

ATARI

INTERFACE

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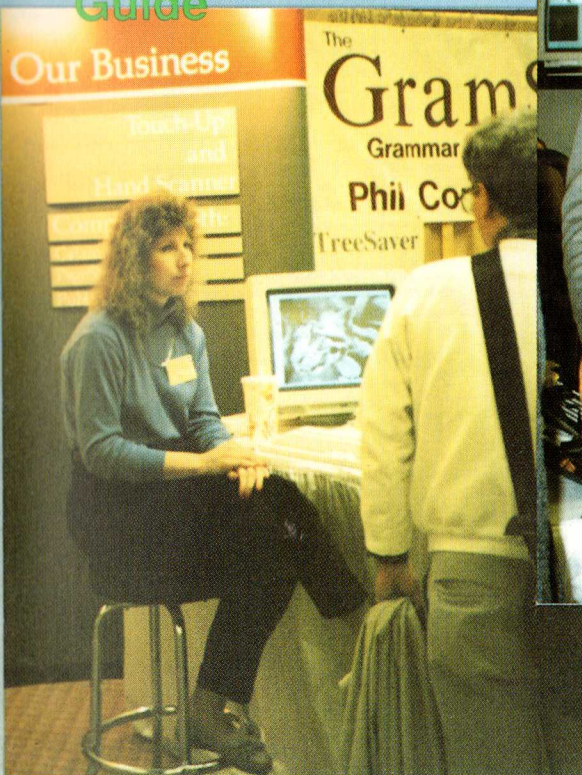
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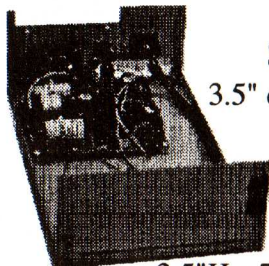
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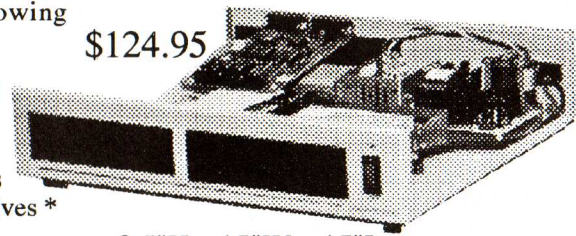
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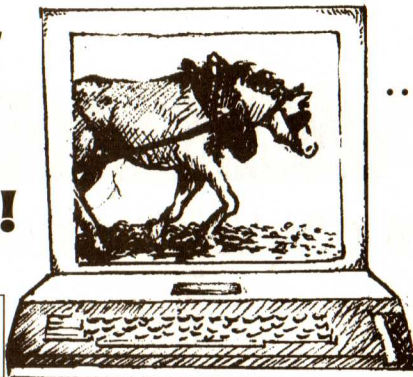
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THE FLOPPY BOARD \$109/149

The Floppy Board has arrived! This long-awaited Black Box add-on has been in the making for quite a while, but we've packed it with features that are worth the wait! This sophisticated device allows connection of up to four 5.25" or 3.5" floppy drives (drive sizes may be mixed). Access to these drives will be at parallel bus speed, approaching that of hard disks!

The board consists of 13 special integrated circuit chips, fully powered by the power supply of the Black Box. It has its own on-board microprocessor to take the load off the computer's processor for disk I/O. The board and fits perfectly over the Black Box (inside the custom cases!). It is not a stand-alone device; it must be used in conjunction with the Black Box.

High density disks are supported, so 1.2 meg 5.25" and 1.44 meg 3.5" drives may be connected. This is the only 8-bit controller to fully support these drives and densities! With four 3.5" 1.44 meg drives connected, you can achieve more total storage than a 5 meg hard disk! Archiver compatibility is supported! This means you can back up those titles no longer available. Although it's not as powerful as our Super Archiver, it will have the same editing power, with good backup capability.

Software included with the Floppy Board includes a utility to READ and WRITE IBM and ST disk formats! This will yield the easiest possible way to port text and data files between your 8-bit and ST or PC! This will be compatible with most all of the current formats. Also included is a high-speed sector copier designed to make extremely fast, verified copies of disks. A future upgrade to the Hard Drive Pro Backup (our hard disk backup tool) will make special use of the floppy board, and squeeze even more data on each disk than standard formats allow. It is possible to actually store 1.6 megs of data on a 1.44 meg 3.5" drive, so backing up a full 20 meg hard disks might only take 14 disks! Usage of the Floppy Board's on-board processor will allow overlapping reading and writing, making the backup really fly.

Two versions are available: the basic unit, and the Deluxe version. The basic unit provides the interface necessary for low density drives (360k for 5.25" and 720K for 3.5"), and comes with the IBM/ST transfer utility. The Deluxe version adds the high density capability, adds Archiver compatibility, AND adds the features of the Black Box Enhancer, which include a high-resolution 16 grey scale printer screen dump, and a powerful built-in sector editor, disassembler, and copier (which accesses the full 16 megs possible of hard disk partitions, and uses all available extra memory). Note: the Floppy Board replaces the ROM on the Black Box, so current Black Box Enhancers cannot be used with the Floppy Board.

The basic unit is only \$109.95, and the deluxe unit is only \$149.95. Add \$5 for shipping/handling.

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- **RAMDISK** exactly duplicates floppy drive so sector copying and editing are possible

\$199.95 THE BLACK BOX \$199.95

The **BLACK BOX** is a parallel-port device for your XL or 130XE computer that adds tremendous power to your 8-bit Atari. It is a T-shaped board with two buttons, two switches, and a set of dip switches visible from the outside. The **BLACK BOX** performs three main tasks: interface to a SASI/SCSI bus (for interface to most common hard disks), a parallel printer port, and a RS232 (modem) port. You may partition your hard disk(s) into as many drives as you wish; up to 9 may be active at any given time. By pressing one of the buttons on the **BLACK BOX**, you will enter the configuration menu, where you can re-assign drive numbers, swap partitions in and out, etc. When you exit, you will be returned to your program - undisturbed! Each hard disk partition has its own write-protect flag, and may be set to single or double density. Every hard disk may be write-protected with the flip of a switch. As an option, you may use your computer's XE RAM as a printer buffer, or order the **BLACK BOX** with 64K of on-board RAM. Another amazing feature of the **BLACK BOX** is the built-in **screen dump**. By simply pressing a button, the contents of your screen will be dumped to your printer! (You can define text or graphics modes with a switch!) The RS232 port supplies the full spec signals for added compatibility. Its handler takes up no user memory, and can handle 19,200 BAUD! A **machine language monitor** has been added to allow memory disassembly, memory/register changes, and more. The basic **BLACK BOX** unit is \$199.95, and \$249.95 with 64K RAM (for printer spooler). S/H/I is \$8. An optional custom **BLACK BOX** case is available for \$39.95. The Black Box is a product of Computer Software Services... Not the Black Box Corporation.

