

ATARI

COMPUTING

Issue 13

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Music
Expand
Squash-It

Features
Inside GEM
AMS Spring 99
Digital Cameras
Calamus Secrets

Software
Artwork
NEWSie
CDBackup
CENTScreen
FAST Club CDs

Plus: ASP Cables, Think Twice, Clocky, LineUp, Eliza, Triple Yahoo, Mutant Penguins

Veloce+

STe system
upgrade from
T.U.S. Developments



Bring your STe
up-to-date with
Veloce+ from T.U.S.
Developments,
processor upgrade to
68030 32 Bit at 16Mhz,

additional 2 or 4Mb FastRAM and TOS 2.06
all on board. Load NVDI into 32 Bit
FastRAM for lightning screen updates, along
with the program disk to leave 4Mb STe
Ram free for data.

Compatible with most high end STe software
packages such as CUBASE v3 and Score,
Notator Logic, Papyrus, Calamus,
Timeworks and many many more. Please call
or visit our website for further information.

Available for DIY installation (soldering
required) with full manual or fitted by
THE UPGRADE SHOP.

- ✓ 68030 Processor running at 16Mhz
- ✓ 0, 2 or 4Mb FastRAM
- ✓ TOS 2.06 on board
- ✓ FastRAM and TOS full 32 Bit
zero wait state
- ✓ Switchable between existing 68000 and
68030 for maximum compatibility
- ✓ Compatible with IDEal
Hard Drive Interface
- ✓ Fits inside a standard STe case

Veloce+ (0Mb FastRAM)	£ 99.00
Veloce+2 (2Mb FastRAM)	£149.00
Veloce+4 (4Mb FastRAM)	£189.00

IDEal

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 hard drive fits inside the
standard STe case and is extremely quiet in
operation. All kits are complete with fitting
instructions, cables and software.

IDEal interface only	£ 59.00
IDEal interface and 170Mb Drive	£109.00
IDEal interface and 340Mb Drive	£139.00

Other sizes available - please call

T.U.S. Developments
01625 503448

<http://www.tusdev.demon.co.uk>
Email: dave@tusdev.demon.co.uk

- ✓ Fully Atari compatible design
- ✓ "New" 2 drive systems - please call
- ✓ Works alongside SCSI-based systems
- ✓ Complete with formatting/partitioning
software
- ✓ Very quiet in operation

Veloce+ & IDEal Drives

Veloce+2 c/w IDEal 170	£249.00
Veloce+2 c/w IDEal 340	£379.00

Veloce+4 c/w IDEal 170	£289.00
Veloce+4 c/w IDEal 340	£319.00

Other options available

CHEETAH EXTERNAL HARD DRIVES

The Cheetah external hard drive from T.U.S. Development brings affordability and style to any Atari system.

- ▶ Complete with Host Adapter and cable
- ▶ Formatting and partitioning software included
- ▶ Small case dimensions
- ▶ Built-in jumper supply and cooling fan
- ▶ Dual SCSI external connectors for daisy-chaining extra devices
- ▶ ID selector

A fully featured system that can be used on more than Atari computers. All contents are supplied pre-formatted and partitioned ready for immediate use.

148MB	£149.90
208MB	£179.90
548MB	£221.90

HI RESOLUTION 14" MONO MONITORS

Improve your clarity with T.U.S.'s 14" mono monitor for the Atari ST series. High resolution screen ideal for Calibre, Xenon and many other programs. All monitors include appropriate connecting leads and a life and colour stand!

Without stand	£84.00
With stand	£109.00
(screen on top)	

ATARI MEMORY

ST/ Mega STs	
1/2 meg	£30.00
2 meg	£28.00
4 meg	£49.00
STFM Harpaz	
1/2 meg	£34.00
2 meg	£31.00
4 meg	£75.00

All kits are supplied with comprehensive fitting instructions, testing software and a free disk of useful PD/Shareware utilities.

TOS 2.06

- ▶ Enhanced operating system from Atari
 - ▶ Improved desktop
 - ▶ Full keyboard control of windows
 - ▶ Place programs on desktop for easy launching
 - ▶ Assign function keys to launch programs
 - ▶ Switchers give access to old TOS system for complete compatibility
 - ▶ All kits supplied with full fitting instructions and TOS manual
- | | |
|---|--------|
| STs Version 1 kit | £67.99 |
| (TOS 1 £20.99 supplied) Simple solderless installation. | |
| STFM/STFM fitted free | £54.99 |

HIGH DENSITY DRIVES

- ▶ Easy exchange of data with other platforms
- ▶ Your ST reads and writes high density (1.44MB) disks
- ▶ Fully automatic switching controlled by type of disk placed in the drive
- ▶ Complete with software drivers and high density formatting software

High Density Module	£15.00
High Density Module and 2MB disk drive	£49.00
Note: TOS 1.4 or above required for high density support	

TOS 2.06 & HIGH DENSITY DRIVE PACKAGE

STs TOS 2.06 with HD Drive & Controller	£75.00
STFM TOS 2.06 with HD Drive & Controller	£101.00

MODEMS

Do you want to send emails, browse the world wide web and join in the common resolution with your Atari? Using one of our modems and suitable software you can do just that.

T.U.S. 12,480 Voice, Data, Fax Modem	£59.00
T.U.S. 57,600 Voice, Data, Fax Modem	£74.00

BAST approved with 'CE' markings, complete with cables and software for Bulletin Board access.

SERIAL PORT UPGRADE

Use a fast modem with any ST machines by installing a T.U.S. £7,490 Serial serial port upgrade kit.

DIT fitting with full instructions	£21.00
If supplied with any of above modems	£15.00

REPAIRS AND FITTING SERVICE

Fully trained engineers for a reliable repair. All jobs quoted for individually (no fixed price). 48-hour turnaround on most machines. Long 4 months warranty is standard. Courier collection and return available for £14.00.

We can fit any advertised products to your machine for a one off fitting charge of £15.00. This means that if you require an upgrade and a high density drive fitted then the charge is only £15.00.

Please telephone for an appointment before bringing your machine or call if courier collection is required. Please ensure all parcels collected are adequately packaged.

Replacement internal drive kit

For any ST with internal drive. High quality mechanisms, with stand-offs for old ST's if required. 1Mb or 2Mb drive supplied

£29.99

Power Supplies

Repaired and supplied (call for availability)

★ Veloce Falcon? ★

Call for details

The Upgrade Shop

37 Crossall Street, Macclesfield, Cheshire, SK11 6QF

Telephone 01625 503448

Monday - Friday 9:00AM - 6:00PM Saturday 9:00AM - 12:30PM

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Delivery Charges
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please add £3.00 P&P.
Large items and orders
over £60.00 please add
£7.00 courier charge.
Courier Pickup for
upgrades and repairs 7.00.

All prices include VAT@17.5% but exclude delivery (unless otherwise stated), please see parcel above. 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. E&OE

ATARI

COMPUTING

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We will do our best to help you through the pages of the magazine but cannot enter into personal correspondence.

It would be very helpful if editorial, subscription and general enquiries are sent on separate sheets of paper or separate A5/B5 format files on disk.

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ABOUT THE COVER

A Fine Vintage

The image was rendered using the PC and Atari systems, layer 3, which is intended primarily for creating landscape scenes but also offers a comprehensive range of tools for creating objects.

The orange, grapes, oak, candle and tabletop were created using basic primitives offered by layer 3 and the options used for the orange, grapes and the oak were more than specified accordingly. The more complex objects such as bottles, glasses and candlestick were created with Vector3D 3.2 and exported as DXF files. The wine inside the bottle and glass are also separate DXF objects.

The details of the bottle label was created using Corel PhotoPaint and then applied to a further DXF object.

Finally the mountain range, sea, sky and the various textures were applied and the whole scene rendered.

Dave Howell

Email: davehowell@compuserve.co.uk



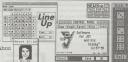
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13 Unlucky for some?

I don't think of myself as superstitious but we did consider skipping AC#13. The Atari market is fragile enough without tempting fate. However skipping an issue would surely have played havoc with our database and I'm sure some of you would be on the phone demanding your missing issue so AC#13 it is.

There are still a few ST/STOS CD-ROM subscribers who haven't filled in and returned the form on p.19. If you're one of them please return the form or leave us a message on the Atari Computing answering machine.

Tel: +44 (0)1256 751669

While I'm in a rag state could UK subscribers please check the label on your envelope, if the issue number is highlighted in yellow (maybe you have one more issue to follow), if it's highlighted in pink (maybe this is the last issue of your current subscription), in both cases we include a subscription form so if you find one in your envelope it's time to re-subscribe - we don't want to lose any of you! It's show time again already! Well be in Newco, Germany, on April 16/17th and the following weekend, Sunday April 18th, at the Spring AMS '90 show in Stafford. As usual we'll be promoting the magazine and promoting Show Special Offers so if you can come along we'll do our best to make it worthwhile!

Joe Conway

News...

System Solutions

ROPO-COP

Far not cheap, ROP0-COP is a hardware computer accessory from System Solutions. The ISA device plugs into your Hades and gives it no less than three Atari-compatible cartridge ports, ideal for music software libraries. Atari CubeX is compatible and runs at a speed you won't believe. Two ports are internal, the other protrudes from a back plate aperture for convenient access and the active port is selected by software.



System Solutions builds Hades computers to order, and now, lower pricing on the stunning Startrack Hades audio mastering suite (hardware and software) takes immediate effect, at £339 including VAT for the latest 24-bit/96kHz version incorporating a powerful Motorola DSP56002-44 signal processing engine with Palace-compatible DSP port, enhanced to support 16 I/O channels.

Brand-new copies of CubeX 3.0 are now only £199, it's time to ditch those inferior decorated pirate versions, which are prone to crashing. Add a SoundPad HD 4 at just £100, for an extra 64 MIDI tracks on four ports.



An update of CAB brings it to version 2.7. IT users should enjoy this release because it runs faster than ever, web page scrolling is highly responsive. Among the refinements (mainly requiring the MagiC midi-making GUI and some enhanced desktop) are automatic connection for

offline cache mass recovery, saving of background images, Netscape cookie support and improved cache management. Here's an excerpt from the manual addendum, "CAB can now read web archives and cache files of Microsoft Internet Explorer 4.0 (Mac version)... (Don't be surprised if your CAB cache increases by only 10% when importing a 100Mb 6.0 cache file. This is correct - there just is no more useful data)." Cost remains at £29.95 or £15.00 for an upgrade from 2.0.

Want to replace an ageing ST high resolution monochrome monitor? System Solutions has a new model! 14" paper-white display with exceptional value features. Digital geometry control allows precise setting of image shape and size, stretching to fill those black borders if necessary, and automatic de-gaussing keeps the image free from magnetically-induced distortion (as caused by external influences like close proximity to loudspeakers, or internal residual accumulation). It comes with a detachable tilt-and-swivel base and the cost is £119 including VAT.

Like Audio's Palace (see OUT) units (incompatible with Startrack) are now shipping with 24-bit DACs, which allow extended precision digital filtering and improved SN ratio. Best of all, the price remains the same.

Palace speed boosters will be pleased to know CENTER's brilliant CENTurbo II has reached Revision B, supporting up to 128Mb fast RAM. The new custom RAM controller makes CENTurbo II even faster and the CPU has-link is now fixed with a much stronger glue.

For mail order and upgrades contact the dispatch centre: System Solutions, 118 Arthur Road, Windsor, Berkshire, SL4 1BU
Tel: +44 (0)1753 833212
Fax: +44 (0)1753 638600
Email: sales@system-solutions.co.uk
www.system-solutions.co.uk/cab/
Other useful information contacts: hwsales@system-solutions.co.uk hwsales@system-solutions.co.uk

Music Mouse

Laurie Spiegel originally coded Music Mouse for the Mac and ported it to the Atari platform back in 1988. Amazingly it remains available today.

Music Mouse turns the ST into a musical instrument as it's own with complete control in the hands of the performer.

Basically mouse movements are transformed into four moving axes inside a grid that can be assigned different MIDI channels and sounds with keyboard keys for controller messages, tempo, transpos, and a host of other features. It's great fun for musicians and non-musicians and as Laurie says, "Few things are more useful than timeless music routines". For more information visit: <http://www.dartall.org/~spiegel/> http://www.dartall.org/~spiegel/16_prog/ans/16m_spag_shed1.html Or send £9.95 (which includes shipping) along with your return address to: Applefish Engineering, 175 Chase St. NYC, NY 10013, USA. Thanks to Tim Connolly for this item posted in the comp.sys.atari.st newsgroup. Check out Tim's page at: <http://atlantic-bbs.com/~tdconnard/> index.htm

CGE'99

If you're nostalgic about Atari, Intellivision, Apple II or Odyssey and appreciate the accomplishments of programmers, hardware engineers and executives that brought you many hours of enjoyment in front of the TV monitor and at the arcade then you'll enjoy a trip to the Classic Gaming Expo '99 where you'll be able to play classic games, mingle with legendary players and shop for bargain collectibles.

The Classic Gaming Expo '99 was conceived by some of the people responsible for staging last year's successful WORLD OF ATARI '98 and will be solely devoted to celebrating the history of video, arcade and computer games.

The Classic Gaming Expo '99 is scheduled to take place in Las Vegas at the Flamingo Hotel on August 14th and 15th, 1999.
<http://www.cgexpo.com/>

IOG for Atari?

Since Osborne recently reported in the comp.sys.atari.st newsgroup that a mysterious Frenchman is working on GEM-IOG and a release should be ready soon - it's removed to run under STX/STING.

Comtek PHENIX 640060 news

The elusive PHENIX computer roll looks set to make a dramatic appearance any time now. CENTERX recently changed the hardware architecture of the mother board and the Revision 1 version features include:

- The DSP56002 is now connected on the PCI bus.

- A card with 3 other GEM models is plugged into a PCI slot, not into a dedicated slot.
- The ULTRA-SCSI and USB (2 ports) controllers have been replaced. The new ones are connected on the PCI bus.
- Two IDE (ATA-6) connectors are now officially provided thanks to a new component on the PCI bus. Four peripherals are so possible.
- The MIDI, SERIAL & PARALLEL ports are suppressed. They are possible with some USB interfaces, opening the way for the future.
- The QUICC chip is suppressed.
- The 800 RAM is replaced by the 3200RAM which is currently 2 times cheaper and 2 times faster (on the GEM).

One of the objectives of the modifications was to minimize production costs but happily these changes have also brought about performance improvements! The PHEX86 is now compatible with the architecture of the current generation of PCs.

Cartak, Tour Blanche de Gasilite 4, avenue Saint Exupéry, F-69100 Nogent sur Saône, France

Tel: +33-344-344-330
Fax: +33-344-344-348
Email: vox@magasin.fr
<http://www.cartak.fr>



Electronic Cow have recently announced upgrades to **Support Synth** and **MIDI Arpeggiator**.



MIDI Arpeggiator v1.0 upgrade, new features include:

- New interface with support for graphics card and replacement AGI versions with colour scan support
- Better 'dot' control (multi-speed), now utilising both mouse buttons.
- Improved algorithmic algorithms and settings for diaphanous part (full mixer channel strip)
- Editable sequence entries; can also view notes or velocity.
- New Scale, Fill, and improved patterns sequence functions.
- New mix and play range markers

- Improved type B and L MIDI file export
- New mini arpeggiator mode (replaces chord mode), with two different arpeggiator styles.
- Improved timing, greater accuracy with tempo control, and greatly improved MIDI-clock support
- New copy, and paste pattern facility MIDI Arpeggiator runs as both a desktop accessory or stand alone program roll, so it can be used to complement your GEM sequencer. Of course, it will have all the same functions that makes it our best-selling program, including real-time editing, multiple playback modes, built in MIDI mixer (with up to six user-programmable MIDI controllers), built in keyboard for note input, and standard MIDI file export (type G and I).



Support Synth v1.4 updates, new features include:

- New interface design with graphics card support
- Vastly improved synthesis engine, with faster rendering times, and greater accuracy
- New chorus and reverb filter effects
- New waveform de-clicker utility
- Improved auto-crop and optimize routines.
- Now utilizes the right mouse button to increment values in the numeric fields
- Digital audio playback on the ST/PPC
- Preset envelope shaper for user-waveform data for clearer rendering of sounds
- Imported samples are also automatically optimised for use in the user waveforms
- User-definable sampling frequency added, with the added bonus of switching frequencies without re-rendering a sound! (The int frequency is stored in the "SNP" patch, and in the exported sample.)
- Improved MIDI sample dump drivers
- Improved cross-fade and ring-modulation algorithms for chunk mixing

Support Synth is still the Atari's only commercially available granular synthesizer, and can create an enormous range of sounds for use in direct-to-disk applications or for your MIDI sampler. Other existing features include: MIDI sample dump (for HD64-compatible samplers, and the Atari 386/486/586/68030/387), ANYWAVE/SPL sample export (or 16-bit), and a flexible synthesis engine

with many editable parameters, including:

- Five different grain types (square, triangle, sine, sawtooth and custom)
- Lead in any ANYWAVE/SPL sample (or new data) to use as a custom waveform grain
- Automatically optimises and shapes imported data into the user waveform
- Up to five hundred grains per chunk, with four chunks per sound, plus chunk copying facilities
- Choice to modify ring or amplitude modulators, or sequence chunks (using variable-length cross-fading) in the sound
- Creates samples up to 480,000 sample points long (13 seconds!)
- 20Hz to 300Hz frequency response, with pitch warping
- 20Hz to 300Hz frequency settings with various polarity settings and shapes
- Five different amplitude envelope shapes, with relative gain setting
- On-screen waveform display with four different drive modes
- 12.5, 16, 25, 33, 500Hz, and user-definable sampling rates
- 8-bit playback on the ST/PPC and 16-bit playback on the Falcon
- Auto-crop, De-clicker, and Optimize sample tools

Registered users can upgrade free of charge by sending their original disk with a stamped-addressed envelope to:

Electronic Cow, Press, Support Synth v1.4
- Disk plus 42 MIDI Arpeggiator v1.0 -
£15.00 plus £3 P&P.
Electronic Cow, 88 Brookwater Crescent,
Stambridge, Hertfordshire, SG8 8EJ, UK
Tel: 0411 544 133 or 01438 381 307
E-mail: electronic_cow@btinternet.com
http://uk.dial.pipex.com/electronic_cow/
cowat.dialat

ASP News

Attingham Synthesis Projects has tested the **STARDISK STTH** interface on an ST system, including an internal 60MHz hard drive (hosted on the STardisk), a Link 1 with a SCSI CD-ROM and a SCSI 128MB hard drive. AHDI 6.06 booted from the internal 60MHz drive, found the other hard drive, allocated partitions correctly, and **Flatodos v1.34** found the CD-ROM perfectly. This is the first version of **Flatodos** which has worked properly on the ST (although it has always worked fine on the Falcon) and will now be included with each of **SCSI CD-ROM's** sold, complete with a very simple set-up routine to get you up and running. By the time you're reading this the ST/PPC version of **STardisk** should be available.

