports the use of PC-compatible serial mice.

**Was £14.95 - Now £6.95**

## FastCopy Pro

□ The best disk utility for Atari computers! FastCopy Pro features: highly efficient disk copying and formatting, creates and copies both extended format and MS DOS disks, make multiple copies with intelligent formatting, fast hard disk backup with data-compression, built in disk editor, and virus killer with virus immunization.

**Was £14.95 - Now £8.95**

## X-Change

□ Comprehensive vector graphics file conversion utility that converts between:

- Calamus Vector Graphics (CVG)
- Outline Art (OL)
- Adobe Illustrator (EPS/AI)
- Aldus Freehand 3.1 (EPS)
- Windows Metafile (WMF)
- WordPerfect Graphic (WPG)

**Was £14.95 - Now £9.95**

## Gemulator ★ 98

The Atari and Apple  
Emulator for Windows

➤ Gemulator 98 is the latest addition to the Gemulator product family, which began in 1992. It features faster and more compatible Atari emulation, plus the first Apple Macintosh emulator specifically designed for use on today's 32-bit Windows computers.

➤ Gemulator 98 is fully Pentium optimised, supporting the latest Pentium MMX, Pentium Pro, and Pentium II enhancements for even faster speed (up to 40% faster than Gemulator 96). On a 200 MHz Pentium Pro Gemulator 98 is almost 20 times faster than Mac Classic and Atari ST computers.

➤ The core 68000 emulator in Gemulator 98 has been re-written and now runs about 10% faster than before on all processors. There is also enhanced sound support and new joystick support.

➤ Version 5 of Gemulator adds Apple Macintosh Plus emulation. Just add 64K or 128K Macintosh ROMs to a Gemulator ROM card and you will be able to run all 68000 compatible Macintosh operating systems up to System 7.5.

### Gemulator 98 v4.8

Atari ST/STE emulator.

□ Software version. Requires MagiC or an image of TOS from your Atari computer — £49.95. □ Hardware version. Includes a ROM Card that you can fit with your Atari TOS ROMs — £74.95. Upgrades: □ from v4.6 — £14.95, □ from earlier versions — £19.95.

### Gemulator 98 v5.01

ST/STE & Apple Macintosh Emulator

□ Hardware version. Includes a ROM Card that you can fit with your Atari and Apple ROMs — £99.95. Upgrades: □ software only — £34.95, □ software plus ROM Card — £68.95.

★ Write or phone for a copy of our Gemulator 98 brochure ★

## How to Order

✓ Tick the ☐ boxes for the items that you require and send this advert (a photocopy, or just a letter listing what you want), along with a cheque or PO for £ \_\_\_\_\_ to us at: **FaST Club, PO Box 101, Nottingham, NG2 7NN.** Please allow 7-days for your goods to arrive. There are comprehensive descriptions of these products in our catalogue.

□ Tick here for a copy of our free catalogue, or phone 0115-945-5250 (24-hrs).

From: .....  
.....  
.....

## UIS III

□ Universal Item Selector is a moveable and re-sizeable replacement for the Atari Item (File) Selector. You can use keyboard shortcuts, view up to 96 files, define up to 26 file extensions, print directory listings, search for files, use QuickPaths, change file attributes, view text files, move and copy files, and format disks.

**Was £14.95 - Now £5.95**

## Other Products

We publish a wide range of software, hardware and books for Atari computers. See our catalogue for full details.

- 3D Calc Spreadsheet ..... £9.95
- Introducing Machine Code ..... £8.95
- STC Calamus Fonts ..... £4.95
- TW Clip Art sets ..... £6.95
- View II ..... £8.95
- STrip Cartoon ..... £8.95
- SCSI II Cables ..... £9.95

## ★ Printed ★ ★ Catalogue ★

□ We are again publishing a printed version of our famous Public Domain and Shareware catalogue. Featuring thousands of titles on hundreds of disks this is the definitive guide to finding PD & Shareware software, fonts and clip art for your Atari computer.

**Just £2.95**

E&OE. All offers subject to availability.

# DA's Layout



## v6.1

### Competitive Upgrade!

Titan Designs now offer competitive upgrades to all existing Calamus®, Pagestream®, Didot Pro, DA's Vector/Pro or DA's Layout (pre v6.0) users.

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| DA's Layout PRO .....         | £363 <sup>08</sup> | <b>£219</b> |
| DA's Layout EPS * .....       | £468 <sup>83</sup> | <b>£299</b> |
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DA's Layout combines the most comprehensive range of tools for DTP work, with high precision and incredible attention to detail.

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**\* EPS now includes  
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**PRO** - Includes: Font Editor, Barcode Generator & Vector Autotracer Modules.

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**PRO DESIGNER** - as EPS but with Archive, Calibration, Compose & 3D Extrusion.

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|                              |         |
|------------------------------|---------|
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| Compose .....                | £99.00  |
| Calibration .....            | £99.00  |
| Clipping Extensions .....    | £99.00  |
| EPS-AI3-Import .....         | £199.00 |
| Reference.K.....             | £139.00 |
| Photoscreening 720dpi .....  | £139.00 |
| Photoscreening 3600dpi ..... | £219.00 |

### Atari/Mac Crossgrade

DA's Layout v6.1 to Mac version ..... £39.95

Carriage for any version is an additional £5.00