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On the Cover

The November Chicago ComputerFest by Atari (from left to right): Migraph's Liz Mitchell talks to Randy Noak of CRAG. Atari's Don Thomas, Director of Marketing, talks to a representative of Micro Creations.

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ACCESS Sacramento, CA	GRASS Grand Rapids, MI	SDACE San Diego, CA
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ATARI INTERFACE

**Your Connection to the
Atari Users Community**

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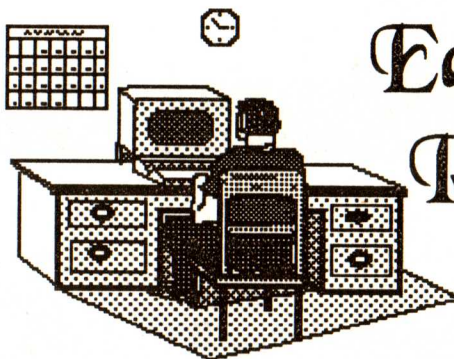
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Editorial Ramblings

Lately, we've gotten a bit of feedback about the size of the club section. Most of the comments have been that it's too big. If you compare January's club listing, at an all time high of 11 pages, to this issue's list, at just over two pages, you can see that the layout is flexible! The only difference between the two lists is the amount of information and that this time we didn't use the club logos.

We sent out a letter to all of our 80+ clubs in December asking for comments. So far, the response has been to make the list more of a directory—and that's what we tried this month. We'd like to hear from you!

Speaking of opinions, we should have a final tally of the survey we printed several months ago. We think you'll find the results as interesting as we do!

Finally, we're compiling a list of what back issues of the magazine we have lying around. If you'd like a copy of the list, just send us a self-addressed, stamped envelope (SASE). Back issues are \$2 each, which included shipping. Also, back issues of the Disks of the Month are available all the time! If you'd like a catalog, just send us a SASE and indicate if you want the ST, 8-bit or Mac disk list.

Bill & Pattie Rayl

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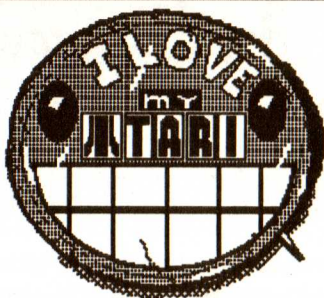
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Atari Developers

CodeHead Software, US distributor of TommySoftware's MegaPaint Professional, has recently announced they've added support for several popular scanners.

This is done through a MegaPaint external module and a desk accessory called ScanLite from Wiz Works and Dr. Bobware. ScanLite/MegaPaint Professional supports Migraph, Geniscan, Golden Image and Daatascan scanners!

Charles F. Johnson claims that MegaPaint Professional has been benchmarked at speeds almost 200 times faster than Migraph's Touch-Up for such things as rotating blocks or importing graphic files.

MegaPaint Professional retails for \$175, and is available from CodeHead Software PO Box 74090, Los Angeles, CA 90004, phone (213) 386-5735.

ScanLite is available from Dr. Bobware, 180 N. Hazeltine Ave, Campbell, OH 44405-1024, (216) 743-4712, and retails for \$20.

Quick Changes

Also, as of January 1, 1992, CodeHead Software will be taking over worldwide development and distribution of Quick ST! Darek Mihocka, the creator of Quick ST, is selling the popular software accelerator in order to spend more time developing a PC-based Atari ST emulator.

According to Darek, "The response to my emulator demo at the Chicago Atarifest was very positive. In order to bring the emulator to market in a timely fashion, it became clear that I couldn't do that while at the same time trying to develop new versions of Quick ST.

Both products would ultimately suffer. In the capable hands of CodeHead Software, Quick ST will continue to exist and be improved upon, and ST and TT users can look forward to a long life for the product that speeds up their machines. It's a win-win situation for everyone."

Charles F. Johnson added, "We're quite excited about Quick ST and are looking forward to supporting this excellent product; and since we've purchased the source code, you can also look forward to further development of the program."

Quick ST is the only US-made screen accelerator still being actively supported. CodeHead will also be handling updates from older versions of Quick ST. You can upgrade to the latest version by returning your original Quick ST 2.x master disk to CodeHead Software along with a check or money order for \$20.

Owners of SoftTrek's Turbo ST (any version) may also upgrade to Quick ST 3 by sending in your Turbo ST master disk and \$20. The retail price of Quick ST 3 is \$34.95.

NewDesk for Everyone!

CodeHead Software also announced the TEC—the TOS Extension Card. Developed by Germany's Artifex, this circuit board allows you to use the very latest version of TOS (2.06) in your existing 520ST, 1040ST or Mega ST!

Now, you can have the same new system software that owners of Mega/STes and TT030s have been enjoying! The price for this upgrade, including the board, is only a little more than the cost of

upgrading to TOS 1.4! The TEC is a tiny card that will fit in *any* model of ST computer, regardless of design.

The CodeHeads say it is compatible with existing upgrades, such as monitor interface boards or processor cache cards. The price includes the ROMs containing TOS 2.06.

TEC Specifics

Unfortunately, because TOS 2.06 has a different address and requires more space in the ROMs, you can't simply pull out your old ROMs and plug in the new ones in pre-STE machines. Therefore, you need the TEC board. Its size is a mere 2.5" x 2.5", and its unique design allows it to be placed almost anywhere inside the case of the computer. Some soldering is required to install the base model of the TEC.

There are, however, two configurations of the TEC that are plug-in solutions, requiring no soldering. These are the TECbridge BUS card, which plugs into the processor bus of the Mega ST and the TECbridge CPU, for computers that have socketed 68000 chips. This last option plugs into the CPU socket and requires room above the CPU inside the case.

The retail price of the TOS Extension Card is \$139, and that includes everything you need, including a manual describing the installation of the TEC and the new features of TOS 2.06.

The TECbridge BUS and TECbridge CPU options are priced at \$155. The TEC is scheduled to begin shipping on January 10, 1992.