Attingham Synthesis Projects (ASP), 40
Evelyn Road, Brighton, OX14 1JL, England.
Tel: 01323 52452 (after 9pm only) Email: chris@atnet.co.uk

SAMS '99

Just in case you missed the amazingly successful ACC'98 we're going to do it all over again at the SAMS '99 Show.

Come along and meet the Atari dealers, user groups and programmers and help us show to the wider computing audience the Atari platform remains a viable alternative to mainstream computing.

Inside ACC #13 and also inside this issue UK readers should find a copy of Sharward Promotions latest leaf promotional flyer for SAMS '99 which entitles you to reduced entry rates on the show along with travel details by road, rail and bus.

Apart from the dozens of general electronics, televisions and computing stands Atarians can look forward to meeting the specialist Atari dealers which make the event the place to catch up on what's new on the Atari scene. Here's the current line up (which is still changing daily):

Atari Computing

Our stand will carry all available book issues, Reader Dinks and Special Store Offers and we'll be on hand to chat and offer advice.

System Solutions

Will be showing professional audio and MIDI products. Come and meet the team for advice and bring along your software to upgrade to the latest English releases of your favourite products. There will also be special Show Prices on hardware upgrades, modems, scanners, graphics cards, large screen monitors and more!

Abingdon Synthesis Projects

Chris Crossways will be demonstrating how you can re-use your Atari motherboard into a standard PC case using their SCSI-Burner, IDE-burner and other cabling solutions. You'll also be able to see the PlugPlay serial mouse interface along with Hans Beards's other products.

Electronic Cow

The Squad of sample processor had its worldwide launch at ACC'98 and Davey will also have brand new releases of their other popular products to bring along your manuals and master disks for upgrade.

Titan Designs

A chance to meet David Brett, the man behind our CA's Layout pages, and check out latest CA's Layout v4.3 release. Hopefully Felipe will also be available for demonstration along with Titan's other product line.

1632

The latest release of SpeedyGOOL, Pokey's and other various applications not available anywhere else. Also offering their usual selection of Atari gaming and console action.

The Upgrade Shop (TUS)

Will be offering their usual range of hardware upgrades.

Falko Vortig/Milan Computer

Falko Vortig have a huge product line so you'll just have to attend to see that they bring - or to put it another way - we don't know!

CyberTrider

CyberTrider will be promoting its commercial internet services and range of supported shareware products.

Atari Portfolio Club

There's an astounding range of software and extras available for the Atari Portfolio computer. Paul Finch will be on hand to answer your questions.

The Console Centre

Specialists in Atari Lynx, Jaguar and console action.

Cadenza Software

Markus Bock will be promoting Bookworm, Web Wizard and his other projects.

Paul Jones

High SAMC members.

Maggie

The dailymag crew will be there promoting their alternative view of all things Atari.

User groups

Sounds to chat, meet, old friends, make new ones and be wined by some of the finest Atari setups you'll see anywhere.



If you live in Scotland

Europe and can't make it to Stafford why not visit the biggest dedicated Atari show in the world at the Neos Southside (Tram Hall), Germany on April 10th and 11st! Well most of the major developers based in Germany the Neos show are the place to pick up the latest games, releases and meet the authors face to face. As usual Atari Computing will have a stand so do come along and say hello if you're there.

Email: atari@neos.de

<http://www.atari-neos.de>

Tel: +49 (0)4 31 31 300

Fax: +49 (0)4 31 31 388 FALKO Vortig,

Wiesbaden, 2645 Bad, Germany

SAMS '99

Computer & Electronic Show



Sunday April 18th
10am to 4pm
Bingley Hall, Stafford



Discount admission voucher
enclosed inside magazine!



To book a stand or for more

information contact:

Tel: 01473 212113

Fax: 01473 212114

<http://www.sharward.co.uk>

Email: sams99@starcomputing.com
SAMS99, Worcesterfield Business Centre
Main Road, Worcesterfield, Ipswich
Suffolk, IP9 5SL

Sharward Promotions

ATARI
COMPUTING

ATARI COMPUTING Offers...

Essential accessories for you and your machine - subject to availability. Stocks for some offers are LOW, hesitate and you could miss out!

ATARI COMPENDIUM



The 800 page *Atari Compendium* book was the first comprehensive guide to programming the Atari ST series and includes documentation for MMT, SpeedyDOS and TOS 4. This vital resource is now available on CD-ROM along with some truly extras including:

- "The Atari Compendium" book in HTML and PDF format
- Agave Game RV1 Demos
- MMT Multitasking OS
- Editors
- Ghostscript 3.53
- Postscript Files
- HardISO OS files
- Linux 486 OS files
- ST, STx, TT, and Falcon Demos
- Most of the UNICAT Atari Archive
- Commercial Software Demos
- Atari Trampol 2000 (PC) Demos

We have a limited supply for £70.99 including UK delivery.

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 Special *Atari BASIC* Reader Disk compiled by Paul Jones, to accompany the tutorials. All issues are available and cost £1.99 each including UK delivery.

BACK ISSUES

Atari Computing Issues 1, 2, 3 and 4 are now sold out, but we do have a small stock of other back issues - get them while we're still got them! Each magazine costs £3.00 including UK delivery.

EDITH PRO



Following the inclusion of *Edith Pro*, the experimental and fully featured text editor, on our Reader Disk we can now supply the official 19 page manual found A4 manual and labelled reader disk for just £11.99 including UK delivery.

Read all about this excellent program in the Giant text editor review in ACP4 where it received a glowing review.

MOVING PIXELS CD



An exciting compilation of ready to run software programmed by Tony Bates. The source code for all the programs (except *Art For Kids*) is included and programmers are invited to further develop the software.

- Atari Space shoot 'em up (ST)
 - Brushworks: Full paint package (TT)
 - Chambers: Breakout style game (ST)
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Letters



LETTERS

HAVE YOUR SAY!

ATARI COMPUTING © ISSUE 12

Advantage Atari

Most of you by now, would have heard of the T2K bug. You will probably be aware it's not a virus so it can't be spread from machine to machine so are there any users which affect Atari users?

Our Atari machines, along with Macs, Acorns and Amigas should boot happily on New Years Day but you can wipe that smug look off your face because I recently discovered a small group of Atari software programs which were not T2K compliant! I did some research to determine how this could have happened and it turns out most of the problem programs are financial applications.

Furthermore most of these applications were ported (the process of converting software from one platform/operating system for use on another) from PC applications designed to run on earlier XT and AT systems. The ported versions were often not GEM friendly with support for multitasking or even the built-in file system.

As with the PC platform the problems in the code structure and cannot easily be fixed - and the affected applications are no longer supported anyway. However these programs are still out there so if you are still using them now is the time to consider your options. The list below should help you to select a new package.

Old Package	New Package
VFP Spreadsheet	MasterPlan 4
Sage Bookkeeper	Home Accounts (Max 100 128)
Sage Finance	RH1 or RH1 L
Open Spreadsheet	MasterPlan or Total v2
Double Entry	MasterPlan or Total v2

Notes: - VFP is not only T2K compliant, it also doesn't support the file splitter and does not run under a multitasking O/S. All the Sage packages

MasterPlan

P I N A N C I A L
S P R E A D S H E E T



FOR THE ATARI 512

We're still got a few copies of MasterPlan left so get 'em while we've got 'em

are 1 MB's Atari releases which have long since been replaced on the PC platform by T2K compliant packages.

There may be other packages affected so if you're using any older applications it's worth checking them before it's too late - particularly be wary of any packages which were available for both the Atari and PC platforms and watch out for any mention of PC's being used as part of the development system.

One exception to this rule is Desk who produced DynaCAD and two spreadsheet packages, WIP and

PlanePlan, the latter being a derivative of the former and is more Atari and multitasking friendly and supply T2K compliant.

There are also a few control programs, such as Bldsystem, which was originally a popular DOS program and is unlikely to be T2K compliant.

In general your Atari is T2K compliant so you can worry about something else on the night!

Martin Howard Naylor, Wembley

Feelgood factor

Thank you very much for the swift reply to my letter that I posted to you, it what seems like an hour ago! When service, I don't want to take too much of your time up, but would just like to say how refreshing it is to read such a nicely produced magazine that is Atari Computing. Regardless of the lack of colour it outshines many (or should that be "any") of the glossy colour "yellow" magazines found in our high street shops today. And of course the brilliant invention of the renegade evolution CD. An EXCELLENT idea, and well, well worth the money.

Keep up the fantastic work.

A final word (well a few words), a big wholehearted thanks to all the people that put in such an effort to make the Atari Computing dream a reality. Congratulations to you all.

David Broady, Gorton

We often get by-the-way comments tacked onto orders and subscription enquiries (praising (or criticising) our efforts but it seems we've got at least one satisfied customer - thanks David!



GET IT OFF YOUR CHEST!

Got something to say, or have a moan about?

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Or email us at: letters@ataricomputing.com

We reserve the right to edit letters for reasons of space or accuracy without altering the content.

Digital Cameras: A Buyers Guide

Last issue Dave Borkin introduced digital cameras from the point of view of an Atari enthusiast. This time Dave presents a guide of do's and don'ts to consider before purchasing a digital camera...

Take into consideration that an Atari user must, with a few exceptions, lay out money for a PCHCIA card reader. As compensation it must also be said that any one who is serious about their photography, and I don't mean just professionals, is going to have to buy one of these gadgets anyway. It just takes too long to download images through the serial port. IBM and Mac users have the option of a floppy disk adapter and while this gadget is cheaper than a card reader, it's still expensive and it's still slow.

So if you're a person who takes 50 photos a year, do yourself a favour and stick with conventional photographic equipment. For serious users and professionals, who purchase both the camera and card reader and will wind up saving money. Moreover once you've made the purchase, you are free of additional expenditures. Although you have to print these images, you print only the images you want.

Let us pause and wipe our minds clear of the financial distractions which interfere with a true Zen attitude towards life.

To continue...



Warnings!

All of the current digital cameras have a LCD screen which allows you to view the photographed images. Some allow you to focus the image with this screen and this is an option you do NOT want. No matter how good the LCD screen, or its advertising, you'll sometimes find it difficult to focus the camera.

If we're considering blowing a substantial wedge of money on a digital camera there's no reason to settle for any camera with a maximum resolution less than 1024x768. I couldn't justify this remark less than a year ago but technology is moving fast in this field. I should add almost all models are capable of more than one resolution. I had 640x480 very handy for producing catalogues, web site images and so on but for serious images the more pixels the better.

Related to the previous point you must keep in mind 24-bit images are BIG. A 1024x768 image weighs in at around 2.2MB with a 1280x1024 image occupying a whopping great 4MB! Bear these requirements in mind when considering how much memory your computer has.

So long as you have enough memory, Atari image processing software is fast enough to manipulate these images without undue strain. The formula is taught a wide a colour planes. Don't be fooled by a 1MB (PBC) file once you load it into your image processing program the file will decompress to its real size and you could easily be left needing some form of virtual memory. Although digital cameras do not have the resulting power of



conventional machines they do have the capability of capturing images that APPEAR to be as good as conventional camera's. Be warned, colour fidelity does vary wildly, some models are remarkable but check for yourself and don't just look at the specifications.

I've yet to read an unfavourable review of any camera in any of the digital camera magazines (unlike these magazines Atari Computing isn't dependent on their advertising) but they do often publish actual images taken from cameras so take a close look at these.

A word about the SONY digital cameras which use a floppy disk as their storage medium. On some of the camera's the quality is quite good but a floppy disk cannot hold enough information. Some reviews seem to mention you'll need a high density (HD 1.44Mb) or even extended density (ED 1.8Mb) so if you only have a double sided (DD 720Kb) disk drive you will be limited to two high resolution images per floppy! This assumes that these camera's can handle a 1280x1024.

Almost all camera store images in JPEG format so you'll need software which can read this format. Sometimes the resulting power is specified as an INTERPOLATED resolution. Software interpolation is accomplished by software adding pixels to the image.

Continued on opposite page 13

CYBER PAINT™

Cyber Paint is part of the legendary Cyber Series and can be used together with the other programs in the series or as a stand alone program.



Cyber Paint is a powerful paint and animation package.

Choose from a host of flexible paint box techniques to create colourful animations. Images can be overlaid and Omega/Neochrome images can be loaded as backdrops.

Cyber Paint has a range of special effects to resize, distort, move and superimpose entire screens, so you can produce video-effects - on a standard ST!

- Choice of brush styles, including user-definable brush shapes, airbrush and stipple
- Range of drawing tools: Pen, line, polygons, circle and box
- Move, resize, mirror, or rotate picture sections
- Text input in a wide range of fonts and styles
- Automatic image registration to create col animation sequences
- Real-time zoom mode for detailed editing or viewing animations
- Load/Save image sequences from Cyber Studio, Digra, Neochrome, Apple Animator
- Multiple overlaid images - static or animated
- Special animation effects, with automatic intermediate view generation (morphing) on whole screen or selected area.

System requirements: 1 MB memory minimum. Order form on page 70

gh Continues from opposite page

If two adjoining pixels are shades of green, the software will add a pixel which is a shade of green in between these two. This effect basically acts as an anti-aliasing tool.

There is no actual increase in resolving power. For example, the Polaroid PDC cameras have an interpolated resolution of 1600x1200 but the actual resolution is 1024x768. Since various Atari software applications programs can handle digital interpolation, when required, it's not a compelling reason to choose one of these machines. However, I do happen to think the Polaroid is the nicest looking of all digital cameras. In if you'd like to own a great looking space age device don't let me stop you just because it doesn't take great pictures!

What to look for

- **Through The Lens (TTL):** This means you are actually looking through the lens instead of through a separate viewfinder. It's often said there's no substitute for seeing exactly what you'll shoot but it's not quite as important as the propaganda would have you believe - a good viewfinder will work just fine. TTL remains a definite plus point, but isn't the most important feature.

- **Auto focus/Manual focus:** Thinking back to last October, there were no cameras offering manual focus. All were focusing methods, whether they bounce light off the subject, or bounce high frequency sound, are flawed. Although the benefits of auto-focus are undeniable, the ability to manually focus your lens can sometimes be a necessity. Without manual focus you have to accept you will miss some shots. Currently there are quite a few cameras which offer manual focus override and most professionals would find it hard to do without this feature.

- **Optical viewfinder:** Look on one. Don't consider cameras that do not have this capability. If a salesperson tries to tell you a camera with only an LCD screen do so at a faster and run them straight.

- **Multiple images:** This is another feature that wasn't available last October. Digital cameras can take as much as 11 seconds between shots to reset the elements. Many models now offer a burst mode which can take as many as five shots in two seconds. Obviously how useful this capability will be depends on your needs.

- **Detachable Lens:** A feature highly acclaimed in the advertising brochures. It means just what it says, you can detach the lens from the



▲ Typical PCMC card

camera and place it remotely.

Question whether you'll have any use for it.

- **LCD screen:** Just about all cameras now come with an LCD screen to examine the images. Make sure your choice allows you to delete individual unwanted images - some models only allow you to delete everything!

Before closing this report, I should add that I purchased an Olympus AGOS camera around nine months ago. Its highest resolution is 1280x1024 and it's already obtained. I'm not about to replace this machine, which works fine, but many of the limitations I'm warning you about are inherent in my camera. The colour fidelity is excellent, and for all practical purposes images I print are indistinguishable from conventional photographs. Though it now costs around half what I paid for it I have no regrets.

It's also worth bearing in mind, many of the features which hinder conventional photography will hinder digital photography. But in some ways we have no compromises, due both to the cost of these machines and the relative youth of the technology. ☺

If you've taken some digital photos and otherwise processed them via an Atari system we would love to hear from you, and, maybe, publish any suitable ones in future issues of the magazine! Contact us via the usual points.



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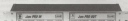
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ATARI

WORKSHOP



Mark Wherry and Matt Burton look at the FaST Club's CD-ROM series...

FaST Club CD#1

This CD-ROM is equipped with a full copy of *Translator '98* (v1.8), the commercial Atari emulator (v4.4 named *BPB* in *AC#3*) and includes a detailed printed manual. All you need to supply is a copy of TOS which you can extract from your real Atari machine using the supplied utility. A full copy of *Imagecopy 2* is also included which takes care of image handling. There's not much to say about this excellent graphics utility which hasn't been said before and although the current version is currently at v4.1 this version serves as a good introduction to the product.



Apart from the commercial software the biggest attraction is the inclusion of the majority of FaST Club's PD library - 500% of one of the highest quality and best organised libraries ever collected. The only downside is, like the original disk, everything is archived which precludes browsing.

CD#1 is aimed squarely at Atari enthusiasts switching to the PC platform and with the titles individually retailing in excess of \$550 this first FaST Club release stands on its own - and stands extremely tall.

Mark Wherry

FaST Club CD#2

This collection includes *Imagecopy 4.1* (bundled with *Tastyle*), along with *Imagecopy 2*, a collection of fonts in various formats and a huge GIF compilation - I almost felt guilty paying just £1.99 for this on AC#3!

The major draw in the title of this CD-ROM is that although files are grouped together you need the printed catalogue - or one of the catalogues from

CD#1/CD#3. Despite *Imagecopy's* excellent image cataloguing features, I still feel a decent catalogue of the images and maybe the fonts is needed.

The clipart section contains something for every occasion, it's just finding it that's the problem! There is a section of early graphics which contains loads of business and stuff like that - more than enough to knock up a home page.

Imagecopy hardly needs introduction as THE Atari image converter. In most cases you won't need any other software to view, convert and print images. I am confident you it's worth buying this CD-ROM for *Imagecopy 4* alone - I just wish it supported progressive PDFs [Ed: The current *Imagecopy* public beta release (v4.2a) has done].

Tastyle is also a useful program which is great for creating headings which can be loaded into *Pagepro*, used in *SP-Guide* hypertext and so on.

Matt Burton

FaST CLUB CDs

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SECOND OPINION FaST CLUB CD#1/CD#3

This CD-ROM contains the entire FaST Club PD library and a copy of *Translator '98* which suggests it's aimed at semi-retired Atarians who have moved over to a PC.

The contents are broken down into directories and catalogued in HTML and three volumes MS Word format (about). The MS Word document is identical to the printed catalogue which available separately if you feel the urge.

Unfortunately there are not many programs on the Atari platform that can import MS Word documents so you're left struggling with the HTML version [Ed: The FaST Club have since added an AC#3 version].

I'll forgive them because the PD library without *Translator* and *Imagecopy 2* is available on CD #3 for a lot less money which is quite nice when you think about it for long enough.