Goldleaf News

Goldleaf Publishing has signed an exclusive agreement with COMPO Software to distribute products in North America. COMPO Software is based in Germany and sells the word processors That's Write and Write On.

That's Write features "what you see is what you get" display and special format proportionally-spaced fonts. Goldleaf states that both internal printer fonts and downloadable fonts can be used in the same document, several files can be edited at the same time, and IMG pictures can be added to spice up your correspondence. That's Write also allows mail merge for easy form letters and has an automatic Index and Table of Contents feature plus a spell checker.

Write On isn't as full-featured as That's Write, but Goldleaf provides an upgrade path to That's Write for those who later find they need its more specialized features. Write On files are compatible with That's Write.

That's Write is available for \$199.95; Write On is available for \$99.95. Goldleaf Publishing, Inc., 700 Larkspur Landing Circle, Suite 199, Larkspur, CA 94939, (415) 257-3515.

Coming soon from the Goldleaf/COMPO duo are C-Font and CompoScript. C-Font converts Calamus fonts to That's Write, Write On, GDOS and other formats. CompoScript is a PostScript interpreter that supports Adobe Type 1 fonts.

Here on the Home Front

Lexicor Software announced to waiting customers that Rosetta is now shipping. People who purchased their 3D/Translator program directly from Lexicor will receive the program first. Customers who have back orders through Rio Computers will be next in line.

Rosetta allows for import/export of ST, Amiga, PC and Mac 3D files, such as AutoCad, Renderman and Amiga and Mac Sculpt-3D. You can also import pictures and animations. For more information, contact Lee Seilor at Lexicor Software, (415) 453-0271.

Need a Parachute?

Double Click's Michael Vederman and Rimik Enterprises' Rich Betson, two long-time Atari developers, have formed a new company called Eye See, Inc. Eye See is intended to be a channel into the IBM PC marketplace for developers of Atari products. The two Atarians have located venture capital for full-scale marketing and world-wide representation of PC-converted ST software. The hope is to allow ST developers to remain in the market they enjoy by getting the PC market to fund them. Contact Eye See, Inc. at (619) 630-1217.

Fun with Word Skills

Fair Dinkum is shipping Crossword Creator II, a utility allowing users to quickly and easily create crossword puzzles on any ST, STE or TT (in ST medium or high res mode). You can create large puzzles up to 30x20 in size with up to 100 words. Puzzles and solutions may be saved in Degas PI2 or PI3 format and the clues can be saved as ASCII text files for easy incorporation into desktop publishing software.

Puzzles and solutions may be output to any printer that supports screen dumps, but a final-quality print mode for Epson compatible printers is included. There are a wide range of features and options including manual or automatic word placement as well as a 12-page, illustrated manual.

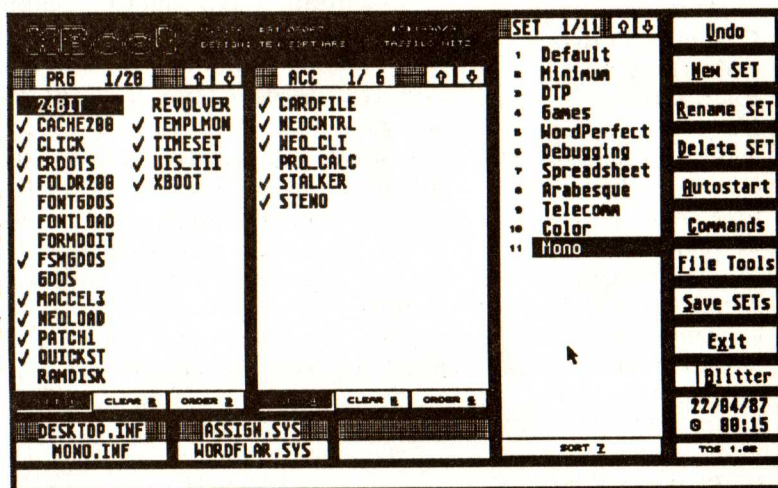
Also from Fair Dinkum is Word Search Creator, a word search puzzle creating package. WSC allows the user to easily create puzzles interactively from the keyboard or via a *fast* word list method. Puzzles may be up to 24x13 in size with up to 100 words.

Puzzle Pack is a specially-priced (\$34.95) bundle of both Crossword Creator II and Word Search Creator. Crossword Creator II retails for \$24.95 and Word Search Creator sells for \$19.95. For more information, contact Fair Dinkum's John Hutchinson, PO Box 2, Los Alamos, NM 87544, (505) 662-7236.

Boot with Gribnif

Gribnif Software has announced their new GEM "boot manager," XBoot. This program runs as the first thing in your ST's AUTO older, so you have independent control over the tons of desk accessories, configuration and AUTO folder files. XBoot also lets you configure special setups that allow you to customize the system for different applications—all at the click of a button.

XBoot has a list price of \$39.95, but a special introductory price of \$29.95 is available through orders placed directly with Gribnif Software. Shipments are schedule to begin the first of January. To place an order, or for more information, please contact Gribnif Software at P.O. Box 350, Hadley, MA 01035, (413) 584-7887.



Right on Target



David Plotkin
Contributing Editor

By the time you read this, 1992 will be well underway. Let's hope it will be a prosperous year for Atari owners and Atari Corporation.

I am heartened by the arrival of a type of software that has existed on other computers for a number of years, but is new to the Atari. On the Macintosh, this type of software is credited with causing a large jump in the number of people who went out and bought Macs. Kinda makes you think, doesn't it?

What's All This Hype?

The new type of software I'm referring to is based on an old concept: hypertext. In its original form, hypertext was a special kind of text. It looked just like regular text, but when you selected the text, you could get more information about the selected word or phrase. The explanation might also have some hypertext in it—with the result being that you could jump around, exploring information to whatever depth you needed, in whatever order you chose.

Of course, hypertext really can only exist on a computer. A logical extension to the concept of hypertext (for a computer with a mouse and menuing system) is "Hypermedia."

Essentially, Hypermedia combines the use of multiple mediums (text, graphics, sound, etc.) into a single application. The user of such an application can select anything that looks interesting on one screen, and that item will link to further information or related items on another screen. In other words, jumps can be made not only by clicking on text, but also on buttons or other graphic elements.

Pick a Card, Any Card

Bill Atkinson, one of the original designers of the Macintosh, provided a product based on hypertext and its ex-

tensions. He called it Hypercard. It was structured much like a database, with each record being a "card." To jump to another card, you could click on text, buttons or just pictures on the card, and information could be entered in fields on each card if you wanted to.

Bill gave Hypercard away free with every Mac that was sold. This was an absolutely brilliant marketing scheme on Apple's part, because it provided the new Mac owner with a fun and useful application.

It also provided a way for any Mac owner to write a program for the Mac. The Mac, much like the ST, is not an easy machine to program, due to the menus and windows, etc. With Hypercard, however, you *could* write your own programs for the Mac, complete with all the things that made Mac programs so "sexy." You could do quite a lot with Hypercard even if you didn't know any programming.

If you could master the simple Hypertalk programming language, then the possibilities seemed endless—literally thousands of "stacks" (as Hypercard programs were called) were written to do all sorts of interesting things. Maps, golf games, address books, spreadsheets—you name it, there is a Hypercard stack for it.

It wasn't long before a variety of "Hypercard wannabes" starting showing up on the PC, but the PC is not a machine that is well suited to the graphic elements of the "Hyper" environment, at least not until the advent of fast 80386 chips and Windows 3.0.

Hype for the ST

As of this writing, there are at least two Hypercard-type applications available for the ST, and this bodes well for our favorite computer. They are both somewhat rough in their current (late 1991) version, but the fact that they exist

at all is good—and their programmers are hard at work making them better and better.

HyperLINK

Probably the most full-featured product is JMG Software's HyperLINK. It is fairly complex to set up a new application and there are some places where it needs to be improved. A good example is the fact that you can add a field to a HyperLINK card, but the application won't create that field in the underlying database.

It desperately needs a manual update. It also needs its own version of a programming language to round it out. But these are all things that are being addressed, so I have high hopes for it. A number of applications have been written in HyperLINK, and the floodgates will likely open as the product matures.

1st Card

Another product is 1st Card (notice how "hyper" or "card" gets into every title?), a German import that purports to be Hypertext and artificial intelligence (it isn't really). What it *does* do is permit you to build an application that traverses a decision tree, creating a simple "expert system." An expert system is a computer program that has a body of facts built into its structure, so that it can make decisions based on the answers to questions—much as a human expert would. The hard part, of course, is defining all the rules (the questions and what the answers mean).

Unfortunately, the advance copy I had of 1st Card wouldn't run on my Mega. Oh well. Maybe the next one.

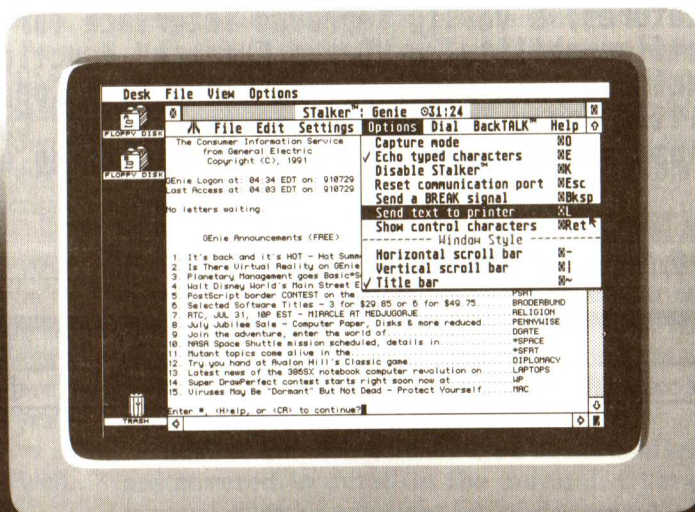
If Hypercard-like products reach maturity and truly enable ST owners to produce high-powered applications as easily as Mac owners do with Hypercard, then Atari would do well to consider bundling such a product with the ST. Instant usefulness and the ability to create your own program is an almost irresistible calling (hyper)card.

And wouldn't we just hate to have Atari sell a whole lot more STs in 1992.

See you next month.

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features: a vastly improved interface for the Quester LHARC programs, more configurability, a "Group Extract" function, and more. Full documentation included. ARC Shell 3.0 is shareware! Copyright 1991 Charles F. Johnson & Little Green Footballs Software. (Hint: Christmas is a great time to pay those shareware fees you've been putting off!) :)		
Press <CR> for next or type CHOICES !		
STalker1: GENie 2400 \$0.60		STeno: MAIL.TXT
File Edit Settings Options Dial BackTALK™		File Edit Op
=END=		From: H.SULLIVANJ To: UNICORNPUB Sub: mailing labels Here are the next se
Press <RETURN>?		

Bill Rayl

Telecommunications is one of the primary uses of a personal computer. A computer and modem can take you to far away places where you can share ideas with a large community of people.

My first real interaction with computers was through telecommunications. In fact, I probably wouldn't have gotten hooked on computers had it not been for a DEC-10 mainframe, an Atari 800XL and a multi-user conferencing program called Party. The first time I "talked" with my wife, Pattie, was via Party.

Being a telecommunications junkie, I'm always looking for "the perfect telecommunications package." Of course, there really is no such thing (unless you write the program yourself!). What's perfect for one person may not be so perfect for another.

For a very long time, the most popular telecommunications program on the Atari ST line of computers has been Flash from Antic Software. Flash was also my personal choice. Its ease of use and adequate DO (script) file capabilities made it very attractive to both new and experienced users.

A number of other programs have come and gone since Flash was released, a few of them good and many of them very bad. None of them, however, could equal Flash's ease of use combined with power and flexibility...until STalker was released by Strata Software.

Now, STalker is at version 3.0 and is sold by Gribnif Software, unquestionably one of the brightest stars in the ST developer's community. STalker 3.0 has a totally different

approach to telecommunications than any other package I've ever used.

STalker is completely window-based. You can resize the "screen" at any time. There is no switching between online mode and editor mode. In fact, there is no editor built into STalker at all—if you want full editing and capture capabilities, you can use STeno (also from Gribnif Software) or Clear Thinking's EdHak (as of version 2.3). While you can do simple capturing of text to disk via STalker alone, I highly recommend that you purchase one (or both!) of these editors for use with STalker.

One of STalker's most important features is that it can be installed as a program or as a desk accessory, and you can even install multiple STalker DAs. As a desk accessory (or as programs run via MultiGEM), STalker can perform *all* of its functions "in the background." These functions include uploading/downloading of files, capturing text or messages or even running a mini-BBS (using STalker's excellent scripting capabilities).