CD#1/CD#3 includes a good mix of software and it's all in English - at least I haven't been able to find any foreign programs yet! This is just as well because my D in GCSE German isn't quite up to the task and translation programs don't always do a brilliant job.

The files are compressed which isn't such a drag if you use the catalogue because you always know what files you are looking for and the de-compression software is provided.

The content includes some recent material along with classics and a significant proportion of money and old programs including an excellent collection of early text adventures including "On The Pull" and "Search and Grind" which provide a good laugh on a rainy day. There's also an enormous quantity of raster and macro clip art which I'm sure others will find useful.

The structure of this CD-ROM collections like this are in value for money on a cost-per-the-basis. Using this criteria the FaST Club CD#3 is a valuable asset to have around.

Matt Burton

New Atari Hardware Products from Mario Becroft...

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- Fits entirely inside computer with 2.5" drive.
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Interface only: £50
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Also in the early stages of development, the ultimate ST upgrade - fast CPU accelerator, high-resolution colour graphics and more. More news as development progresses!

Shareware software...

Geometry Converter - changes values between currencies at the press of a button. Automatically calculates sales tax etc.
GEM Farmer - classic Farmer game in a GEM window.
Manoeuvre - the Atari's first networked game.
Text Analyzer - analyses text for readability.
UK registration via Joe Geometry/Interface - see ad in this issue.

UK Distributor: Abingdon Synthesis Projects

Phone: 01235 334152

Email: chris@artnet.co.uk

40 Evelyn Road, Abingdon, OX14 1JF



Other Overseas Distributors:

North America:
Ken MacDonald
unit 504
2164 Dundas St. West
Toronto

Ontario, M9W 1S3
Tel.: 416/613-0504
amr@tdirect.com

Sweden: Bo Lind
Dagsgården 13
Zorningen 56, SE-21214 Malmö
bo@palgarn.se

On: Networking Music & Data
Fax: 040-611 8038
holmesup.mus@palgarn.se

Australia:
Fajana
Anthony Green
CPO Box 1190
Robert TNS. 7601

ac.green@paris.net.au

Netherlands:
Barry Schat
Tivol 10
1524 AP Utrecht

schat@warsa.ssi

Mario Becroft

Tel/Fax: +64 9 412 9700

PO Box 332, Kumeu, Auckland 1250, NEW ZEALAND

Email: mb@cos.pl.net

WWW: <http://www.pl.net/~mario/>

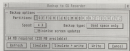
Don't hesitate to contact us - all enquiries welcome!

CD Writer Plus/Compact disc

CDbackup

COMPACT
disc
Recordable
ReWritable

Shuming Lai dusts off that re-writable CD he bought many moons ago...



All too often it's taken for granted some of the things the ST can do, store, in relative terms, it's a powerful machine. Just try graphical web browsing on a 1985 vintage PC, you can't - or 3x speed CD writing like the ST does, make sure it's no less than a 100MHz 486.

"What?" is the inevitable reaction of the ignorant and prejudiced when one mentions "CD writing" and "ST" in the same sentence. Of course we know better, and Anodyne Software assigned two 80%+ scores for its *ExtendOS Gold* and *CD Writer Jean CD-ROM* products for ease.

While these were being snapped up by eager end-users, work was already nearing completion on the next logical product, a CD-R disc back-up program. The name is *CDbackup*. It's not available as a stand-alone product, only as part of the *CD Writer Plus* package, which includes *CD Writer* for audio, and *CDbackup* for data, backing up. Existing owners of *CD Writer* will be able upgrade to the *CD Writer Plus* package to get the full functionality. *CDbackup* (the data part of *CD Writer Plus*, try not to get

confused) is the first Atari CD-ROM product to use the new features on many modern CD writers, such as the Yamaha CRW-4260 and 4416 series. This presents some people with a dilemma: should you wait for SoundPool to add CD-RW support in *CDRecorder*, or should you wait for Anodyne to add full Red Book audio mastering to *CD Writer*? Read on and judge according to your requirements.

The primary purpose of *CDbackup* is to store entire hard disk partitions; this is achieved by simply selecting the desired partition(s) and whether you want to record the entire partition or reject any redundant space for maximum economy. Once written, the sessions are time by TOC and its associated applications in the usual way. To do this you need the latest version of *ExtendOS Gold* (v1.1) because the earlier version needs to be manually set. A small drawback for a lot of convenience. For extra security there is a back-up validation feature available which performs a file image comparison of the CD and hard disk.

Where *CDbackup* scores over SoundPool's *CDRecorder* is its ability not only to write to RW discs, but also to erase them. At the moment, it's very simple and erases the entire disc - individual sessions can't be deleted. Similarly, the writing function doesn't allow selective file writing like *CDRecorder* (unless an entire partition is set aside as a compilation disc, then back that up), so SoundPool's product remains the better choice for data CD creation. Anodyne's software will,

however, recognise any sessions written by *CDRecorder*, giving the best of both worlds. ☺

EXTENDOS GOLD 3.1 NEW FEATURES

- Support for MMIO CPU cache
- Increased use of alternate (fast) RAM
- Added support for *CDbackup* component of *CD Writer Plus*, to allow back-ups to be stored from the desktop
- CDwrite now blocks stream-dropping during recording, when previously caused drop-outs
- Added Session CPM to manage the different sessions on a CD

If you already have *ExtendOS Gold 3.0* and access to the internet, you can download an update from Anodyne's web site. Otherwise return your disk and manual to System Solutions along with a £3 fresh-up fee plus £3.95 P&P.

CDbackup

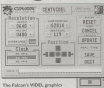
Publisher: Anodyne Software
Email: anodyne@system.solutions.co.uk
<http://www.system.solutions.co.uk/~anodyne/>
UK distribution: System Solutions
Tel: +44 (0)123 493 0393
Fax: +44 (0)123 493 0398
info@system.solutions.co.uk
<http://www.system.solutions.co.uk/cater/>
Upgrade and mail order sales:
System Solutions, 119 Arthur Road,
Winton, Berkshire, SL4 1BL
Tel: +44 (0)1753 62271
Fax: +44 (0)1753 68049
Prices: £78.95

Requires: TOS 1.4 or above (also tested with HINT v1.08 and v1.12),
Magic 3 to 4 and Gemma 3 to 6,
ExtendOS Gold 3.1



▲ Anodyne back-up sessions from the desktop (not like a normal CD-ROM)

High VIDEility



The Falcon's VIDEL graphics chip is vastly more flexible than the BT's options, although using standard GEM you wouldn't know it. It's no new case: a number of programs which prove this by spanning extended resolutions out of GEM without additional hardware.

CENTRIDE's screen management software is one of the most simple and elegant yet, give it a try. Some modes are designed to be used with CENTRIDE II, like the colourful 32-bit mode in 640x480,

which requires a faster video dock. Unaccelerated Falcons can still handle true 800x600/32-bits in up to 32k colours (don't all go down to the screen, as a larger proportion of your more sensitive peripheral vision is exposed to the CRT and you'll notice the drop in refresh rate) and draw most virtual screens with smooth scrolling.

Rather than invisibly patching the system so the displayed settings actually

Shiuning Lai puts the squeeze on this latest Falcon software video extender...



POWERED BY



map to something else or using some other convoluted method, a menu front-ends tells you exactly what's happening. There are two parts: an AUTO folder program, CENTRIDE (CENTRIDE.PRG) which calls up a new Video settings... dialog with a more sophisticated control panel (that you can still use the old one by holding down [Alt+Esc]) and CENTRIDE (CENTRIDE.LAP) lets you design custom resolutions and save the parameters to the VIDEO.DAT library on your boot partition. It's an absolute doddle to use. ☺

Attack of the Mutant Penguins



The main feature on every level is a Dynamode - a giant pair of scales, one side are are good penguins,

Many green aliens picked up our TV transmissions and decided to infiltrate earth disguised as penguins. They soon realised their mistake and after a heavy rethink disguised the penguins as humans - which didn't work either so the fight is on.

Like the convoluted plot the settings with arcade style game isn't easy to get a handle on but after a few plays and a quick read of the manual everything falls into place and you've got yourself an excellent strategy cam show 'em up which will keep you coming back for more.

the other side also penguins. Your character, Bernard or Rodney, must hinder the alien/mutant penguin while at the same time testing the good penguin through to stop the scales triggering the dynamode feature which finishes the game. The number of aliens attacking each level is displayed at the top left of the screen and when the counter reaches zero you've completed the level.

If you'd rather have a never-ending battle you can select from four pandemonium levels and the aliens will keep on coming.

To help you there are the good penguins, weapons, powerups, bonuses, player bridges, plus, dynamode, rain, switches, machines and grenades.

The splash screens are well drawn, the in-game graphics and animation is mostly excellent (with momentary glimpses of a previous gaming era) and the sound FX are understated yet appropriate.

There's a quick mode which you can use to move around the level figuring out where everything is before the action starts. The high score, game settings and highest levels are stored in the cartridge even with the power off.

Jonathan Adams

ATTACK OF THE MUTANT PENGUINS

Supplied by: The Console Centre
Haltia Road, Birchwood,
Huddersfield, HD5 1BS
Tel/Fax: 0484 440025

Email: nogan.magnificent@aol.co.uk

Requires: 16-bit console

Pros: Mostly excellent graphics, natural mode first then new feature encountered, involved gameplay in short, ten up action, longevity.

Cons: Long learning curve, 80%

80%

The Great Escape



Joe Connor takes the escape committee through the various connecting cables which enable your machine to infiltrate a standard PC case...

Abington Synthesis Projects (ASP) have specialised in helping Atarians make the right connections for some time now. If you're thinking of upgrading or recasing your machine they have all the elusive connectors you'll need.

PSU-Burster

This selection of connecting cables is available for all the various Falcon, Mega STx, ST, STP, STTH, STe and Mega II models and enable a standard PC (AT form factor) Power Supply Unit (PSU) to be used to power an Atari motherboard directly.

PSU-Burster cables are perfect for recasing systems in PC Tower or Desktop cases and for anyone using a SCSI-Burster system to remotely power the Atari from the SCSI-Burster host case. No modifications are required to either the motherboard or the PC PSU.



▲ Left to right: Female-Female 40 way IDE ribbon cable, power connector, Mega 40 pin to Female 40 pin adapter

B

Standard power connector splitter and bus splitters for IDE device



IDE-Burster

This series of internal wiring IDE converters enables 1.5" 5.25" IDE devices to be used with the Falcon's IDE interface. Several types allow for the use of either one or two 1.5" 5.25" drives, including CD-ROM's using variable driver software (an easy to install Helixdos kit is bundled with CD-ROM devices).

It's also possible to fit a 1.5" IDE drive inside the standard Falcon case (for anyone currently without an internal drive or wishing to upgrade) however it is a tight squeeze so there so it's worth asking ASP for their advice sheet which explains how to perform this procedure.

Another converter enables one 1.5" and one 1.5" 5.25" device to be used, which can be used to add a CD-ROM to the IDE bus when recasing. We also understand it's possible,

using the latest version of HD-Drive, to install a 1.5" 3.5" Superfloppy device functioning as Drive A: inside the standard case instead of the original floppy drive.

ASP can also supply 2.5" IDE and SCSI hard drives and CD-ROM devices along with hard-disk mounting kits for PC cases and offer a complete upgrade service, details available on request. ☺



▲ PC power supply to Falcon motherboard connector



▲ PC power supply to Atari ST motherboard connector

IDE-BURSTER & PSU-BURSTER

Supplier:

Abington Synthesis Projects (ASP)
ASP, 40 Evelyn Road, Abington,
OX14 1JB, England
Email: atarid@atari.co.uk
Cable

PSU-Burster: £5.50 including P&P.
IDE-Burster: £4.50 including P&P for basic converter, other options cost extra. Prices of other components available on request.

Press: All cables supplied with detailed instructions.

Cable: A catalogue detailing everything available would be useful.

More fun for your Falcon!

The Mad Butcher/Foundation Two takes a look at a bundle of Falcon gaming joy...

Clear Luis now offer a games bundle containing his games *Think Twice* and *World of Puzzle*. Both games include a German manual and help text but don't let that put you off - both games are easy to learn.

viewing the splash screen and it's an appropriate melody which suits the game and didn't get on my nerves.

Pros: It's possible to see fun games programmed for TrueColor resolutions, simple to play, fun, high score can be saved.
Cons: Resolution not selected automatically, a message informing you if there's no possible move left would be useful.

always a challenge. Before you start, picking the degree of disorder can be selected and you can view a mini version of the source picture to check your selected disorder factor is acceptable. After you complete all the pictures, or you fail to complete a picture inside the maximum number of moves, the game is over and you can enter your high score - if you reached one.

Sound and graphics

There's a mood track playing continuously in the background and although not

spectacular it does its job well enough and it can be turned off if desired. The graphics are taken from a picture CD-ROM and are of consistently high quality. Again the use of the standard ST font detracts from the otherwise pleasant user interface.

Pros: Motivating level design, saveable high score, lots of picture levels.
Cons: Status bar and menu could be improved graphically, resolution has to be manually selected.



Think Twice

This game is a Falcon conversion of *Islands* which was an Atari Lynx release. Scenes with specific colours and characters are placed on the playing area with the aim of clearing entire columns or rows to keep the round going as long as possible. New scenes can be placed adjacent to other scenes only if either the colour or the character matches A.I., the adjacent scenes. It's easier to give it a try than it is for me to explain and after a couple of minutes you'll be hooked anyway so there's really no need to read the help file! An ST version may be released if there's enough interest.

Sound and graphics

After loading there's a nicely animated figure which jumps up and down and to the right; there are options to select between starting the game or checking out the high scores.

The background images for all screens are excellent and the sounds are relevant, but some elements are a little bit too simple and could easily be changed. For example using a few other than the standard ST font in the game and changing the mouse cursor wouldn't take much work. Sound is only played when



World of Puzzle

As the name suggests, it's a puzzle game, a tile puzzle game to be precise. A muddled up picture is displayed and it's your task to reconstitute the picture. Tiles are moved by choosing two tiles at which point the two tiles swap places. It's a similar concept to *McGill* on the Atari (paper which displays moving video instead of still images).

On completing a picture the next (level) picture is displayed. There's a maximum number of moves for each level but they're so fairly high to start with so most people should have no trouble progressing through the early levels.

The pictures are a mixture of photo-realistic images and cartoon style art and the game alternates between the two on starting each new level. It's certainly more difficult to complete the photo images than the cartoon images so progressing to a new level after completing a cartoon is

Cons

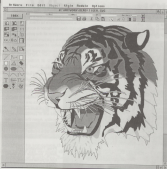
Although neither game is based on an original concept they're both fun and offer relaxing entertainment with that just one more try factor. ☐

THINK TWICE & WORLD OF PUZZLE

Publisher: Clear Luis Bahscholter
16, 34431 Marburg, Germany
Price: 26,- DM (around £14)
System:
Think Twice: Falcon 320 running 100x200xTrueColor resolution
World of Puzzle: Falcon 320 running 640x480x24 resolution
Rating:
80% Overall
80% Think Twice
70% World of Puzzle

ArtWorx v2.0

Mark Wherry previews ASH's vector based art package...



I remember being told in art lessons not to use a ruler for drawing and I quickly figured out I couldn't draw to save my life. However, using tools even I can produce worthwhile results and vector art packages like ArtWorx are amongst the best tools available.

Bitmap versus vector

There are two types of graphics packages available: those that work with bitmap-based imaging and those that work with vector-based imaging. With bitmap graphics formats like PNG, GIF, JPEG, TIFF and so on, the graphics are stored by recording which colour each pixel is within that graphic.

The alternative is to use a vector-based system where the graphics are created by describing objects. For example, if we wanted to draw a filled red square at the co-ordinates (100,50), this is how the package would record it. In this way, the graphics becomes system

independent and the graphic will always be drawn and output at the best possible resolution on any particular system.

The big advantage vector based art offers is that every object remains independent and can be moved and resized at any time without any loss of quality. The downside is that recording details down to the pixel level isn't really practical.

More product

The Atari platform has always been well served with vector graphic packages with commercial offerings such as EasyDraw and DA's Vector and excellent shareware alternatives such as Kirodinsky [14]. There's a full version of Kirodinsky on the nextpage CD-ROM.

ArtWorx presents a modern enhanced GEM interface with a polished ST-Guide hypertext, written by Gerd Hoffert (in German) who also looks after the documentation for Tuxid and other apps.

ArtWorx runs happily on a 19Mb ST, in mono resolution, right up to my Apple G3 machine running MacGEM, Mac in TrueColor resolution.

Each document contains toolbars to select drawing tools and camera controls, such as clipboard, printing and disk functions. All the dialogs are run-modal which means they can be left open on the desktop and displayed using the Apple button. For anyone with enough desktop space to leave dialogs open this method of working is much faster than opening and closing dialogs after each operation using the normal OK and Cancel buttons.

Lucky there's no BubbleGEM help but there is a single line help prompt; in the document window which changes as the mouse points over the toolbar icons. It's a lot better than remembering what each icon does and you can refer to the hypertext for more detailed explanations.

ArtWorx is certainly a shareware package for the GEM protocol. It provides all the basic features I've covered in the inside GEM mini-series along with a full replace drawing client architecture. This means the graphics ArtWorx displays can be embedded in other applications and deserves an article in it's own right, so that's exactly what we'll do in a follow-up article.

Features

ArtWorx is a mature and stable program featuring an impressive feature set and it seems a shame there still isn't an English release, although as you can see from the screenshots TransAction have got an English version up and running.

Loading up the supplied example files, I can't help but be impressed - the tiger and Porsche images are stunning!

All the drawing tools you'd expect to find in commercial tools, rectangles, circles, ellipses, curves, text and so on are present and intuitive to use. There are also some useful tools for drawing triangles, parallelograms and polygons. The polygon tool displays a popup menu to select the number of sides and the polygon can then be drawn at the required size.

SoundPool professional audio products let you gain control over every stage of your musical production.

Creative thought is null and void without appropriate tools to help develop and eventually realise your concepts. Empower yourself with the most advanced and complete set of audio products available for Atari computers, to give your work the professional edge.



Each item in the SoundPool range is carefully designed in consultation

with professional engineers and musicians, to enhance or take full advantage of the resources in your computer. For example, the HD 4 MIDI output expander gives an additional 64 channels in Cubase, with the same unprecedented level of timing accuracy that keeps Atari at the heart of many a professional studio. On the audio side, the Native DSP Mastering Suite harnesses the real time signal processing systems in the Falcon and Sportack high-end audio card for Hades. Recording, editing, processing and mastering, SoundPool supports your project from beginning right to the end.