In other words, STalker can be logged in on your favorite BBS and downloading a huge file *while* you're typing the Great American Novel with your word processor. If you're fortunate enough to have a Mega/STE, TT, DC Port (from Double Click Software), MegaTalk (from Gadgets by Small) or Beckemeyer's MT C-Shell, you can even be two (or more) places at one time! Well, you do need multiple modems, as well.

Magic? No, but it sure feels like it!

Minus the MegaTalk, I happen to own all of the above equipment. The first time I used STalker and my DC Port to log onto CompuServe, GENie and a local BBS all at the same time, I was impressed. In one window, I was reading messages on CompuServe. My GENie mail was being captured to STeno in another

window. And, I was downloading a huge file from the BBS in the background.

All this without a glitch and with no real slowdown of my 4 meg STE. In fact, the only real drawback was that my poor little monochrome monitor was feeling really cramped. This multi-tasking stuff could sure sell a lot of "big screen" monitors!

Ease of Use

I have three main criteria by which I judge any telecommunications package. The first is ease of use, the second is power/flexibility and the third is actual performance. Ease of use includes everything from setup of the system to the program interface.

In this first category, STalker rates an A. Installation is as simple as copying the program disk to your hard drive or work disk (and rebooting if using STalker as a desk accessory). Even using multiple copies of STalker is as easy as making multiple copies with different names.

Configuring STalker is also very intuitive. All configuration options are found under one drop down menu, called Settings. Here, you define your communication settings, file transfer preferences, terminal emulation, communication port, function keys and lots more. When using STalker as a desk accessory, you must reboot to use your new configuration.

Each of the dialog boxes used in the configuration are covered in detail in the manual. Overall, the manual does an excellent job of documenting all of STalker's features. The first half of the manual consists of 78 pages of STalker documentation, a four page Table of Contents and a one page Index. The Index could stand for some expansion. For instance, if you want to know how to define Function Keys, you won't find an entry in the Index that will help you.

STalker™ Autodial Directory

Dial?	System Name	Menu#	Phone Number	\$\$/Hr	Limit	Settings
<input type="checkbox"/>	Clear Thinking BBS	4	971-8671	---	---	C T X L S
<input type="checkbox"/>	CompuServe 2400	2	769-2012	12.50	---	C T X L S
<input type="checkbox"/>	CompuServe 9600	1	761-9300	22.00	---	C T X L S
<input type="checkbox"/>	Double Click BBS	6	1-713-944-0108	---	---	C T X L S
<input type="checkbox"/>	GENie 2400	3	663-6866	6.00	---	C T X L S
<input type="checkbox"/>	GENie Daytime 2400	—	663-6866	18.00	---	C T X L S
<input type="checkbox"/>	Molin's Den BBS	5	451-0524	---	---	C T X L S
<input type="checkbox"/>	Soft-Logik BBS	7	1-314-894-0057	---	---	C T X L S
<input type="checkbox"/>	Treasure CheST BBS	8	973-9137	---	---	C T X L S
<input type="checkbox"/>		—		---	---	C T X L S

☐ Don't dial
☒ Dial & de-select if successful
☐ Dial

Wait 35 seconds for a connection
 Redial the list 10 times

Dial
OK
Cancel
Sort
Load...
Save...

Power/Flexibility

The second half of the manual documents STalker's scripting capabilities using BackTALK. These 130 detailed pages include many useful examples and a tutorial. The Index in this section is also much better, with entries for every function call, operator and reserved word.

It is the BackTALK scripting language that gives STalker an A in the Power/Flexibility category. The language is very C-like and very powerful. BackTALK has enough power that you could even use STalker as a BBS. In fact, a BBS written in BackTALK is included on the STalker disk!

I personally run a Michtron's BBS 3.0 multi-line system—that's why I have a DC Port. Michtron's BBS is completely written in a compiled scripting language called Michtron Command Language. It would be a very simple operation for me to translate my MCL source files to BackTALK. And, since the BackTALK scripts are also compiled before use, they execute much more quickly than scripts in some other telecommunications packages.

BackTALK is actually more powerful than MCL in almost every respect. BackTALK has one-dimensional arrays, it uses long integers, supports parameter passing between functions and allows for local or global variables. The only things stopping me are BackTALK script can't (at this time) execute another BackTALK script and true "libraries" are not supported.

Once you've written a script (using STeno, or whatever editor you favor), you then compile it using the BackTALK compiler. The compiler can be run as a program or desk accessory. It is also very easy to use—simply select the text script file and, if you haven't made any programming errors, your compiled script is generated.

Dial

```
Autodialer directory... 0A
Dial selected entries 00A
Hang-up phone line 0H
Hang-up then dial next 00H
Reset $/O clock A00$
```

```
CompuServe 9600 01
CompuServe 2400 02
GEnie 2400 03
Clear Thinking BBS 04
Molin's Den BBS 05
Double Click BBS 06
Soft-Logik BBS 07
Treasure CheST BBS 08
<Uninstalled group> 09
<Uninstalled group> 00
```

Using the BackTALK scripts is a painless process. You can actually install up to 10 scripts in the BackTALK drop down menu. These installed scripts can be activated by clicking on the menu entry or via a key combination. Alternately, you can run BackTALK scripts from disk on an individual basis.

Features

I don't want to give the incorrect impression that STalker itself lacks power. It has plenty! Two very powerful features mentioned previously are the ability to run in the background and to use just about any port for communication. STalker supports the extra Mega/STE and TT serial ports, MIDI and printer ports, as well as the MegaTalk and DC Port hardware and MT C-shell software serial ports.

STalker also has a "Mini-BBS" mode built into the software (it actually uses the previously mentioned BackTALK script). Callers must know the "Sign On Password" to access the system and a "CLI Password" to access files on your system.

Terminal emulation in stalker includes VT52, VT-100 and PC-ANSI modes. You also have an option to use the IBM character set. If you call IBM BBSeS that use ANSI graphics screens, you'll appreciate this feature.

File transfer protocols include ASCII, XModem CRC, XModem 1K, YModem Batch, YModem/G (for error correcting modems), and ZModem. STalker can also "auto-initiate" ZModem transfers, a handy feature that saves you that one extra step. The only thing I'd like to see added is direct support for CompuServe's B+ protocol. For now, though, you can use Shadow for CIS B+ transfers. (Shadow is a background downloading program written by Double Click Software and marketed, until recently, by Antic. It is not included in the STalker 3 package.)

The dial directory can contain up to 30 entries, each with their own communication settings, logon sequences and script files. A \$\$/Hr field helps you keep a

BackTALK™

```
Run BackTALK™ script... 0Ent
Change menu entries... 0Kp.
```

```
Mini-BBS Mode 0Kp1
Call Treasure CheST BBS 0Kp2
CompuServe Logon Script 0Kp3
Download from CompuServe 0Kp4
Upload to CompuServe 0Kp5
GEnie Logon Script 0Kp6
GEnie Batch Zmodem DL 0Kp7
Upload to GEnie 0Kp8
<Uninstalled script> 0Kp9
<Uninstalled script> 0Kp0
```


rough estimate of how much you're spending when connected to a pay service like GENie or CompuServe. If you enter a dollar amount into the Limit field, STalker will warn you when you exceed that dollar limit.

The dial directory is also an autodialer. You can set individual entries for autodialing. Then, clicking on the Dial button causes STalker to dial the selected entries one by one.

Another nice touch is the ability to have up to ten of your most used dialer entries appear in the Dial drop down menu. You simply include a number 0-9 in the Menu# field in the dial directory.

STalker also supports GDOS font usage, although this does slow the system down. GDOS is included with the package, along with four font files.

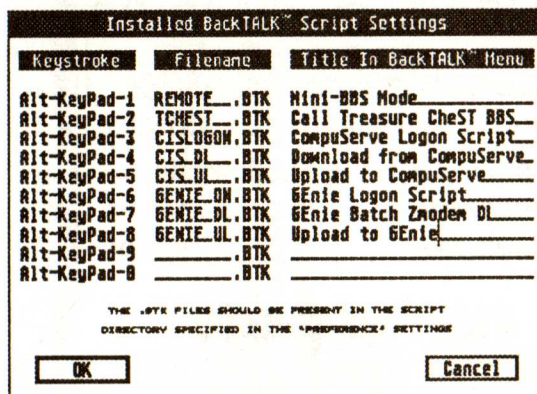
You can also set a "virtual screen size" anywhere from 40 characters by 24 lines to 200x2000! A "scroll back buffer" allows you to review text that has scrolled off your actual screen.

Finally, you can define up to 20 Function Keys. You can use these Function Keys to execute BackTALK scripts or send text strings to the host system. If you wish to output more than 40 characters, you can "chain" one Function Key to another.

Performance

In the final category of Performance, STalker maintains its perfect score. In over two months of heavy usage on CompuServe, GENie and a local BBS, STalker has performed flawlessly.

Even with multiple STalker desk accessories installed, and logged on to multiple systems simultaneously, I've had no problems and no aborted downloads. When combined with STeno 2.0 or EdHak 2.3, STalker is the best all-around telecommunications package currently available for the ST/STE/TT computer.



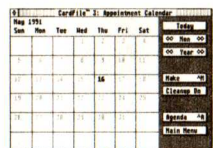
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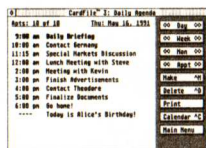
With CardFile you can create easy to use Rolodex® style address books and phone lists.

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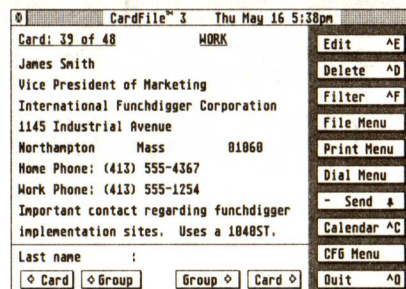
Its powerful built-in calendar can keep track of all your appointments, meetings, and important dates. Call up any day and plan out your agenda.

CardFile's Daily Agenda feature will remind you of any upcoming appointments for the next two days when you turn the computer on in the morning. There's even an option to print a daily or weekly agenda.



CardFile is very convenient. It runs as either a desk accessory or program. Its data is easily imported by most programs and it will even type an address directly into your word processor.

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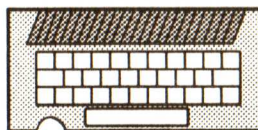
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 SC1224 Color Monitor
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MEGA STE 2/50>>>> \$1350

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STeno 2

STeno is a window-based text editor specially designed to interface with the STalker terminal package.

As a stand-alone editor, STeno is neither the best or the worst available. Its good points are that it can be used as a program or desk accessory, it's very easy to use and has some printer control support built in. It also has block cut/paste and copy support, as well as search and replace.

On the "negative" side, STeno does not automatically reformat your text. If, for instance, you place the cursor in the middle of a line of text and begin typing, the text at the end of the current line does not automatically wrap down as you type. You must reformat the text after editing, using the Reformat Paragraph or Reformat to End commands.

Also, STeno is a text editor. It can only edit standard ASCII text. If you want to edit anything, including text, EdHak from Clear Thinking is your best choice. EdHak is also a GEM-based editor that can be used as a program or desk accessory.

If you're into speed, Tempus II is far faster. If you're a programmer, Tempus II or Michtron's C-Breeze would be a better choice. Tempus and C-Breeze are specially designed for programmers. They let you open multiple files simultaneously and have all the features of STeno and more.

Why Buy STeno?

So, why should you buy STeno? Well, there are a couple very good reasons if you use NeoDesk or STalker. STeno adds a versatile capture buffer to STalker, which lacks this feature. When used with STalker, STeno can also function as a type-ahead buffer. This gives you full editing capability over all text you send

to or receive from the host computer, and is great for conferencing.

Until recently, STeno was the only choice available for interfacing with STalker. EdHak 2.3 now has STalker support, as well. If you're planning to use STalker, you really *need* to have one of these two editors. Since both editors have a retail price of \$29.95, you'll have to choose based on features.

If you're a NeoDesk user, STeno can be installed as a NeoDesk Accessory. You can then place the STENO.ACC icon on the desktop and double click it to access STeno.

If so installed, you can automatically load a text file by dragging it to the STeno icon, print the file by dragging the printer icon to the STeno icon or delete the file by dragging the trashcan to the STeno icon. You can also assign a desktop icon letter to STeno and open the accessory via a key command.

Conclusion

If you're looking for an easy to use text-only editor, STeno compares favorably with other commercial text editors. For use as a STalker capture/type-ahead buffer, both STeno 2 and EdHak 2.3 are excellent choices. If you're a NeoDesk user, STeno is your best choice, especially if you also use STalker!