Take it from the experts. As the UK's leading authority in professional Atari music products, we at System Solutions do more than sell boxes. Our heritage is distinguished by an impressive list of clients from industry and academia. These close links, together with in-house expertise, give us unrivalled specialist knowledge in this application area. The resulting combination is expert advice and support to the end-user, from product supply to installation and custom engineering. We are...

Digital audio and CD recording

Audio Tracker

8-track recording software with built-in mixer and digital effects processor designed to meet demanding real-life studio situations. Audio Tracker generates and locks to MIDI (PDC Time Code) and allows MIDI remote control. Suitable for video post production and an ideal companion for Cubase and Mastering Falcon/Hades £99

CDRecorder 2

Exceptionally powerful and simple to use CD recording software. Supports ISO 9660, ATAS, DCG and mixed format CDs. Also burns Red Book compliant audio discs complete with PQ data (such as pause duration, track offset and EPC code) suitable for use as duplication masters. Professional features, rip value. Atari Computing 6796 ST/TT/Falcon/Hades £199 or only £159 if bought with a CD writer drive



HD 4



Why compromise the very accuracy of your Atari's MIDI engine, when looking for extra output ports? The HD 4 puts the competition in the shade, its timing accuracy is second to none. Includes power supply and data cable, plus PDCS driver for Cubase. Plug in, copy and file and go! ST/TT/Falcon/Hades £149

DA Workstation Rack

Take your Falcon on the road in this tough steel 2U rack housing. The internal media tray can take a 1.5" IDE hard disk (much faster than the 1.5" in standard Falcons) or 3CDs with additional kit, plus the original 1.5". There is also room for a HD 4, PDI and CEN Turbo II accelerator. Serious power! On the front panel is an Atari-standard external keyboard socket, for Mega ST(E) and TT keyboards. Falcons £299 supplied and fitted, £349 with keyboard/Trackkey kit

SPDIF

The Falcon Digital Interface (PDI) is your connection to CD players, DAT recorders and MiniDisc systems supporting the SPDIF format. Exchange audio signals between outboard gear and computer completely in the digital domain. Supports both electrical (coaxial) and optical (Toslink) connections for I/O, plus on-board 44.1kHz sample clock, compatible with all professional audio software such as Zero-X, Cubase Audio and DeNoise. Falcons £199

Also available: Falcon ADAT interface, SPDIF patch-bay, SMPTE units...

Audio Master 2

Series digital editing and pre-mastering software for musicians, producers and audio engineers who want to get the very best results from their recordings. Scrubbing, non-destructive editing, markers on the fly, bar editing, cross-fades in real time and more. Audio Master can be expanded into a complete audio mastering workstation with optional DSP software processing modules. Falcon/Hades £99



Audio Master module packs

Spectral analyser	£139
6-band parametric EQ	£139
MIDI sync	£99
Multi-dynamics processor	£139

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Hear the complete Native DSP Mastering Suite in action on a live recording. Presented by Robert Schuler Lutens.

DeNoise

SoundPool's latest hot product makes a powerful restoration technology affordable to new users. DSP-assisted real time noise removal, with graphical analysis and intelligent noise discrimination. DeNoise works as a stand-alone program and is already in use by professional studios. When used in combination with the full set of Audio Master modules, old and worn analogue archives can be transformed into clean, full-bodied digital masters. Falcon/Hades £149



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THE SOURCE for SoundPool

For more information, mail: soundpool@system-solutions.co.uk

Prices listed £199 + VAT. Prices add £10 for carriage in UK mainland. ERM20

Squash it!



ACC '98 saw the launch of Electronic Cow's intriguing new digital audio tool. Shmum Lul feeds it some sound slices...

Some people missed ACC '98 specifically to get their hands on a fresh copy of *Squash it!*. Most of us have seen the advertisement, a sleek interface modelled like professional studio rack equipment, loaded with enough knobs, buttons and sliders to keep the most fidgety techno-freak happy. Now, the PC world is loaded to excess with flashware. As long as migraines to Cubase VSI disappear, flashing lights and pretty colours are one thing, an accurate MIDI sequencer is another - which begs the question, how does *Squash it!* balance between aesthetics and utility?

Prepared for a trouble-free *Squash it!* is the Atari sound-designer's Swiss army knife, housing some 40 processing functions for re-synthesis of parameters in different domains, from temporal to spectral and spatial, or combinations of these.

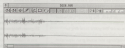


Once the data are removed from the box displayed as a cow (I guess this is the type that produces milk in cartoons), installation is as simple as copying the files to a hard disk partition - or a floppy disk configuration is possible if so desired, and typing in your name, address and registration number. Cow's forget to return the registration card to qualify for technical support and upgrade rates.

Load the program and it presents a sample wave viewer, empty of course. A few buttons along the top give control over channel selection (L/R, stereo), block markers, zoom, sample-draw mode and other minor attributes. Zoom precision goes right down to single samples, up to 995 of which can be displayed at once. The scroll-bar is a constant size and only position-relative, and while the clip view range display is not to be scoffed at, I would have preferred a time base grid option as well. Oh, and not to mention a snap position pointer.

Most features are operated in real-time: style panels, each with its own three-meter progress bar. They can be positioned anywhere on the screen as if they are windows, by dragging with the cursor, or reduced to a small bar to alternate duties, really possible in "more" ST high resolution or VGA. On the other hand, lucky TT owners with large DCL monochrome monitors will simply love being able to have all the processing modules open at once.

Occasionally a non-modal dialog box pops up or other such conventional interface techniques employed. Thoughtfully, the panels are colour-coded according to function category, and the disk can be turned faster by holding down [Shift]. When the key



is used for setting a numerical input field, it can be combined with [Control] and then [Alternate] to multiply the increment step by a further 10 and 100 fold respectively. Good attention to detail there.

Many common effects are available, including digital delay, gating, auto-threshold compression and harmonising. There is low and high-pass frequency filtering, both with variable roll-off. Band-pass and notch functions are unfortunately not available but there are two choices of comb filter, fill and fill.

Overlay mode works in conjunction with the clipboard, with three types of modulation - amplitude, filter and ring, plus variable cross-fade, normalised mix (sources both scaled down by 50%) and subtraction. Enhanced block manipulation includes overwrite and insert modes, just like a word processor, and an excellent automatic snap facility for discarding any redundant space before and after the sample. A real bonus for those already skilled, and fed up with repetition in this craft.

More unusual effects are the foundation of *Squash it!*. Bored with the low notes of your Jan DUT beat? Crank up those pristine digital sounds with the Boost module, add vinyl crackle and low frequency hum, variable up to 50Hz for simulating warm interference (what's 60Hz for the US market?). The module is



Also adds a low-pass filter for an softer, worn analogue medium sound

like a SoundPool De-Noiseer running backwards! After considerable experimentation it crossed my mind I might want to apply this effect to a whole song, alas, Squash it currently has no direct-to-disk capability, it just jigs to the more RAM the better.

A set of logic files performs bit-wise operations on audio data. Binary arithmetic, shifts, wraps and general digital engines, applicable to both time and amplitude domains. Some potentially strange effects are possible but the manual also gives hints on more practical applications (such as click removal and phase correction). Waveform diagrams should help convey some of the trickier topics, a professional touch.

Electronic Cow followers will know of Squash Split, the granular synthesiser. Squash it can take an existing sound and re-order the grains according to user-defined grain numbers, amplitude weightings and actual grain separation (mixed (good or bad), basic new rhythms can be generated from permissive loops, sometimes. Please usually, like some of the other systems processing functions, music is mangled beyond recognition.

You'll only be disappointed if you expect a function to re-synthesise a composition (different with audio is opposed to sequence event data) rather than the audio signal it's represented by. The way to view these tools is as a means of producing new sounds, in one case I processed some drums and ended up with a microphone wind rumble followed by white noise crash cymbal and electric guitar glissando. An innocent FM bass synth note in a sequence incident came out as merely junk but right at the end was a brilliant partial flapper note. **10/10**

Lateral thinking

What would happen if an image processing algorithm was applied to a digital sound? Squash it will allow such a thing, and it's fun as far as it may seem. Think about it, numbers on their own are meaningless, they can be pixel values or sound wave amplitude values, so it's no big deal to inter-charge transformation rules between them. The computer will still happily process the data, though the results are usually somewhat less reserved. A choice of five processors, all adapted for audio, is ready to work hence on your samples.

Mirren is a more advanced form of sample reversal which allows an offset to be defined as the point of reflection. Imagine being able to place a mirror at any point along the sample and facing either way.

Phosic, like an television, when a person's visual identity is concealed by a



Automatically chop up drum loops and insert as individual samples with corresponding BPM file.

production has seen, this function does the same to audio, effectively lowering the resolution, thereby lowering audible source wave characteristics. Also removes attack from drums so they sound like choos sampling synthesised efforts in many an old ST game. Progression of technology indeed!

Blur suppresses high frequency content so detail is not as sharp, hence blur. Phosic can give the noise floor a small push and performs a similar function to Phosic.

Smear works in a similar manner to a linear interpolation blur. The result can sound like a more severe blur with hints of Phosic.



Sample analysis

Basic statistics about the sample include tempo in BPM. I found it produced results almost identical, at least to the nearest whole number, as Zero-X, very measuring. Knowing the amplitude peak would be slightly more useful if its position was also displayed. Very demanding



More than enough to be going on with - even for a game of Ping-pong then?

engineers could well find the general precision and scope of data analysis insufficient, but at this price level there's little cause for complaint, especially considering the wealth of other detail.

Portability

Numerous sample formats and (most) 8-bit resolutions are accepted for file import and export, and MIDI transfer takes care of communication with your sampler. Acquiring live sounds from within Squash it is not possible, even on a Falcon. Arguably, it's not a sample editor

like Zero-X and a recording facility would blur its 'processor' distinction. Still, I can see this being invaluable during a live session, so that's another thing for the wish list. I miss analogue input and support for the SoundPool FDI so I can ding audio off my CD player, for the time being I have to make do with the slightly clunky

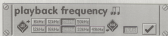
CD-to-audio export in my CD-ROM drive audio CD player accessory. While on player accessory, while on the subject, use of an external sample clock as supplied from the FDI is required to hear CD audio at its correct speed. It would be great if Squash it incorporated some DSP code to speed things along, I found some processes unacceptably sluggish on a standard Falcon. Having said that many times for



Remoting atomic effects from the low frequency oscillator. Over up to 16 sub-oscillators and secure all delicate signals. Probably not in that order.



Our old friend too another test-tilt.



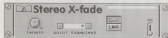
Plenty of frequencies to tune in!

other programs as well, I acknowledge DMs are not the easiest things to program - perhaps some of the example code from Hexxors itself and the public domain could be formatted and/or modified for future updates. (Sure I suggest real time operation for performance sake.)

One thing soon became a pretty annoyance when monitoring from the Falcon's DSP port, as one has to bypass the built-in internal DMA. Every time a sample is played, a small bit of digital garbage is appended to the front, making a clicking noise normally associated with the audio system being installed on starting a program. I can just about tolerate it in this situation but not regularly while using a program. (It doesn't happen in Zero-X, which makes it all the more apparent.) The effect is far less pronounced and more random when monitoring from the Falcon's headphone socket.

There is also a perceptible sample triggering latency on the Falcon, and on the ST there is more serious delay when 16 to 8-bit conversion is performed for sample playback. I would be a little more lenient, if only MIDI Player didn't do this in real-time direct from disk.

In some ways the decision of constraining the interface to rack panels is not entirely helpful because the sample window doesn't always give enough information. The whole point of using a computer over traditional equipment is mainly to give a more visual method of working. We lose the important tactile aspect but this can be compensated for, like with graphical FFT analysis to aid filter setting. Maybe one day.



Cluster-crawling without getting your feet wet!

I've already heard murmurs of "plugins" (yuck) architecture from some quarters, not an unreasonable request, because their third-party effects could be released. A modular approach is perhaps too early for now, developer documentation is not yet available and there's a lot in there to explore already.

As it stands, Squash It! is very competent for a first release and its STTPM support, now standard in all of Electronic Cow's digital audio software, opens up a great opportunity for more users.

Replay quality is fair for the STTPM, definitely enough to allow some good results to be achieved because the program always works in 16-bit precision, like some image processors always work internally with 24-bit colour depth, regardless of what the host machine can actually display.

Accurate monitoring is out of the question though - the STTPM's background noise alone makes it sound like the Broke module is constantly running in the background.

I'm running out of space...

Top marks for the decent quality manual, which is not only well-presented but also written in a clear and accessible style. It doesn't intimidate or patronise, showing only true enthusiasm and care for its subject. Words can't do full justice to the power of this package, I'm going to prefer Electronic Cow to produce a demonstration audio CD, it's certainly about time, when with all the back catalogue of fascinating programs as well. Otherwise take my word for it, ST-quad well-spent. ☺

SQUASH IT!

Publisher

Electronic Cow
350 Broadwater Crescent, Stevenage,
Hertfordshire, SG3 8EZ
Tel: 041 344 11
Email: electronic_cow@diol.pipex.com
http://diol.pipex.com/electronic_cow/compnet.shtml
Price: £39.00 + £2.50 P&P

Requires

Any ST/TT/Falcon, 1 Mhz memory minimum, 640x400 (ST-high) resolution or higher, hard disk recommended

Pros

Sample playback on STTPM, disk write buffer, clear interface, deep creative potential, value for money, maths co-processor enhanced

Cons

No Falcon DSP or external clock support, processing limited to disk in RAM, slightly distorted sample viewer

87%



Electronic Cow



350 Broadwater Crescent,
Stevenage, Hertfordshire,
SG3 8EZ, UK



0411 544 133 or
01438 281347 (messages only)



electronic_cow@diol.pipex.com



http://diol.pipex.com/electronic_cow/compnet.shtml

trillian-splattered audio
and MIDI software



▲ If you finish this topic complicated, you should see the empty window!

Unfortunately, looping samples in Expand is considerably more difficult, since it relies solely upon the user setting two points numerically. His automatic looping, no visual aids, just a option that stands as much chance of getting a good loop (unless of course, you just want to use the start and end points, but that's cheating) as winning the lottery.

Instruments can be saved as .dot, optionally storing either all of the sample data pertaining to the multi-sampled instrument, or just a list of file paths. While the latter certainly saves lots of disk space, you must be careful not to move or alter the samples (in terms of its file size) in an instrument, otherwise Expand won't be able to re-load them at a later date.

As well as saving individual instruments, Expand allows you to store complete configurations in separate files, so a whole bank of instruments, all the MIDI parameters, and customized DSP effects, can be quickly recalled for different songs and such like.

Extra bits

Expand even has two built-in, real-time DSP effects, applicable to any number of the instrument channels. Additionally, both the reverb and delay algorithms are

adjustable in such detail that it's quite possible to create other effects such as flanging, early reflections, double-tracking, chorus, and so on. The reverb effect has settings for pre-delays, reverb depth, and low-pass filtering, while parameters such as feedback, modulation, and decay times, can be set for the delay effect. Both algorithms also have a "phase" button which,

unsurprisingly, phase-inverts one of the two audio channels to give the effect greater stereo separation, and stereo pan-positions for storing settings.

Amazingly, Expand can be run as a desktop accessory (a built-in memory manager in the Options menu limits the amount of RAM it allocates), and it also reads, interprets MIDI messages from Cubase and plays them as if Expand was an integral part of the sequencer. Other features in the Options pop-up menu

include sampling rate (with a choice of preset Falcon and internal clock frequencies), support for MIDI external 44.1/48KHz clock, and a built-in MIDI volume mixer panel.

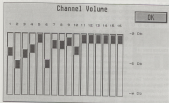
Using a Falcon running Expand with a separate dedicated sequencer (hardware or software) really is as easy as if it was a rack-mount sound expander, with impressive MIDI timing, and extensive MIDI controller compatibility (program changes, pan, volume, pitch bend and other controller messages are all recognised by Expand).

Summing up

It's a measure of just how good Expand is that my only criticism is the rather plain interface - some of the buttons and sliders look like they've been covered in oyle. Expand has more first points than a box of ships, nearly-saturated pencils, it's technically astonishing, infinitely useful and easier to get round out of than the user's wife at coffee and biscuits' morning. **D**



▲ "That goes up, that goes down, that goes up..." Its rather less much you fiddle with it, the analogue window won't break



▲ Expand's set of 16, sticky sliders to control your MIDI mix with

EXPAND v1.04

Publisher: Softpa
47200 Longueville, France
Email: softpa@softpa.com
http://www.softpa.com
UK Distributor: Tron Design
6 Webster Way, Selly Oak,
Birmingham, B29 6JX
Tel: 0121 490 8825
Email: info@tron-its.co.uk
http://www.tron-its.co.uk
Price: £44.95

Requirements: Falcon000, 4mb
RAM, VGA/EGA, and a MIDI keyboard
or sequencer to trigger sounds

Pros: Fully adjustable DSP effects,
comprehensive Cubase compatibility,
simple-to-use, excellent results.

Cons: Functional, rather than sexy
interface, with a few fiddly bits, difficult
to loop samples.

Team Tap Troubles

Following a few false starts Xav finally presents construction details for his DIY Team Tap.



Firstly let me apologise for the omission of this column in recent issues; this was largely my fault, and was due to unforeseen circumstances when I began building my first house for my Team, as well as some other a little later in this article.

Efforts to lay all problems have now been resolved and this issue I'm happy to bring you an extra page plus some files on the Reader Disk, in order to take you right through the construction of a DRY Team Tap. For those of you who don't own the Reader Disk, all the files can also be downloaded on my web pages at: www.computermusic.dk/~dry (Then follow the Mark II).

In order to build the Team Tip you'll need a number of components, totaling around \$20. Many of these are standard items that most electronics hobbyists are likely to have lying around, but that's not you, you'll have to buy those. Here's some

Table 1 gives Mapping catalogue numbers, brief descriptions, quantities and approximate prices. The only thing not listed is a suitable box, which you will have to source for yourself.

There is also no connection maintained, as the number of columns you use, and the scaling scheme you choose to adopt, are entirely arbitrary. Any good electronic chipmunk supplier will be able to help you with both these items, or LSI readers can simply pick up a *Magnum Catalogue* at any branch of AEA Group.

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

When you begin any construction, it will be necessary to cut the stripboard to the correct size using a strong saw blade and a great deal of care. You will need a piece of at least 30 strips by 13 holes, though if you are not used to working with it, it might be easier allowing a little more. It will be easier to solder to if you clean the copper away by gently rubbing it with a piece of fine file, and, preferably also, phosphoric acid. You can also buy dimension cutters designed specifically for this task. Please don't think, you can, of course, use standard

Welders rarely perform this step - but that they can when hot-tapped, ensuring a solid joint that won't leak in the process.

In order to ensure that we are all talking about the same border, you need to label your board. Looking at the component (copper) side, with the tracks facing horizontally, the holes should be numbered from one to 10 downwards, and from A to Z, then AA, to AZ, from left to right. One of the main ways to do this is to stick the board to a piece of paper (on the component side), then label the paper. All your components can then be pushed through the paper, when required, which helps to hold them whilst you solder and also improves the appearance of the finished circuit. If you show a paper border, you can label the holes there, then on the edge off once the job is completed. It also helps to label the side of the board, so you can see the track co-ordinates from the copper side – just like to mind that the letters will have to run in the opposite direction!

[illegible]

Please upgrade (or a
global server) to look
at this file

on the Reader Disk or my web pages. This file contains details detailing which components go where, and is arranged by component type. As a general rule, details are best constructed from the lowest profile components to those which stand proud of the board. Components

wire links should be the first items considered for replacement and coil items such as capacitors should be amongst the last. Following this system helps to ensure that the components are replaced as cheaply as the board is possible, which gives the best financial result.

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Although the text gives details of what goes where, you may find the following helpful for this and future reviews.

Track Cutting This should always be the first step in any stopwood project. Basically it is the combination of the existing tracks, some well placed nails, and the wire links which define the inter-connections between the components themselves. It's very important to get this step right. Track cutting is usually undertaken by removing a section of the copper using a drill bit. The bit should be very slightly wider than a single track, and should be inserted gently into the nailed hole, on the copper side, until the track is broken. This is the main reason for maintaining the links on the track side as well as the component side.

Resistors: These can be placed either way round. If the legs need to pass through holes which are quite close together it's convenient to route the components vertically. In this case the body of the resistor extends away from the component side of the board, rather than lying against it. Whenever you bond the legs of any component it helps to prevent damage if you can make the bond a little way from the body of the device.

This means that it is often better to employ a component vertically than to force the legs to make a tight bend in order to accommodate the hole conditions.

Clashes: Similar mounting tips to resistors apply here, but it is important to note that diodes have to be fitted a particular way round in the particular circuit, all the diodes should be mounted vertically. If you bend the legs of all the diodes to shape/before you start mounting them, you can easily ensure that the identifying stripes are aligned, making it easier to spot when one of them is mounted the wrong way round.

Table 1: Haglin Order Codes

CODE	DESCRIPTION	QTY	TOTAL PRICE
JP01	Stripboard	1	\$3.83
PL24	PCB Pins	1	\$3.55
Q180	Resistors	25	\$3.90
PL8	DL Resistor	1	\$5.08
MA87	40T Resistors	6	\$5.36
UM88	MHC154	1	\$1.27
BL20	20 way DIL Socket	1	\$5.38
AE26	MHC264	1	\$5.63
HQ77	20 way DIL Socket	1	\$5.21
SK15	0.1uF Ceramic Disc Caps	2	\$5.35
AT25	47uF 16V Electrolytic Cap	3	\$5.25
MA77	HD-15 way D Plug	1	\$1.36
MA78	HD-15 way D Sockets	4	\$5.76

Circuit Diagrams



If you have access to a CAD program capable of reading DXF files (DynaCAD and various PC CAD packages) there's a highly detailed drawing of the finished circuit on my web page and on the Atari Computing magazine CD-ROM.

Computing magazine CD-ROM

Each component type is split into separate layers which makes it easy to see where each component goes, and has the advantage that if you print the relevant layers at a scale of 25.4:1 you'll have a great template to stick onto your clipboard.

Joe Cramer has converted my DXF drawing into two GEM format drawings, which can be loaded into Easymatrix, AutoMatrix, EasyCircuit and so on, and these are also available from my web page and on the Atari Computing magazine CD-ROM.

PCB Pins: These are the preferred method of connecting the wires from the plug and sockets. They are inserted from the track side, not the component side, and are usually forced into place with a hot soldering iron (please be very careful) rather than being soldered to ensure a good electrical connection. The wires are then connected to the pins from the component side. This has the advantage that any mistakes can be remedied quite simply, because it is easier to remove a wire from a PCB pin than to desolder it from the track side of the circuit board.

Integrated Circuits: These can be quite sensitive to prolonged heat from a soldering iron, so it's essential to use so-called DL Sockets. These are soldered into the same location as the IC itself, then the component pushed into the socket as one of the final stages of construction.

The MHC154 used in this circuit poses its own particular set of problems because it's available in both wide and narrow packaging. Unfortunately you can't be certain of which you'll receive until it arrives. One of the reasons for the delay between articles in this series was that I was forced to scrap my first prototype, which assumed the narrow packaging. The OrCAD file once been redesigned to allow space for either - you just have to ensure that its legs span the cut tracks at U17 to U18. In the unlikely event that you receive a narrow socket with a wide IC, or vice versa, you should just use the socket is full along its length, and trim it as appropriate. You can then solder the two halves into the holes at the correct spacing.

Capacitors: These are detailed in the test file. Please make sure you read the section carefully as electrolytic capacitors can explode if incorrectly inserted. I have seen three go off in the past, and they tend to rupture at the base, sending the metal can shooting off at high speed. On the other hand, when correctly oriented and operating within their voltage tolerance these are perfectly safe, so be careful, but don't be too alarmed.

Plugs and Sockets: Connecting these should be the penultimate action. Deal with one wire at a time, and double check the connections as it is easy to mis-count the pins. Although the PCB pins are listed in the test file in order from top left to bottom right, you will find it easier to deal with the connections to the middle row of pins on the plug and sockets first of all (the pins 8 to 10). A soldering iron with a small tip will prove invaluable here, and you have to be careful not to use too much solder. This is the most likely stage for "solder bridges" (unintentional connections due to too much solder bridging between conductors) to form, so double check!

Testing, testing

After the plug and the first socket have been connected you can test the circuit by tying the ICs into their sockets (note their orientation) and putting the whole circuit in-between your keypad and (again) computer. If everything is working properly there should be no difference, as the first socket effectively passes the standard keypad signals straight through. The best way to test the full functionality of the keypad is to use KP E/P Tester from PD44, also available from my web page and the Atari Computing magazine CD-ROM.

Assuming everything is okay, you can continue to fit the remaining three sockets. However, if your computer or games console fails to boot up as expected, switch off the power immediately and double check all your connections. Similarly, if KP E/P Tester does not react to the buttons you are pressing, or if they seem congested, double check everything. It is likely that you simply cross-connected the plug or sockets, but you should check carefully for solder bridges between the copper tracks of the stripboard, and also that you have made all the required track cuts at all the right locations.

Once you have connected the remaining sockets you need to perform a more comprehensive test. IC hackers (except you should be able to construct a simple test program based on the information and examples given with earlier installments, everyone else will have to wait until the next issue, when we will look at addressing the Teensy in your own code).

If you have a Jaguar and a copy of *Where Pies Don't Jump in HBA* (and you should be able to conduct a test blind around these, as they both support use of the Teensy Tap), the nearest, however, that *Where Pies Don't Jump in HBA* can be plugged into the second joystick port, not the first. I wasted several days going over my circuit with a fine toothed comb when it appeared not to work, for want of that piece of information! ☹

Basic BASIC!

If I said the date was 11199, does this mean the date is 11/01/1999 or 01/11/1999? Paul Jones explains validation and why it's needed...

111199?

When a user enters data into the computer, it has no idea whether the data makes sense or not. Data entry checking, called validation, is the responsibility of programs and can be used to check user-entered data contains "reasonable" values. For example, if a program is expecting a number all text characters entered can be rejected.

You can program your own routines to do this, but ENCHANT, the commercial HISOFI BASIC enhancement, includes validation routines of its own. I shall be explaining some of these functions, which are included on the Reader Disk. If you find these useful, there are many more included with the full ENCHANT release.

There are numerous validation checks that can be performed on data, including:

- **Presence:** Check the data actually exists.
- **Count:** Check the data is a specific length.
- **Format:** Check the data is correctly formatted (for example, postcode handling).
- **Range:** Check the data falls within a specific range.
- **Check digit:** A customer ID is assigned an extra number generated from the ID which can be used to ensure the data is correctly entered.
- **Date checks, number checks and so on...**

Let's briefly go through each check using the following example. Let's imagine I've got a form doing which has inputs for the date (stored in `date$`) and the customer ID (stored in `cust$`). The user enters the date as 120011999 and the customer ID as 1234.

```
valid_presence date$
```

This check can be used on both date inputs to make sure both sets of data exist. If the check returns 1 the data is valid. Replace `date$` with the name that you wish to check.

```
valid_count cust$,3
```

Checks to see if the text in `cust$` is of length 3. The data must contain exactly 10 characters with exactly four characters in the customer ID. If `valid_count`

```
(cust$,10)=1 then the date is valid and if
valid_count(cust$,4)=1 then the customer
ID is also valid.
```

`valid_format date$,date$`
A very useful check to see if the data is in a specific order. The code is a string character which is a template indicating the data format. For example, for our date string, the code must be MM/NN/NNNN where `MM` represents a number. The

Customer ID template is NNNNN, where `NNNN` represents a number and `N` represents a letter.

```
valid_range
date$,1,1,921
```

The first three numbers of the customer ID must

be in the range 1 and 999. The date can obviously be checked to see if there is the correct number of days in the month, whether the month is out of range or the year a leap year. ENCHANT includes a check to do this but we'll ignore that for this example.

```
valid_digitt (cust$,cust$)
```

Only applicable to the customer ID. The `L` in the example is the check digit which was generated by entering 123 as the real customer number. For example, if the customer ID was entered as 123L, the computer takes the 123 and enters this as `vis` in the above function, along with 123 for `date` (check digit) and 11 for `len`. Adding this to 46 and doing a `chr$` of the result (to get a letter) returns C, L, and C are then then compared and if they do not match, the customer number has been typed in wrongly.

0111999

How's this related to HISOFI? Our registration creator was a little buggy, entering a name less than a certain amount of characters would crash the program. Validation can be used to check the lengths of characters and their format. This is especially true when typing in some our printer options in following months. These routines can also be used in your own programs to ensure data is being entered correctly. ☺

Contact

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<http://www.virgin.net/~paul.jones11/>

ENCHANT



Dreams can come true...

Milan
YOUR Personal Computer

Suggestive Remarks

Mike Kerlake with some suggestions for better Atari computing and some ideas for programmers...

First off it was nice to hear a programmer is looking at the stock control and inventory program, this mentioned last issue. I and no doubt, others, look forward to developments on this front.

A few ideas now, and we start with a suggestion from Ben Perfield in Sheffield who wondered if there's a programmer interested in control who could come up with a paper-type program. There are a number of such programs available on other platforms, and it appears something similar could be done for our platform.

The basic idea would be to use STX or STPG to dial and connect to a paging service, then run the proposed paging program into which you enter the name and pager number details along with the required message, and send it to the paging service. If anyone is up to the challenge I have a number of existing PC programs which do a similar job and I can make them available.



Moving onto my record collection now. As an ex-CD I have amassed rather too many tapes, CDs and vinyl records over the years to bear thinking about, and although I have numbered each effort and single, there's no way whatsoever of telling what song is on what album other than looking through them all manually!

Finding a particular song or recording is tedious upon my increasingly fragile memory so it's about time I got a database together to help me and anyone else with

large collections. I know I could use a general database, but all the messing about setting up fields isn't really for me. Ken Henderson's Plastic Box was a reasonable attempt at a dedicated database but it's a few years old and looks and behaves accordingly! More ideas and help available from me personally if required.

A suggestion for a CPU now. Remember Mark Bates's excellent STAFPS-CPU which calculates which stamps are required to make up postal amounts? Well how about a CPU into which you enter the weight of a parcel and it comes back with the amount payable? Obviously this would have to take account of currency and postal zones and it would need an extensive database so it can be updated easily when the rates change. Anyone up for this?

Finally, this column is open for everyone to contribute ideas and it would be nice to have a few more ideas from readers for programmers to get their teeth into. Many previous suggestions have resulted into excellent new programs which is great, if any was needed, that programmers are taking notice of the ideas. Thanks here!

Mike Kerlake

User group news

Mad Butcher/Foundation Two reports from the ABUC Annual General Meeting, called Jahresversammlung (JVM) in German, held in Herford, deep in the heart of the Ruhrpott, on 28th October 1994...

Around 100 people of the greatest Atari club in Germany and the world attended. First there was the report by the club officials... The number of members remains pretty much constant between 400-500 and the financial situation also remains good. Next followed reports from the regional groups.

First up were the Hannover ABUC Regionalgruppe (HAR) - only first because they lacked club officials with a home made Atari kit - shame almost! The HAR presented a new CD for the XP 511 floppy and a preview of a 512Kb ROM disk in a normal small module based on flash-RAM technology. Naturally these new projects drove the crowd wild!

Next up were Regionale ABUC Gruppe Frankfurt (RAF). They presented their almost famous 5000PC interface which enables the connection of an 8 bit to a PC or ST and the Digital Volt Meter (DVM).

Well, the incredible Schwaben Atari Team (SWAT) were next to report. I needed to present the report but as I sat in front of the crowd I was forgiven the names of the other members of SWAT team - isn't happens at? Oh well, a bit

more time to talk about my latest game, Banded War, which I released at the meeting. Finally there seems to be a new Diskmag called X60X (last name).

After SWAT the Vogtland ABUC Gruppe (VAG) announced there will be another Schwaben fair on the 200th JHFF and I'm looking forward to visiting our newly colonized friends again. Pilsa (I've forgotten this surname) presented a new version of the B-u.s.s. desktop system for the X60X - it's not not very useful, but Windows on XL now has a Mac-like game.

The Dutch regional group (don't panic The Netherlands aren't part of Germany - yet) - I've tried this joke before but they don't seem to like the funny side (Ed: don't mention the war!). They finished the Post Disk 3 - it's now a double CD with over 5000 Data for the 8-bit and some additional stuff including home pages. People can't believe there's enough stuff to fill 3 CDs!

Next several dealers explained their plans. Bambi Beeler produced a new line back for some more adventures in co-operation with the Atari public domain service Herborg. Finally Beeler of the

United Highmarch of Gendraback (UHG) mentioned he was a member of the old Atari classic Carcade at the Caffe home for the PC.

Then followed the buying, selling, talking, barning, some more barning, and collecting. I spent a lot of money, but I acquired some rare items. I was joined by friends from Paderborn who gave me their Pilsa, software, a 8000X, a 1040 and a 1029 printer all in exchange for a crate of German beer (thanks again Dory and Marc (Ed: And Hi from our race!) - I spread the goodies around here too.

Stefan Polleke put in an appearance (the program Blue and Mr. Beerwar for the STPulse) and sold me some copies of Jürgen Park II from Satorischo for the X60X. The game was made in 1991 and looks good (according to Gerdner/SWAT).

After the evening closed we naturally proceeded to convey to some strange belated restaurant. The local wasn't very good and the service was worse, I sat next to Christian ALPMA and Beeler/UHG and we had an informative chat and we may co-operate to release some new games. Beeler gave Foundation Two to now I'm looking forward to the future.

After the Schwaben fair the next event in 1995 is the Dresden (Ernst) Line 99 April 2nd to 4th. I hope a lot of 8-bit enthusiasts attend (Polleke and Gerdner are nearby)...

Mad Butcher

Mighty Mail Merge

papyrus

Michael High ventures beyond generating junk mail to discover more Papyrus power...

The few paragraphs devoted to Mail Merge, buried in the Manual gripes of the Papyrus manual, hardly grip the imagination. They seem to be all about serial letters, which most of us know as junk mail. I doubt many Papyrus users have bothered to play with this functionality. Yet most of us use at least one database program. They are great for keeping addresses, cataloging CD's, videos and the like. Yet few of them can produce more than single columns, plain text reports. Mail merging is the key to linking the information processing power of the database to the presentation power of Papyrus.

There are several ways in which databases can send information to Papyrus. Address v2.30s, which was included on the AC&B Reader Disk, is a particularly fine database that can just about every export format available. So I have used this to give examples of suitable techniques for differing purposes.

The humble address label

The Post Office are not impressed by fancy fonts. They just want a clear address label. All we want Papyrus to do is fit the addresses onto the rows and columns of our sheet of labels. To test up your deal with Address loaded as a desktop accessory (or partial running application under a multitasking OS). Fire up Papyrus and open your label template, which you have saved with a clear monospace font as the normal text style. Now call up Address and select the records you wish to print. We are going to use the Xbase protocol to move the data to Papyrus. Set up the Import/Export Menu as shown in figure 1.



▲ Figure 1

For those not familiar with Address, the important setting to note is the 'No' at the end of the Data format. As shown, Address will remove any blank lines in the

address to keep it all together. Typically the County field will be blank for city addresses. To make sure each address counts as a new label, the 'No' command words the form feed character (ASCII 00A) which Papyrus reads as a page break. This in turn starts a new label.

The Xbase protocol behaves like automated cut and paste. (Open Address's Xbase Transfer Option window to select Papyrus (see figure 2) and click on Output. You will then see your perfectly set out labels appear in Papyrus. It is as near to multitasking single-TOS jobs - and it is very satisfying.



▲ Figure 2

Now that is the method, the address lines have to be correctly ordered in the database. Also, Papyrus has to give the same paragraph and text styles to the whole address. We want to use the mail merge technique to see and shuffle data or apply special formatting.

The delimited file

Each address in our database is a record, and each record has many fields. One each field would be for the postcode. To successfully mail merge, we need the database to create a file in such a way that Papyrus can tell one record from another and separate out the fields within each record. This is called a delimited file. Papyrus can cope with a variety of file formats, but the easiest to work with are tab-delimited and comma separated. These two formats have one line for each record. The delimited file separates each field with a tab character (ASCII 009). This is the line for

Papyrus, since it treats both numbers and text as text. The file often have the TXT file extension.

Some databases and spreadsheets prefer to export files as comma separated values. Giving the files a CSV file extension. As well as placing a comma (ASCII 00C) between each field, each data is enclosed in quotes. This is because databases and spreadsheets handle numbers and text in different ways. Both tab-delimited and comma separated files can be edited or even created in text editors such as Edittext. Editex or Papyrus in ASCII mode.

Earlier versions of Papyrus could load a header file. This is in the same format as the delimited file, and has one record where the data consists of meaningful field names. This function was removed in Papyrus v5. This is a pity since many databases such as Address, cannot export a header line with the data. However, all versions of Papyrus can be instructed to read the first line of data as a header. All you have to do then is create a record in your database where the data consists of field names. The trick is to give the key search field a name such as +Company. The minus character will ensure that it is the first record of any sorted list.



Mail merging is fun!