Bill Rayl

Options	
Tab Settings...	BT
✓ Word Wrap...	WM
Goto Line Number...	GL

✓ Expand Tabs on Save	
✓ Expand Tabs on Cut/Copy	

Preferences...	MY

Editing Commands...	Help

STalker	
Type-Ahead Mode	
Arrange STalker & STeno Windows	
✓ Send A <CR> After Each Line	

Transmit Line/Selection	Return
Invoke STalker	Tab

File	
New	NN
Open...	NO
Insert File...	IO

Save	MS
Save Selection...	MS
Save As...	

Print File	MP
Print Selection	MP
Printer Setup...	

Save Settings	MG

Quit/Close	MQ

Edit	
Undo	Undo

Cut	MX
Copy	MC
Paste	MY
Delete	Del

Select All	MA

Reformat Paragraph	F10
Reformat to End	OF10

Find...	MF
Find Next	MA
Change...	MH

Sex, Lies and Graphics/Video

(but without any sex or many lies)

Jay Does Chicago

Jay Craswell
Contributing Editor

**Apparently,
many of you
think I am
insane, while
others think
I'm funny to
read...**

As most of you know I don't go to many shows. And when I do go it's usually only because I get "talked" into going by some friends (right, Gribbs?). This time, I was sitting on two new products.

Since we were hiding in the Atari booth showing the Leonardo 24-bit card and the Isac/AlberTT card—not to mention the Xyxis r/w optical drive—we really didn't see that much of the rest of the show. But, here, for your approval, is what happened to us.

First of all, I want to thank Bob Brodie and the rest of Atari for letting us mooch some of the Atari space at the last (and I mean the last) minute. Literally the day before he left, Bob got a call from me and took it all in stride. Thanks guys!



Super Mondo Opto Drives

The Xyxis r/w optical disk drive had its first show appearance. (I am using it on the TT030 now.) The drive stores 600 megabytes on a read/write cartridge. You can think of it as a really, *really* massive SyQuest. Cost in quantity of one is \$2950. Extra cartridges are, at most, \$175.

The drive can be plugged directly into the TT's SCSI port or (on request) we can supply a nifty host adapter so you can use the drive through the DMA port on any ST. (P.S.: We also have units for Amiga, IBM, Macintosh, Sun and, I think, everything else.)

Zigga Colors

Also ready to go for the show were the first couple Leonardo 24-bit cards. This was our "Killer" show stopper. Lexicor will be doing the marketing/sales for us, but here are the gory details.

The Leonardo board gives you 16,700,000 (16.7 million) colors all at once. There is no need to worry about the palette size, since there is none. Horizontal scan rate is 31.5 KHz (for your VGA) or 15 KHz for the composite "TV" type output. This is switch selectable, by the way. Horizontal resolution is fixed at 512 pixels (like your TV) and is vertical resolution is programmable up to 512 pixels.

This design is a bit different from the AlberTT/Isac and Viking Atari (Moniterm) cards in that I use a big, fat *chip*—with the *chip* being a big, giant part with a gillion pins sold by a *big* company like Texas Instruments.

The idea was that this *chip* would save lots of parts on the card and be reprogrammable. Reprogrammable, in this case, refers to the SYNCs, etc. Well, I think the case for saving me a lot of parts is not so good. I had to add all kinds of junk for the sig-

nals that didn't happen to work right with 1MB VRAMs, etc. The programmable features are kind of nice, like the display address start register that lets you do hardware scrolling and the ability to put the Sync signals right where you want to by simply doing an hour and a half of math. It was a big manual!

Graphics Goombas

A few people—TI included—wanted me to use a fancy graphics controller chip. Well to TI I said, "Yeah, OK, tell me that it has fewer bugs than this other part of yours and I'll change."

Well, this brought on a lot of what radio people call "Dead Air." Seems that all of these fancy goombas need a bunch of extra junk to work right. Grrrr.

Besides which, I had already made up my mind to *not* use a graphics co-processor. Here's my rationale for what it's worth. 340xx chips cost big bucks and that's no lie. If you use one of these on a board, you have to expect a big hit at the end user price. And that's just to put it in the board. Secondly, it's my opinion that graphics chips are designed to run great demos—like generating 287.5 thousand pie charts per seconds—nothing more.

Actual programs that make the part look good have to be rewritten to use the functions that that part does well. Because of the work involved and/or the license fee for the special graphics assembler/linker needed to do this, a maximum of one program will ever be written that takes advantage of more than 10% of the part's functions.

And, most important, no part that I know of "fits" into the operating system of a computer (be it DOS, Mac, Amiga or Atari) without man years of work. And no one ever does that, because it's just one part/one board and you could spend your time more effectively doing anything else.

What the Leonardo board does is gives you a simple bitmapped display, accessible to the micro-processor and/or the Blitter (on Megas, STes, etc.). Work is underway to get an honest-to-goodness VDI. And that will make it far easier to get real applications ready for it. Of course, look for Lexicor to move its wonderful goodies to it.

The Men from Lexicor

Speaking of which, I had the chance to work with Lexicor's Paul Dana for the first time. He seems to be a very sharp fellow and was able to whip up a working Targa file viewer before he even got his board! And all on two hours sleep. Thanks, Paul (and to your wife, Alicia, for putting up with the late phone calls).

At the show, I got time to talk with Robert Birmingham, who has been a welcome ear to some of my grumbling and moaning about chips and the Joe Gro Atomic Trash Can Band (both of which I'm sure he couldn't care less about). He showed us his new beta version of Prism Paint, which has some *very* hot features. Also there was Prism Render author David

Ramsden (also Mr. Rosetta) who gave some demos of the different programs in the Atari booth on Day 1.

Hotel HELL!

Yup, we stayed at the Ramada (where the show was located) but, unfortunately, we were on the same floor as the "party till you die" crowd. It may have been the Grateful Dead fans? We had two (or was it three?) "fake" fire alarms, plus the added fun of listening to mopeds drive up and down the hallway, running over the room service refuse.

Harry slept through one of the alarms and I half slept through the last one. According to Harry, I woke up during the last alarm and called the switchboard and offered to beat the living crap out of the offenders with a broom handle we had found propping the back door shut when we still thought the "fire" was real.

All in all, it was too much for 3:00 in the morning. Or, let me put it this way—if they had invited us to "Trash this place!!" it might have been a little different. Next time, invite us or else go trash yourself!