Mail merging works by addressing the field text from the database for the field reference in the master document. The text puts up the paragraph and text style that was applied to the field reference, and the resulting new "merge document" is automatically re-paginated. The field references can be cut, pasted and moved round the master document, just like any

Notes for Address users

CSV files are easier to set up

A typical flat's data format

would be:

"SV08", "BA01", "MA01", "BA02",
"TS01", "ST01", "BL01", "PL01",
00However tab separated can also be
created using the file character. The
equivalent data format would be:
SV08|BA01|MA01|BA02|TS01|
ST01|BL01|PL01|00Place the cursor in the Replace box with
field, hold down the [Alt/ctrl] key and
enter 9 on the numeric key pad. This
generates a tab character (ASCII 9) which
appears as a clock symbol on the screen.other text. So rather than moving to add
to between the documents and the field
ordering dialog, simply add all the fields in
one place. Then move them as required.The beauty of mail merging is that the
fields can be exported from your database
in any sequence. You are free to place as
many or as few of them as you like in
your documents. You can even put the
same field in the documents more than
once. This means that having set up your
database to export all the fields, the
delimited file can be used in a variety of
ways. The only thing that this file controls
is the order in which the records are
processed by Papyrus.I do not intend to go through the
mechanics of setting up a mail merge
document in Papyrus. This is well covered
in pages 143 to 147 of the manual. But I
would like to suggest a few creative ways
in which it can be used.Just mail is chosen out with the
Generate a new page for each record
option checked. Turn it off, and some
interesting possibilities are opened up for
database reporting.

The Address Book

The Address database can only print plain,
single column reports. How do we get a
formatted double column listing on letter
paper that does not split addresses across
pages and column breaks? Answer...

- Select and export the addresses you
need from Address to the delimited
file, not forgetting to include the
dummy record with the field names at
the top of the list. Create a Papyrus
template with suitable headers and
footers. Why not add a cut line graphic
while you're at it?
- Insert the field names in the desired
order and apply formatting. Add a
blank line, perhaps with an underline
line to separate the records.
- Use the File... Group lines command
to group all but the last blank line.



- Save this new template. All your
merge settings are saved, including the
file name and path to your delimited
file. In most cases an updated list is
required, just open the template and...
Click on Create documents. Print and
be amazed.



The formatted report

Papyrus will happily merge into tables,
provided there are no lines before or after
the table in the template. It is helpful to
turn on the Spaces, tabs, report screen
display option while setting this up. As the
data is merged in, the rows of the table
automatically adjust their height to fit the
text as it wraps into the cells. If the effect
is not quite right, simply discard the merge
document, adjust the table in the template
and then merge again. Once merged, the
table can have headings added, or the
table can be cut and pasted into another
document which already has the headers
and footers setup.

What about blank fields?

Not everyone has a fax machine. So how
do we avoid padding out the merged
address listing with empty lines? The
answer is to do some simple post-merge
editing. By finding the word "Fax:" in
front of the fax number field, we simply
use the Edit... Search and Replace
command to search for "Fax: [CR]" and
replace this with nothing. This is another
cloning that is more powerful than a find
lookup.

Next time...

Hopefully the HTML and other goodies of
Papyrus 2 will be available in English for
review. Meanwhile please send your
feedback and/or suggestions to the
address in the masthead on page 4 or
Email: hugh@earthlink.net

GEMTrade 2

Don't struggle with German
documentation GEMTrade 2H

Attractive GEM interface
GAB module to translate
web pages on the fly
Instant BubbleGEM help
On-line ST-Guide help
Clipboard Cut and Paste
Look-up dictionary

GEMTrade has been under extensive
development culminating in GEMTrade
2 which is available now and offers the
following new features:

- Better case handling
- HTML improvements
- GEMScript compatible
- Redesigned interface
- Extended help system
- English < > German
- User dictionary added
- Viewable Dictionary



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Inside GEM

Mark Wherry continues his exploration of the GEMScript jungle...

In *ACFT1* we took a look at what the GEMScript protocol is, how it works, and briefly discussed two GEMScript interpreter programs, *Scripter* and *Simple Script*. Since then, news that an English release of *Scripter* is in the pipeline has motivated me and a new version of *Simple Script* is also under development. In addition to all this good news, an English release of the GEMScript documentation should be available courtesy of the TransAction crew.

Let's plug plug-in!

Plugins are typically small programs that add functionality to another main application. *Scripter* supports plug-ins, but because of the way *Scripter* handles plug-ins, any GEMScript aware application can theoretically access these plug-ins. Currently, most *Scripter* plug-ins are usable using the freeware *Simple Script*.

The reason for the compatibility is that a GEMScript plug-in is really a GEMScript aware program that runs in the background waiting to receive and respond to commands from other programs in a multi-tasking operating system in a pre-emptive.

GEMScript plug-ins, with PLG file extensions, are normally launched by the host application. However they can also be renamed to PRCs and executed from the desktop if you prefer. Plug-ins should be installed into the *Scripter* or *Simple Script 2* plug-in folder. Several Atari developers have already released GEMScript plug-ins so let's take a look at what's currently available. As the moment all these plug-ins have been released as freeware, and we've also included them on the Reader Disk for your convenience.

Form

Form is a plug-in, programmed by Alexander Claus and translated to English by TransAction, which uses the windowed dialog routines of WDAALOC or MacG (v1 or later) to provide an easy way for GEMScript programs or scripts to display dialogs or forms without having to create separate resource files. One of the best features of *Form* is that it isn't just limited to one dialog at a time - any running program or script can request a dialog to be displayed at any point. The current release supports groups, radio buttons, check boxes, standard buttons, text fields and keyboard shortcuts for activating these objects.



Example script and form displayed by *Form* - They look just like the real thing don't they?

To use *Form* to display a dialog, your script must first include an instruction to tell *Form* to create a new dialog in memory. You then specify which objects to add to the dialog, giving default selection, keyboard shortcuts and so on, where necessary. Finally you tell *Form* when to display the dialog on screen and handle user interaction. When the user has finished with the dialog your script can interrogate *Form* to determine the status of each of the dialog objects. These values can then be used within your script subsequent procedures.

Future versions may include support for popups, listboxes, file selectors and more, depending on user feedback, so do make the effort to get in touch with Alexander if you have found a use for this exciting plug-in.

Plug 'n' Pop

Programmed by Volker Jansen, *Plug 'n' Pop*, is a simple yet effective GEMScript plug-in which can display a popup menu. On calling the plug-in you specify where you want the menu to appear, which can be at the current mouse position, along with the list of items you wish to be displayed in the pop-up menu. When the user has chosen an item, or otherwise exited from the pop-up menu, the plug-in informs the script, which then the user selected, or if no selection was made.

ISAM

ISAM (InterScript Aware Manager) is the rather impressive sounding, InterScript Variables Manager, based on an idea from GEMScript protocol co-author Helger Weyer. *ISAM* basically maintains a table of variables where any script or program can add a variable, delete a variable, or request the value of a variable. This provides a facility similar to operating system global variables and enables values

to be shared between GEMScript programs and scripts.

Permanent and temporary variables are supported. When the plug-in is terminated, permanent variables are stored in a file named *PDV.DAT* (Permanent InterScript Variables) and retrieved next time the plug-in is loaded. Temporary variables are, as you'd expect, lost when the plug-in is terminated.

Socket

This ambitious plug-in provides internet connectivity to your GEMScript programs or scripts. *Socket* is programmed by Jürgen Sommer who also programs *TurboTalker* and the *HyperText* TCP/IP stack clients *Rift* (ftp) and *Tell* (telnet). To get the most out of this program, some knowledge of internet protocols is essential. Example scripts are provided for communication via *ftp* (File Transfer Protocol) and *telnet* (HyperText Transfer Protocol).

Conclusion

Plug-ins make powerful additions to the functionality of GEMScript interpreters and with GEMScript support built into desktops such as *Jones* they will become increasingly useful. However, don't forget these plug-ins can also be run as stand-alone applications so we'll just have to wait and see what programmers come up with.

Next time, following on from the *Amoreux* review, we are going to take a look at the amazing possibilities GEMScript and *OLGA* can offer when using *Form*, *Amoreux*, *Tell*, and *CAR* together. Meanwhile if you have any questions or suggestions please do get in touch:

mark@atari.computing.com
http://www.cmpg.co.uk/jgm/

FILES



Denesch Bhabuta presents Matthew Bacon's Magical tool - Web Wizard v3.03

Web Wizard is a new web site authoring suite by Cadentia Software. The suite contains three programs - WebPage Wizard, Frame Wizard, and Table Wizard - plus HTML documentation which aims to simplify the creation and maintenance of web pages. Web Wizard also comes supplied with two small utilities, HTML Snapper and HTML Link Ripper. Well, there's more - a collection of copyright free images too.

Web authoring programs are abundant on other platforms but although there are plenty of HTML authoring tools for the Amiga platform (Jee and its modules, Tanager and Pagewe) HomePage Penguin is the only head-on competitor. HPP was a step in the right direction and Web Wizard builds on this concept offering a diverse range of tools. Let me explain...

WebPage Wizard

WebPage Wizard uses the now familiar "Wizard" approach to create HTML documents. You are guided step by step (screen tips, BubbleGEM and ST-Guide online help are always available) through the process of creating HTML documentation. WebPage Wizard avoids using complex HTML (Hyper Text Markup Language) references, in favour of good old plain English (although a HTML v3.2 reference guide is provided for those who wish to get their hands dirty).

WebPage Wizard offers an array of features designed to appeal to both novice

and experienced users. One such feature is a "project file" which provides a quick and effective method to maintain and update web pages.

Frame Wizard & Table Wizard

Creating web sites which contain frames or tables without tools can be awkward and time consuming even for experienced web designers (but thanks to Frame Wizard and Table Wizard these chores can be performed from a quick and intuitive point and click interface. No more calculating percentages or pixels - phew! Frame Wizard includes twenty templates to help get your site up and running in less than 10 mins. Once you have designed your frameable layout all

that's left to do is add-in the content. Frame Wizard and Table Wizard both support the "project file" which makes it easy to update your frameable as often as you like!

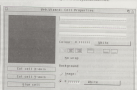
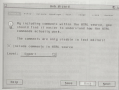
Cadentia Software will be at the forthcoming Spring APS 99 show in Suffolk demonstrating Web Wizard, but if you can't wait until then you can order your copy now via CyberS'Trider. Don't



Put your tables in the property list! An essential website!



versions can be downloaded from Cadentia Software's web pages at: <http://www.cadentia.cybers'trider.org> Web Wizard v3.03 costs £2 pounds including disks and shipping. Please make cheques payable to CyberS'Trider and send to: PO Box 3611, Walsford, SSI2 9SL. Email: denesch@cybers'trider.net <http://www.cybers'trider.net/>



Web Wizard gives you useful tips along the way

Choose your site path where for your cat!

SITE SEEING

Back In Time

92%

<http://www.emuclassics.com/backintime>
[http://www.emulnews.com/backintime \(mirror\)](http://www.emulnews.com/backintime (mirror))



These pages, put together by Mike Sauli, include coverage of all things Atari. It's a giant reference site covering everything from arcade machines/games through all the latest in hi-fi machines, all the emulators to prototypes, including photos and downloads, which were never released.

The site is well organized and although some of the pages are graphics intensive

you're warned in advance and the pictures are well worth waiting for - there was some hardware in there I'd never seen or heard of before. The highlight of the site is Mike's Back In Time Radio Website which features news, reviews, and interviews. To listen to the webcast you need to be able to handle Real Audio.

There is an Atari utility capable of converting Real Audio to WAV format

programmed by Peter Isabella and it's available from the Joy Software homepage at: <http://www.stashki.cyberlink.com/joy/soft.htm>

Alternatively you'll need a PC or Mac, and a copy of the Real Audio player which is a free download from Real Networks - there's a link on the Back In Time web site.

Jo Even Skarstein

89%

<http://www.atari.nvg.ntnu.no/>



One of the best things about the Atari scene is the dedication of people like Jo and his friends who push the envelope to the limits and share their results with other enthusiasts.

There's a hardware modifications page which includes amongst others: Falcon Accelerator/DSP patch, Falcon DSP accelerator, Falcon CPU accelerator, Automatic Hang/hold switch, Falcon bus accelerator, designed by Peter Giers, the guy behind ESE's Nemesis! Audio modification, a modified modification from the Cubase Audio manual, ICD party generator, if you have a ICD-sampler that doesn't support party this will fix it.

There's an NAES support page with links to all the relevant companies and projects which anyone interested in NAES and MINT will surely have in their Pocket already. Jo also has various software projects under development unsurprisingly aimed at NAES and MINT enthusiasts. Toolkit was one program I was aware of - it's installed on my Milan and works much like the Windows toolkit.

Other programs available for download include V-Disk, add virtual desktops to NAES which take virtually no CPU time and re-sponses with GPU (Start He Up), Connection, a GEM browser and for good which works with NAES, Gemini, eGEM or MultiTOS and displays a small GEM window which makes it possible to connect and disconnect with the disk at a button and, while on-line, it displays a clock showing how long you've been on-line. ToggleMIDI, for Nova+MIDI users - it automatically enables/disables MIDI's screen drivers, checking whether NovaMIDI is running or not.

Jon Connor

SITE NEWS

Homa SYSTEMS HOUSE

The Homa Systems House website has recently been updated with new product upgrades and releases including the Scan X Pro backed scanning software.

Check out: <http://www.hogeye.co.uk/index>



The tentative date and location for the getting event is June 18 in Rochester, NY, USA. For more details check out the web page via the jagfest.atari.org link at <http://homepage2.wanadoo.com/torban/jagfest.html>

The organisers may consider speeding the event to include Atari computer support if they can attract some Atari BBS/IT groups to the show. If you plan to attend please do send Carl an "Assessment" email.

Carl Potkin, Scorged Productions
 Email: cfpotkin@comcast.com
<http://homepage2.wanadoo.com/torban/games.html>

FLEXTRAX v0.8 released

The first beta release of the new! soundtrack for Atari Falcon030 has recently been announced by Daniel Haidberg/Haw-Bee. There's support for the MOD file format (up to eight channels) along with it's own file format which is an extended version of the standard MOD file format with support for effects such as reverb and delay. The replay engine used in FlexTrax was first developed for the Wilder's Adventures platform game. Both VGA and RGB monitors are supported. You can download the beta from: <http://www.atari.org/>

Have you come across a good Atari-related website? If so, why not tell us and the rest of the Atari world about it! editor@ataricomputing.com



Around half our subscribers take the Reader Disk. The combination of tutorial files, listings, PC software and exclusive software is unbeatable and not available anywhere else. Individual hard disk copies of the Reader Disk are still available. Please refer to page 9 for ordering details.

Life v1.3 - Firmware, Matthias Jopp
Life is a GEM-based version of the old computer-simulation program (Life developed in the 70s) as its early example of artificial intelligence. Some American students believed they were talking to a real person because they assumed only quibbles as if there was a machine; the program could provide variable responses even though it only recognised a few words. Most of your chance to talk to life. The original version made many more words than the current 700 version and a more "intelligent" - there are various key words or other words which cause special responses from Life - but how many you can find!

CERTScreen/CERTVideo 1st generation - Firmware, CENTERCODE/3, Ronald C. HARRIS's Value-500 screen management software offers the following features:
Extended resolutions, "Virtual" screens, with choice of scrolling options, Screen/Time saver, Image file compression, Blue screen delay in seconds and by lines (Aftermath) help during multiple patch displays the extended resolution. It's the ultimate option because it can change the system (not emulated).

Screen screen modes (not designed for use with the CERT mode II accelerator, such as the 1st pixel in 640x400 which requires a faster video mode than standard PicoVision's can set benefit from screen modes of 640x400 in 50Hz or up to 134 columns and gives visual screens with smooth scrolling.

WebPage Wizard v1.02 - Demo version, Matthew Bacon, Copyright © 1991-1992
WebPage Wizard is a "Wizard" approach to creating a HTML document, with no HTML.



document using plain English, not HTML lists. The demo version has the following limitations:
- Only generates its own documents - No SubtreeGEM support - Limited ST-Color color support - Cannot open W2D or TIFF project files

DiskCalk v2.1 - Firmware, Christoph Zwerchke

DiskCalk displays the file structure for any path graphically as a pie chart in a resizable GEM window. DiskCalk runs as a program or desktop accessory and accepts command lines including arbitrary path. The _APP and _IOF Cookies are checked to automatically display English/German text.

* Official English archive released by the author *

LinkUp v1.02 - Firmware, Mark Hensel
LinkUp is a GEM-based puzzle game where a grid of cells must be rearranged to form a specific pattern, or to complete a picture. The grid is rearranged by sliding rows or columns one square at a time, in a similar fashion to 15 Blocks cube, only two dimensions.

Clunky v0.07beta - Firmware, Peter Hahlik
Clunky is a useful multi-purpose utility for all Atari machines. It's tiny (it under 10K) because it's written in pure assembly. If you're using Clunky you'll probably be able to restore a bunch of other Atari folder programs and accessories performing similar tasks and save some memory.

Scripter Plugins

These plug in work with Scripter, a command processor by ARI and the famous Scripter form 1 programmed by Mark Hensel. They can run be resumed as PAGES and non-resume from the desktop. For more details refer to the March GEM article on plug in ARI 1.

InterScript Variables Manager (ISVM) - Firmware, Rolfen Jansen
Manages a table of variables where scripts/programs can add, delete or request alteration of a variable.

Plug'n Pop - Firmware, Volker Jansen
GEMScript plug-in which can display a popup menu.

Farm - Firmware, Alexander Claess
Makes the mouse and handling of simple dialog boxes (or forms) possible.

Colours BL800 Epson printer drivers - Public Domain, Dave Barker

These two drivers support almost all Epson printers at 720dpi. Used together with the Colours for Scrolling Module you can achieve much better results at 720dpi than Quark Express or 1440dpi. Unlike the drivers supplied with Colours XL, both these drivers access the super-microdot mode and you'll enjoy the difference! For more details refer to the Colours forum article on p.5.

Enhanced Appsal tutorial - EXCLUSIVE! Copyright NewMan Computing 1990
Construction notes to accompany the Team "Tap Gif" project, for more details refer to p.611.

Preserve Example Scripts

Example scripts and document files to help configure ST/HD to use the Preserver internet provider. For more details refer to the GEM pages.

HDisk BASIC tutorial EXCLUSIVE © Paul Jensen/Atari Computing 1989
Source code to accompany the HDisk BASIC tutorial.



CD-ROM Subscribers!

Although there has still been no official confirmation concerning the future of the ST/HD magazine we have now decided to close our ST/HD CD-ROM subscription offer. If future issues of ST/HD do appear we can make them available as separate Reader Offers. The means sending CD-ROM subscribers have a choice to make from the options below.

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Shareware and PD

NEWS

Willie's Adventures



Work on the dangling Falcon platform game, *Willie's Adventures*, continues to progress at a steady rate. There is no firm release date yet but whenever the New Bean Development guys say they are improving something, they mean it, as shown by the playable preview demos of WB.

According to co-programmer, Thomas Bergstrom, the project's scale has far exceeded original targets. Right now the mode replay system is being overhauled to make more efficient use of resources, so if all goes to plan this will allow even more intense graphical splendour. New characters and level designs are also absorbing substantial development time. For now we can admire the latest screenshots, which are looking better than ever.

Watch this space.

PHI COUNT DOWN



This freeware utility program can count down the number of days to ANY event by reading data from an editable ASCII configuration file. It's small enough to store open on your desktop - all it needs are sound FX to mark the occasions. You can download a copy from:

William Wong
Email: wongw1@infobase.com
<http://www.infobase.com>

GlossScript Update

If you want to read PostScript or PDF files on an Atari this is the utility you need. GlossScript, reviewed in

ACQ 12, has recently been updated to v1.2 which is compiled with the latest Libe and kernel available (3.50). The Atari laser printer driver now loads into 5T RAM, and there's a couple of tweaks to its user interface. A utility TTP is now included which should help reading PDF files, though familiarity with a Command Line Interpreter (CLI) such as Maple is recommended. Thanks to Peter Wenz/Translation English RSC file and docs are available from: www.clu.ac.uk/~derryll/

There's a link from here to the binaries. You will need either the ST or TT version of GlossScript and the PS-100 L2H archive for the overlays and sample files, plus the file of the two font archives for some fonts. This is to be the last version of GlossScript for the Atari from Christian, so if anyone wants to take up the baton the sources are available on his web site at:

<http://www.fh-hamburg.de/~andfms>

CBHD

CBHD is a freeware SCSI hard disk driver which is ideal for anyone who doesn't need the sophisticated facilities of commercial driver software.

Thanks to Peter Wenz/Translation there is now English documentation and RSC files for CBHD and its associated screens including the two CPUs. You'll also need a copy of the original CBHD archive, English text and graphics.
<http://www.clu.ac.uk/~derryll/>
Original German archive (and various ftp sites): <http://members.aol.com/cliffney/Software/CBHD.html>

Lottery Companion v1.1

Mark's UK National Lottery program now has a brand new ticket checker routine along with other minor changes and bug fixes.

Mark Butler
Email: Mark.A.Butler@btinternet.com
<http://www.btkinternet.com/>
~letery.companion/

CIPHER 0.0.3



CIPHER is a simple file encryption/decryption utility designed to provide an easy to use, reliable, and simple method for users to protect their files from casual prying eyes. Using CipherView, you can encrypt important text files once, and simply view them via CipherView whenever you need to refer to them without needing to decrypt the files and loading them into another viewer - which means there's never a copy of the unencrypted text on your hard disk. With CipherView, developed by Brian Hixson, installed as an application for whatever file extension you choose to give encrypted files and you can read them from the desktop by double clicking on the files and applying a password. CIPHER 0.0.3 is not file compatible with version 0.0.2 so to convert CIPHER 0.0.2 files to 0.0.3 you'll have to decrypt them using CIPHER 0.0.2 and re-encrypt them using CIPHER 0.0.3.

Mark Silva

Email: MarkSilva@Comcast.net
<http://www.msilva.net/info/~online/hell/cipher/english.html>

STLink version 5.4beta

STLink, programmed by Gary Baskridge, enables files to be transferred between the Pico 3 and Atari computers. This release offers the following improvements since the last release:

- Speed rate selection
- Improved long file name handling
- Cut and Paste emulates the "Copy anywhere" function of Puffin 2.1
- Preferences may be saved, including file mask settings
- Installation program to load the Pico part of the software
- Support for file conversion!

Unfortunately due to copyright problems Gary cannot include the file converters (written by Jeremy Smith) in this archive but he's hoping to resolve those problems soon.

Gary Baskridge
Email: gbaskridge@uk.ibm.co.uk

DiskCake v2.1

Utility, Freeware, all Atari
 Author: Christoph Zwerchke
<http://www.cit-33.at/~zwerch/>



DiskCake displays the file structure for any floppy or hard disk partition graphically as a pie chart. It's really useful for checking where all your hard disk

is a resizable GEM window. Selecting a folder pie also opens it as graphically 'open' then display the subdirectory and clicking on the drive pulper in the path



space used - it's much easy to spot space wasters looking at the pie chart compared with directory listings. The pie chart is generated from the directory supplied by the

file selector and displayed in a resizable GEM window. Selecting a folder pie also opens it as graphically 'open' then display the subdirectory and clicking on the drive pulper in the path

line steps back up the directory tree. Left clicking on any file pie segment displays a dialog showing the filename, size and date stamp, size and archive bit along with an option to delete the file.

A right mouse click anywhere inside the window displays a pop-up menu with options to display the file selector (to select a new path), determine the sort order, set the typeface and hardware options.

DiskCake can be run as a desktop accessory or program from the desktop and accepts command lines (via the AT protocol). DiskCake is bilingual, automatically selecting between English or German versions by reading the _ASP and _DTF Cookies.

DiskCake has certainly saved me some space than it occupies on my hard drive so it's one of my resident utilities.

Matthew Sutton

Eliza v1.3

Entertainment, Freeware, all Atari
 Author: Mathias Jaap
 Email: mjaap@fhn.it.uni-hamburg.de
<http://www.fhn-stade.de/fhn/mjaap/programs/Eliza>

In the '70s some ladies created a computer program that supposedly emulated a psychiatrist. Ladies were recruited to test it and supposedly they believed it was a real person. Now I don't believe any more than I do Linda Reed Noding (and that is making a good story). Anyway Eliza is a '70s version of the same



program. There have been dozens of variants of this program on most platforms but this is the first GEM version I've seen. The release supports mainly the font selector and clipboard and offers options to connect to the author's homepage or

send him an e-mail from menu options via your web browser or modem. It also has it's own little online help page - it isn't an ST Guide format, but never mind, it's only a page or so. Eliza responds to everything you put into it but does give special responses to certain text. For example, typing in Pink Floyd results in the reply (all Mine!) I'm confident Eliza isn't a real person but she's (oops... it's a good laugh) and when you have nothing better to do give this a try - or not.

Matt Burton

Triple Yahoo

Entertainment, Shareware, all Atari
 Author: Susan Cowman
 Email: sncowan@cs.washington.edu
<http://www.mimac.com/~susan/mynopro.html>

This GEM version has been around a while but its user interface still works perfectly at any resolution or color depth. Triple Yahoo is a Triple Yatzy game, they've both a related version of poker dice and I'd never personally played this games genre before.

Up to four players can compete against each other or you can play solo and try to beat the high scores. Triple Yahoo is much more about strategy than rolling dice. Like poker dice you have up to three rolls of the dice to come up with your best scoring combination using the usual poker combinations, three/four of a kind, straight, full house and Yahoo (all five dice the same). Unlike poker dice the



actual combination is less important than where you place it on the board. The board has three columns each consisting of twelve scoring combinations plus three chances to gamble your score - a total of 39 dice which must all be filled to complete the game. To add to the mayhem the three columns score normal, double and triple points. It's easier to play than to explain! After each turn you must select somewhere on the board to enter your score (selecting an inappro-

priate slot scores zero) and maximize your total. It's easy to find, if you rolled four ones you would score it in the four of a kind row in the triple points column but in the slots you to fill up you have to come up with a winning strategy to come out on top. The font and the colour used can be selected, everything is standard and the TTPlayon users get CDPR sound effects. ST users have to make do with chip sound. There's also a basic on-line help screen which lists the scoring combinations and it runs fine under PlayGEM. I found the game seems addictive I was playing it for ages instead of writing this article! It's the perfect alternative to Prozac for the Atari office user (are there any left) and I've added it to my shortlist of games I've been meaning to review for ages. Triple Yahoo is supported by CyberTTrider and registration costs \$11.

Matt Burton

78%

80%

85%



NEWSie v0.94

This compact newsgroup reader also offers web browsing, FTP and email facilities. Jack of all trades or master of none? Deryck Croker opens his notepad...

NEWSie is a GUI client to a working **SOCKET TCP/IP** stack and an account with an **ISP** (Internet Service Provider) are pre-requisites.

Newsgroups

There are newsgroups covering almost any conceivable subject and, depending on your ISP, the list of groups available can be very long. Once you have downloaded a list of available newsgroups subscribing to individual newsgroups is a simple point-and-click operation. Selected newsgroups appear in the Subscribed Newsgroups window. Click on the down icon to add the newsgroup to the **DEFAULT.GRP** file used by **NEWSie** to determine which newsgroups to collect articles from during the next on-line session.

The Article overview window has a double function. When on-line articles you haven't read, which are currently available at your news server, are displayed and these can be manipulated using the mouse icons. Individual articles can be read on-line by double-clicking on them or individual articles and/or threads can be marked as Read if they don't look promising - watch out for any obvious spam headers which plague Usenet newsgroups.

The Read for offline option downloads all unread articles to your local disk for off-line reading. This release features improved download handling. Individual messages, threads or just a single newsgroup can be selected for retrieval and it's now also possible to fetch previously downloaded messages.

(previously this was only possible by hand editing **DEFAULT.GRP**).

Replying to and posting articles is straightforward, however I find the Post-Followup article dialog offers a confusing range of options. For example, the only way I can find to send a private email in reply to a public article is to use Reply email from the Mail drop-down menu.

NEWSie offers a choice of encoding methods and these Encode selections are used to send binary file attachments (anything other than plain ASCII) over the Internet. Please bear in mind binary files should only be posted to binary-news groups otherwise you will become very unpopular! **NEWSie**'s built-in decoding of file attachments works well and makes a welcome change from unfriendly TTP utilities.

When read reports from users reporting disk or file corruption when downloading articles, I've never experienced this but do read and follow the advice in **NEWSIE.DOC**. Even better set aside a partition specifically for **NEWSie** if you have the hard disk space.

Web browsing

Text only browsing has been integrated into the article reading window where clicking on a quoted URL, while on-line, takes you to that page. When it works, it's fast but all too often it was left looking at a blank window as some further development is needed in this area, in the mean time **NEWSie** can send a URL, via the GEM clipboard or, under a multitasking OS, via the AV protocol to CMB.

Email

In addition to the basic email features **NEWSie** offers some excellent extras. There's a comprehensive "bottle" feature which can be configured to reject any email which doesn't match your supplied criteria.

Incoming mail can also be automatically divided into multiple off-line mailboxes - which makes it easy to keep reading lists separate and there are many other possibilities.

There's also a useful address book and nickname support and a friendly greeting from the author looking in the incoming mailbox - a nice touch.

To help avoid spam **NEWSie** can be configured to hide your real email address. However, if you do want to receive email you need to make changes. There's currently no easy way to do this within **NEWSie** itself but I maintain a second file containing my real email address and load that when I want to send or receive email using **NEWSie**.

FTP

Right stores of files are just waiting to be plundered using **NEWSie**'s FTP (File Transfer Protocol) section. It really is as simple as navigating using a file selector. Pick a server from a user-supplied list of FTP sites, double-click to connect and the rest is self-explanatory.

This release adds the ability to upload multiple files to sites and read the last directory sent. This is also the first release which works properly with CJK - and probably other GPs.

Conclusion

I started this review using **NEWSie v0.90** and this release has addressed ALL of my earlier reservations as, apart from the minor niggles mentioned here, a serious recommendation. ☐

NEWSIE v0.94

Status: Freeware

Author: John Reynolds

Email: reynoldj@prodnet.ca
<http://www.prodnet.ca/~reynoldj/>
reynoldj@prodnet.ca

System: All Acorn, 1 Mhz memory and 512k high resolution monitors.
 RAMHard drive recommended.

Pros: Freeware, reversible deletion of offline articles, active support by the author in the comp.user.int newsgroup, AV protocol support, ongoing development.

Cons: Dynamic web browsing features, no Drag&Drop, DrST, DCLs, StrongServer or GEMscript support, log file overwritten each time **NEWSie** is started.

86%



▲ Subscribed help indicates the function of the individual window toolbar icons - maybe next time the keyboard shortcuts can be included? More detailed context-sensitive help is available by pressing the (Help) key

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Cyberstrider Level*Excludes Registry Fees*

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Calamus Secrets

Dave Barkin insists Calamus SL/98 is the most powerful Desktop Publishing program available for any computer and has decided to reveal some of the hidden secrets he's discovered...

Calamus isn't perfect, there's sparse support for the current popular printers and there's no six colour printing support. However, on the plus side, there are plenty of modules and driver updates and Calamus is incredibly fast - faster on an Atari TT than Quark Express on a 386MHz Power PC.

As Calamus users will be aware it's a frame based program. Images, text, lines, and so on are all placed in specially created frames but there's one frame which ought to be restricted. The program refers to the Adjustable Tiling Frame but I prefer to call it the User definable Tiling/Conversion/Cropping/Export Frame.

The user definable Tiling/Cropping/Export/Conversion Frame!



The user definable Tiling/Cropping/Export/Conversion Frame!



According to the Calamus manual, to print out a portion of a page, you go to the tiling option and draw a user definable frame.

Then, in the Print dialog, you highlight Selected file and only that portion of the page covered by your tiling frame will be printed. Wonderful - except there were problems with this option right up until the latest release of Calamus 98 (98b). Every time I printed using this option areas outside the frame would have error marks. I'm pleased they've fixed it but to be honest I rarely need that particular feature. Anyway about the new title I've given to this frame, it's a case of a subtle bug and it looks like the programmers didn't realise what they had created.

If you use the Bridge Module, which converts and exports frames and pages in various formats, you will find that the tiling frame is peculiarly invisible in this Module. Whatever portion of the page the tiling frame covers is considered part of the tiling frame! So, this means that if you wish to convert a raised page of graphics and text to an image, simply cover it with a tiling frame. Then using Bridge convert or export you can convert the contents of the tiling frame into the desired format.

Calamus has a free cropping function but it's mouse controlled which means you have to draw using the cursor and if the result doesn't quite match your needs you have to do so and try again - and again and again!

Using the Adjustable tiling frame, you can draw a frame to the exact size of the desired crop, position is exactly where required and use the Bridge module to perform the conversion. Better still, Bridge allows you to specify the dpi as well as file type, so you can now create a frame to exactly the required size AND dpi. Amazing eh? Well there's more! You can also use the frame to convert to raster and vector graphics - although you cannot convert photographs to raster format you can convert text and raster shapes or even vector to vector. Any frame can be converted to raster images. This gives you the flexibility to crop then export groups of text and raster images for subsequent use. The latest version of Calamus has the Mask Module built into the program and mask frames can be

handled just like other frames - The tiling frame can be used to implement crop areas as well. I should also point out these above capabilities have been around since the first Calamus SL versions - we just didn't know about it! Next time we're going to explore the potential of the Star-Screening Module. There are two versions of this module, The junior version which is a VERY subtle demo, and the pro version. With a little help from me you'll discover the junior version can do everything the pro version does and it's quite a bit cheaper - and cheap!

If you have any Calamus hints and tips to share or suggestions for future Calamus related articles please get in touch via the editorial address or by email.

dave@starcamp.com



Calamus SL/98 Epson drivers

Dave has released two drivers which support almost all Epson printers at 720dpi. They do not support the 1440dpi mode because this is accomplished by half stepping the vertical run and printing a second row of dots underneath the first - similar to software interpolation which actually only provides a minimal increase in resolution. Used together with the Calamus Star-Screening Module you can achieve much better results at 720dpi than Quark Express at 1440dpi. Unlike the drivers supplied with Calamus SL, both these drivers assume the super-resolution mode and you'll enjoy the difference!

The slow driver produces slightly better quality in theory but in practice it's hard to see the difference. Sadly the drivers do not work with Calamus v1.80a.

Layout Modules



Hey, what's going on here then?

David Encill details the modules and packages.

Unfortunately, due to time constraints this will be the last column on the DA's Layout Tutorial. So to wrap up this series of articles all the available packages and optional modules will be summarized.

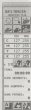
DA's Layout Pro

Includes Integrated Font Editor, Barcode Generator and Vector Autotracer. Because DA's Layout uses its own font format (also converting CPM and Postscript fonts) this allows for more flexibility with relation to the manipulation of fonts, e.g. graphic text can be rotated, mirrored, skewed and prospectively distorted. In addition the Font Editor can create new outlined fonts, unlike 'styled' fonts offered in other DTP programs with Fill and Step Kerning also supported. DA's II and DA's II.5 barcodes can be generated directly within the program. An essential utility when dealing with commercial packaging.

Right: The Autotracer Toolbox.

The Vector Autotracer provides a method to convert lumpy bitmaps into smooth, scalable vector objects. Naturally you can then apply any vector transformation to the object, including 3D rotations, skew, stretch, etc. The Autotracer Toolbox also includes the facility to differentiate between CMYK colours. This is extremely useful when working on a colour image when a variety of different tints need to be separated and individually traced.

Below: Transforming blocky bitmaps into the spectacular with the Vector Autotracer.



DA's Layout EPS

Includes all the options within the Pro version plus: the Clipping Paths and EPS/WM Drivers modules.

Clipping Paths are incredibly easy to produce within DA's Layout—but what are they? Well, when importing a photo into any DTP program the background can be an unwanted part of the image. As can be seen from the sample images, the overall impact of the design is greatly enhanced when the chestnut cub is cropped from the background. This also allows irregular text flow to be used to great effect.

Clipping Paths are created by using the standard Vector tools to create the desired outline, and the Vector is then merged onto the image using the appropriate tool within the Image Toolbox. If an alteration needs to be made this can be simply changed by 'unclipping' the vector from the image. Using vector based Clipping Paths always produces a clean outline. When attempting to 'clip' more complex images (like the eagle heads) you can compromise by creating a shape around the desired object, rather than 'clip' the entire surround which would have been extremely time-consuming!

The EPS/WM Drivers module is important to retain some method of compatibility with PC and Mac files, by allowing the import of editable Adobe Illustrator files complete with Clipping Paths, and embedded fonts.

Trace Trace



Let's Assume
DA's II.5
barcode
produced
directly within
DA's Layout.

PRINT TERMS (L to P)

Landscape. The orientation of a page that is wider than it is tall.

Leader. Any character (usually periods or dashed lines) used to lead the reader's eye across the page. Leaders commonly fill tab stops.

Loading. The additional space between lines of text, usually measured in points. **Left-aligned.** A paragraph with a straight left edge and a ragged right edge. **Left indented.** The distance between the left border of a text block and the beginning of a line.

Ligatures. A pair of combined letters, e.g. *ae, ox, and fi.*

Lines per inch. Commonly referred to as *lpi*, it refers to the measurement of the frequency of a halftone screen.

Margins. The space between the edge of the page and the document area, reserved for text and graphic elements. **Mask.** Traditionally, the material used to block off a portion of a printed page. In desktop publishing, it refers to the area of an image that is cut away.

Misregistration. Misregistration occurs when the foreground element and its background do not exactly line up, leaving white gaps between the element and background colour.

Moire pattern. The pattern created when lines or more screens are superimposed.

Offset. The distance of an element from some point.

Ornament. Special characters that appear in addition to the letters and numbers of a font, e.g. flourishes, decorative borders, marks or musical symbols.

Optical. The first line of a paragraph that starts at the bottom line of a column.

Overprint. The process of printing one colour on top of another. If the background colour is darker than the foreground element, the background may show through the foreground thereby changing its colour.

Page Creations. The elements printers use to slice and compose pages. Typical page ornaments include registration marks, crop marks, and colour bars. **Pica.** A unit of typographic measurement. There are 6 pica to an inch and each pica contains 12 points.

Point. A unit of typographic measurement. There are 12 points to a pica and 72 points to an inch. **Portrait.** The orientation of a page that is taller than it is wide.

PostScript. A page description language created by Adobe Systems. PostScript describes fonts and graphics and how they appear on a page.

Rank per inch. A measurement used to define halftone resolutions.

Clipping Paths

Top: The original image.
Centre: The Vector path overlaid prior to using the Clip Function.
Bottom: The complete image with the Clipping Path option applied.

In summation, DA's Layout is an extremely powerful DTP and Vector Editing tool which can be expanded to offer unlimited options and a variety of expansions with the optional modules on offer.

STOP PRESS:

During the writing of this article it was announced by Digital Arts that version 6.2 has now been released and the basic version of DA's Layout has been reduced to £99! In addition there are reductions for all other versions of the program and some of the optional modules.

For further details please contact me:
david@alan-lin.co.uk

DA'S LAYOUT V6.2

New Version!

DA's Layout has been upgraded and is now priced from a mere £99.00. New features include text smoothing, a 16-level Undo feature, faster operation and several minor improvements as well. Oh, the Clipping Extension is now included as well!

A complete demo can be downloaded from <http://www.digital-arts-eg.co.uk>

DA's Layout PDD

The Pro Designer Bundle includes every option produced by Digital Arts, including those offered in the Personal EPS versions, except for the PhotoSmoothing and ReferenceX modules. DA's Archive acts as a visual database for graphics and layers. Objects can be exported into archives and printed directly into documents. A very easy and convenient way to manage documents. DA's Calibration uses a unique Ink Colour simulation to accurately calibrate the monitor display to the exact colours used by a printer. DA's Composite is a powerful module to allow the merging of multiple images (vector or bitmaps) to create exciting collages. Deflatable transparency, saturation, luminance and CMY values offer unlimited variety. As can be seen in the screenshot below, the eagle head has been merged with the chicken's tail to create a "chicken"! The module for creating 3D-extrusions was covered in the previous article.



Binliner Demo preview screens by Arena Falcon only Entertainment - Freeware Overall: 90%

There is a title attached to these screens, as these were, in completed form, and with quite a bit more added on besides, intended to be the follow-up to the 1997 groundbreaking demo "Sensationalism". However, the main coder, Tim, lost contact somewhere along the line, and halted the whole project.

Fortunately, he has decided to release the work completed so far, in the form of the source code, and also the three preview screens completed. This is their story.

The first screen is an early version of a rendered and continually generating fractal landscape. It is very quick, and obviously GSP powered.

The next screen is called Frosty, and is some kind of very elaborate tunnel feedback effect, even aptly described as a



We make no secret of our continuing enjoyment of the strange world of the demo coder. This time around we bring you a longer than normal review of the most astounding music demos of recent times, apparently written on the PC Pentium 5T compiler. We also take a look at some out-takes from the tragically lost Binliner Falcon demo. The source code and early work in progress has thankfully been released, so we yet may see something of this enterprise in the near future. Next issue there should be a full show report in these pages of the forthcoming Easter coding convention "Error in Line", which will be attended by members of the Maggie Team.

Chris Holland
<http://rg.atari.org>
 Richard Spewart and Chris Holland
 are The Maggie Team, Inc.

visitation by a psychedelic version of one of the giant worms from Doom.

The piece de resistance, and the best indicator of what the final finished article would have looked like, is a screen called Warship. It is an amazing sequence, with beautifully multiple spinning "angels", bio-luminescent blades flying around them,

on against a dark and brooding worldscape. Probably the most complex demo effect screen ever seen on the Falcon, and one which makes the loss of Tim from the Atari scene, all the harder to bear.

Just maybe, someone else can pick up where he left off.



Download Maggie
and check out the
Maggie pages at...

<http://rg.atari.org>



**Do Things Demo by Cream
ST, Falcon, and PC
emulators!
Entertainment - Freeware
Overall: 85%**

This is a welcome return to the Atari demo scene, after a long time away, by the German crew Cream.

What they have to offer us is an ST demo at heart, but it can run on almost anything. As a related, even the Pacifist emulator on the PC. A technical tour for the demo, is that the majority of it was coded on Pacifist, rather than a raw ST or Falcon! Also a large part of the graphics were prepared with Protopaint to save time, in my view, an excellent use of the available tools to hand.

It can run as a classic auto-booting floppy disk, it is presented to us as an HSA file, but there is a considerably provided TOS executable for those of us with hard drives and reasonable (2MB and above) RAM sizes.

Running the demo starts you off with a parade of title graphics and options screens to make through. You know that you are seeing the first part of the demo "proper" when a brilliant sixteen colour loading screen picture, hand-drawn by Agnes-T, leaves you in "continuation".

The first of many of Sam's wonderful specially composed tunes starts up at this point, a YMI tune, with distinctive SID-like overtones. A bunch of self-commentary credits roll their way onto the screen, the prequel for the first main part of the demo.

The "effect" part of the demo is next, a beautiful liquid-like swirling tunnel plasma, with an almost 3-D feel in some places. Hard to describe, fantastic to see in 200%, and very well interpreted for an ST's limited range of colours on screen. This is a single effect, but with many

variations on the theme, all of them wonderful. More credits, and a great number of greetings push to the front of the screen to make themselves seen as well.

The next section of the demo is, predictably perhaps, a music reviewer with around a dozen or so. Two tunes awaiting your ears. This screen has a slightly Cylons-like feel in its design. The first surprise is that these Tin Tunes are all MIDI-based, with a sound quality very much like a modern-day Commodore 64. Well maybe not so much of a surprise, if you think of it as a logical progression. Cream produce a flashy player, next step, a Sidchip composer.

Slanging on the speaker produces the next article of goodness, an Agnes-T produced slideshow, this seemingly done in some kind of watercolour effect and looking confident, well-suited, and really brilliant. Interesting every line too.

Having watched the slideshow, and enjoyed the tunes, you might well think that this is it, but there is one final surprise. Yes, the main demo, first seen in Things that makes you go Heaven makes a return visit to this demo as well.

Having perfected a new routine that works on all machines, there was never any chance in Cream keeping it for only one demo. This last part consists of a return to the early plasma with credits seen earlier, but with more abstract shapes blended in, such as a Peace symbol, and more running of all, a pair of eyes, in a 3D fashion. Again, the effect needs to be seen to be really believed, but it is classy and understated.

I enjoyed watching Cream Do Things, and I'm sure you will too!

**A "Cymention" 24-hour game
The Stupid Balloon Game by
Eddies Cat...
STe and Falcon 630
Entertainment - Freeware
Overall: 75%**



This is a classically simple game, apparently based on some obscure piece of incident inside heritage currently being emulated on one of the multi-arcade emulators on the PC.

The game objective is very simple, you steer your halfballoon around the screen, which looks like a consumer relief map of one of the trickier Norwegian fjords, collecting nine symbols to gain points as you go around. You have to take care as if you reach one of the prickly points of the landscape, your balloon deflates and you lose a life. After three lives, it's all over.

It's all a matter of fine control, and people who are comfortable with Asteroids type games will be happy with this one. The other game that came to mind was a very simplified E-Holm. Control can either be through traditional 8-bit-logic access to point, style joystick, or much more user-friendly joystick. There is also a pretty nice 30 second timer running as well, and failure to complete the screen within that time means a forced exit to the title screen to re-attempt your mastery as well. (Though if you do lose a life, it does have the happy knack of resetting the timer for you).

The game runs on the STe and Falcon, it uses the DMA hardware to replay a bunch of Fast Scan "jazzbox" samples when carrying out different tasks, and for one awful moment, it was flash-backed to the Reservoir Gods ASCII demo from the previous summer. The graphics are nothing exceptional, but they are nice and show touches of the genius of Clankie Island days. The only minor quibble is that it's not routine from this game is not very Falcon friendly, a fair-ride yellow on yellow GEM environment being the end result. This is but a very minor point though, and this 34-hour (ish) game is a credit to its creator.

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Q&A

"We always have more answers than questions"

PSU source

Q Do you know where I can get a circuit diagram of the Mega ST3 PSU? Also seems to be on its way out. I've done a lot of surfing and searching, but all to no avail. Obviously I'm looking in the wrong places...

Forwarded by CyberStrike to CIX answering conference

A There are a couple of wireboard makers which get very hot and eventually crystallise the solder round their legs causing dry joints. I've rescued ST power supplies several times, by resoldering any suspect connections at the underside of the PCB.

John Haxson,

CIX answering conference

Something for nothing?

Q I have come across many free internet-access schemes for PC users and it's hard to avoid the giveaway CD-ROMs from Discos, Tandy, and Texas. One Atari newsgroup carried a post from an Atari user for advice on how to set up Freeview ISP with his machine. Can your facilities section briefly how we can all do the postage even a modest article about it? Yours a bit pessimistic...

Neil Girdlestone

A We've had a long series of replies to this question so I've included the entire thread on the Reader Disk along with the configuration files mentioned here - good luck and when you get up and running drop us an email.

• To get online via Freeview using CAB, STING and a variable CAB (VCL) proceed as follows: Edit STING's DEFAULT.CFG and DIALSCR with your details. The DEFAULT.CFG file on the Reader Disk is in the progress of being "revisited" for better performance, with the original values commented out for reference. Change modem port etc to suit your system.

• If you'd like to be able to log in to another ISP as well, proceed as follows:

Copy the DIALSCR to the same directory, renaming it to reflect the name of the ISP that you want to log in to. Then list the details of your proxy server under "Network Environment", use the DEFAULT.CFG file for the required format. Change phone numbers and password details and so on to suit. Now you can select the script in the STING dialer by clicking in the "Dial script" line at the top of the "Config" menu.

• If you're experiencing problems making a successful connection it might be that your ISP doesn't use a PAP (Password Authentication Protocol) connection. Try connecting with a terminal program with logging turned on, and respond to each of the questions with the details given to you by your ISP. Most likely you'll be asked for your login name and password, once you're logged in completely the screen should fill with indecipherable characters. Shut down the connection and edit the appropriate dial script referring to your log for details. There's an example script on the Reader Disk called SCRIPT.ADC.

• If you've made a successful connection to your ISP (the STING dialer reports "Link established" and "Success"), but CAB seems to freeze with the message "Resolving host" proceed as follows:

Double-check that you're using a STING-compatible overlay. Double-check the proxy server details in the DEFAULT.CFG or DIALSCR (where appropriate). Proxy server details in CAB listed under "ServerProxy" may not be correct however - if overriden by others set in the DIALSCR.

• If you're using the latest CAB overlay and there's a delay when browsing through your offline cache. Load the dialer into memory alongside CAB. Single PCB users can remove the STING dialer with an ACC extender and load it in an accessory - a recommended course of action anyway (you will need to copy the STING.INF file into the root directory of your boot disk as well). Or use Oliver Kuehling's overlay version from 5.4000 onwards available from: <http://W4.1.128.248/vcl.com/download/vclatol.txt>

Thanks to Darryck Croken, David Cohen, Andrew Harvey and Keith Jackson for their contributions to this thread in the CIX answering conference.

Making your Mark



An alternative solution would be to use the keyboard macros (keyboardshortcuts) feature in your text editor. (Emmet, qed and Editd all support these.



After setting up your sign in the keyboard file you can select between sign on the fly. For example, typing "[L][Esc]" in Emmet adds "Repeat: [or]", "[E][Esc]" adds a comment and "[q][Esc]" adds my full signature. This concept can be extended to support as many signatures as you like.

Jon Carrner

DBMaster class...

Q Is there any way I can convert Access DBMaster databases into a format which will allow me to load them into Microsoft Access or any other PC based database program? If not, could I use my Access database files on a PC, by using an emulator of some sort? Many thanks, in anticipation of a helpful reply.

From the answering conference

A Printing a report to disk will give an ASCII file that will easily import into any other database. The fields are padded out to their full length with spaces so you can use a text editor, on the ST or the PC, to add commas as required by the new database import file.

Paul Glover (Pelt Gids)

A In general so long as you can export data from a database in human readable format you'll be able to convert it for use in any modern database.

If your database allows you to select the separator character used using space marks and commas because these are commonly used for house names and line separators in postal address fields, I prefer using semi-colons.

Exported files typically use quote marks, tabs, the vertical bar character, semi-colons, commas or other character as field separators and when attempting to import these look for Comma Separated Variable (CSV), Text or ASCII Import options - try them all if your mileage may vary.

Alternately you can probably continue to run DB Master using any of the popular

Atari ST emulators including TOSBOX, Genulator, Magic PC, ST emulator, MacTos, PCOST and others.

Joe Casner

MAKEITUP

If even the release of NYCHS it's no longer possible to make your own printer drivers. I have been in contact with Wilfried below about MCHS and can only say there no MAKEUPIN with it, there won't be any, or facilities for making your own drivers. I asked him what happened about printers that 38 didn't know about, or new models. He replied that a program like MAKEUPIN would unfortunately not help either.

If new printers appeared that don't work with existing drivers then it is usually necessary to program new printing processes (new commands or different preparation of the bitmap data).

On a different topic, I also asked him about the greyed out options to print odd and even pages with WDMACG and NYCHS WMagic. Wilfried replied that some printing-dialog functions needs special support from the associated program and if the program does not make these functions available then the relevant icon is disabled.

Peter West,

CIX atari@compuserve.com

Media Change Mag

I have an Atari STF which I use to run Steinberg Pro 24 sequencing software. It also runs with the Late Green Selector v1.1b.

Today something happened which I am sure has also happened to me in the past. While using Pro 24 I went to save a song. The Save selector box appeared. Suddenly realising that I wanted to save the song on another disk I swapped the two disks and saved onto disk 2.

BIG MISTAKE! The moment I clicked that button my stomach went weak. I'm sure the file has saved but it is not that file I have lost. On disk 2 was another file but the disk reads the list of files I had on disk 1 which was in the drive originally.

It is very possible that the file that I have saved has written across parts of the file I have lost on disk 2.

My hope is that because disk two lists the wrong files that when it reads the right files (which would only be the file I was saving and the file I have lost) that I will have regained my lost file.

I'm sure I managed to retain the file last time this happened but I can't remember how to go about the rescue.

What are your thoughts?

Phil Andrew Wright,
CIX atari@compuserve.com

A I fear you have overwritten the root directory because the drive didn't recognise the disk change. It's called the media change bug. The chances of recovery of most files are minimal, unless the old file was not fragmented and the new save was to a previously unused part of the disk. Even then, it would be hard to determine what clusters were used and how long the file was, unless you had a record of this somewhere.

In future, you can avoid this by pressing the [Esc] key which forces TOS to re-read the disk. Alternatively click on the drive B icon in the file selector (assuming you were using A and have only a single drive) and you'll be prompted to insert disk B in drive A, and the directory will be re-read.

Peter West

A There is a slim chance of recovery. The chances are better if the files are smaller and if the floppy the system thought it was writing to had more data on it than the one you actually wrote to - the chances are it may not have overwritten the first file which was hopefully at the start of the floppy.

1. Don't write to the floppy at all. If you have KiloST, use it to make a mirrored copy of the floppy and work on the copy not the original.
2. It gets technical and it might be an idea to get help... but even though binary files are fairly unrecognisable - the first cluster is often identifiable. For example, PRGs have the next string 'PRT' somewhere in the first cluster. You need to examine the first cluster of another file of the same type to see whether there are any clues as to what it looks like.
3. What you really want is info on the file length - but you might be able to get away without it.
4. Delete any files on the floppy which aren't on it (for example, files which are on the disk the system thought it was writing to) - but not the one you really did accidentally write (because that one really is there).
5. You have to do an undelete option BUT you don't want it to take the starting cluster or length from a different file. I would approach this with something like KiloST's built command and manually look for the starting cluster. First place I'd look is the free free cluster.
6. You can build the file back to the original length using successive free clusters. If you don't know the length and are lucky, the application will read the file and only use the valid parts... or you have to use a lot of trial and error to get it back to the right length.

Only Skatton

Give KiloST the boot?

Q I have recently run into a small reference topic problem with my Falcon. I have a 4Mb Falcon with 120Mb Dti HD and have been using KiloST II for years on a Mega ST, TT and now the Falcon. Recently, I attempted to upgrade my HD Driver 7.12 to 7.61 and my troubles started. The drop down menu within HOUTLAPP had invisible parts of the dialog boxes. If I pointed correctly and clicked with the mouse cursor, missing boxes and so forth would become visible. I tried this upgrade on another Falcon and I got the same display problems. Then I noticed that when I booted up the KiloST screen had a mouse pointer/arrow near the middle of the screen, but it was frozen in place. There was also a flashing cursor bar on the lower left edge of the screen, also unusable. The keyboard keys all worked normal and the mouse bar was functioned successfully and the mouse then would work as normal on the desktop. I noticed that if I opened the Auto folder and ran KIBOOT.PRG from the desktop that it would boot normally with a fully functioning mouse on the KiloST screen.

I have removed everything from the Auto folder, removed the Auto folder with just KIBOOT.PRG installed. I have reinstalled the hard drive and re-installed early versions of HD Driver (7.04/7.11). I made new NEWDESK.INP files, but I can't make KiloST run from the Auto folder AND have a functioning mouse. I have not seen the grow Start under the Fuji symbol on boot up for quite sometime. I have used every possible parameter selection in KiloST, different resolutions. Needless, no floppies, is there any light at the end of the tunnel?

Dave Leppa, Sacramento, CA, via the atari@compuserve.com

A Possibly KiloST has become corrupted. Have there been any hardware changes, maybe a badly functioning driver? Check the RAMRAM settings. KiloST is packed and in some cases needs to be unpacked to work properly and avoid problems with caching (HFC "Playgroup" program can unpack it).

Only Skatton,

CIX atari@compuserve.com

A It's possible the default resolution set in RAMRAM might not suit KiloST. I'd recommend bootup in place of KiloST. It allows the resolution of the desktop after booting to be set independently of selecting sets of AUTOs/ACCUTOPs and is designed for the Falcon. The only disadvantage is it won't work with earlier machines.

Peter West,

CIX atari@compuserve.com

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