That night did make being pleasant the next day a little tougher for some of us. Fortunately, Harry sleeps like a rock and was quite the salesman the following day. Me? I was pretty grumpy. Sorry everyone! On that same subject, Atari President Greg Pratt heard all of this and offered to let us bunk in his room if it happened the next night. This is a class act! Thanks.

Amiga Converts?

Well here's where we really get someone in trouble. My dear friend Harry M. got talked into going to the show with me. He's from Chicago and his folks live there. Besides, he knows Greektown and said he



would introduce me to flaming cheese! Let me also say he is a loyal Amiga user. He has an Amiga 1000 and a 3000, and if they come out with a 20,000 he will, no doubt, buy that as well.

He actually liked the Atari equipment and said he wants to get his hands on a TT! Wow!! I am amazed. Next we will hear that the Pope's not Catholic? Just kidding, father!

Bill and Pattie in the Flesh!

No, they weren't in the nude or anything, but I got a chance to meet the fine folks who put out this rag. I proclaimed them "*Bravest People In The World*" for printing my stuff! Or, maybe I am the bravest for mentioning Tom Hoyne by name in my first article. You see, Tom and I have become a legend that will last a lunch time in our close circle of friends.

Because of the outstanding bravery of Bill and Pattie who published that literary masterpiece, it seems we have become "*a reason to write the editor.*" Wow, thanks! Apparently, many of you think I am insane, while others think I'm funny to read...good to line the birdcage with and/or read while sitting on the pot. What praise.

Bill commented that the later articles are also getting good response, but not in the same way. We can always venture back and forth in style (as you see).

He did mention some people are looking at my comments about gray scale fonts and someone is actually writing some programs on the Atari 8-bit?! Whew! Way to go, you guys. What I know about the older machines is limited to Star Raiders on the 400. But, it's nice to know that 8-bit owners still have the inventive spirit. I guess you should know that my second Atari, after that 400, was a MegaST4—which Moniterm still has (I guess). More about that in a later article.

Other Showgoers

I got a chance to meet the fine folk at WuzTech for the first time. OK, first I have to say they have a new graphics card (The Norm board, designed by Norm Weinress, who also did the DEKA interface.) It has been a bit of a worry for me, since I've gotten used to being the only graphics guy in town.

Well, a little competition is not so bad for a guy. And I have to admit that I really enjoyed my talk with Paul and his assistant. It was nice to meet people in the computer hardware biz and exchange war stories.

I know companies with competing products normally square off and try to bash each other. The solution, of course, is to say "This is mine and that's yours," etc. I've an unwritten agreement with Jim Allen, for instance, that says "You do CPU speed-ups and I will do graphic cards. And let's see if we can make sure they work together." Jim, by the way, is one of the greatest guys. He always seems to have the inside scoop on this or that.

I guess the thing that really *pos* many of us is the flock of *me too* products that are remakes of a similar

product but sold at a cut rate price. Honestly, I don't see the point in having so many guys making the same thing (more or less). I really wish there was more original thought and less "same as, only \$5 cheaper" products. But, that's just me.

Fortunately, on the graphics front, the cards are quite a bit varied as far as features and price. At COMDEX, the folks at Gribnif told me about a card they were thinking of importing. Crazy Dots? What a name! Well, anyway, they told me this like they expected me to get really angry or something.

To be honest, I was just a little hurt. Hey if you want to sell some graphics cards, you *could* call me. Ok? I've got some pretty good stuff that's been selling well for a quite a while. And, I can't think of people better suited to market a product than the Gribnif gang. They are good! But, to be honest, the specs that I saw for the Crazy Dots board didn't impress me. This was a card I would never want to make. But hey, that's just me, too.

Anyhow, back to WuzTech. I guess I was just surprised they were such good guys and I want to wish them success. (You too Gribbies!) These graphics cards are not really head-to-head with any of my products anyway. So, again, good luck! Unless it's at my expense, *then watch out!* <grin>

Besides, if we start converting Amiga-oids and have sales like we've heard about at the last couple shows, we'd need more places to handle the volume!

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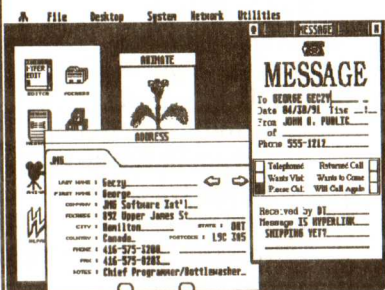
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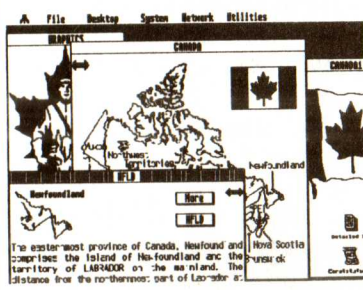
Example # 4 : Relational DBase



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A Dealer's View of the Chicago Show

Michael Drysdale

I arrived in Chicago on Sunday just in time to attend Bill Rehbock's seminar. Under Greg Pratt's watchful eyes and ears, Bill was as revealing as possible about a number of things. It is, of course, possible that some of what he discussed will change....

Bill started by pulling the STBook out of its case. He suggested that final production models, available first quarter '92, will use a 16Mhz 68000, with 4 MB RAM and a 40 MB hard drive at a retail price of about \$2100. Bill emphasized that the STBook was designed

with many power-saving features—many more than other notebooks.

Most importantly, Atari designed the save and resume feature to save an image of RAM to the Hard Drive *before* the batteries wear down. There will be third party opportunities to sell a cartridge port adapter and a multi I/O MIDI port for the STBook.

PLI, a company specializing in mass storage devices (CD-ROM, writeable optical, SyQuest) will be providing a wide range of SCSI devices for the TT. For example, their SyQuest 44 box retails for \$699—quite a bit less than the MegaFile 44.

Discussion turned to FSM-GDOS and why it does not use the popular Adobe Type 1 fonts, of which there seem to be zillions. The answer is that FSM-GDOS (at only \$59.95) is 18 times faster than Adobe's Type Manager. Using actual Type 1 fonts would slow FSM down.

Fortunately, there are 155 fonts available now and five developers are working on programs to convert Type 1 fonts to FSM. We could see such a utility by February, 1992.

In an effort to make FSM widely available, the software to construct

printer drivers will be easily and cheaply obtained and any drivers must be released into the public domain.

A new and eagerly awaited version of UltraScript is being developed by Imagen. This new version will be a TSR or DA and will accept input from the serial port. This means you could use an ST/TT and SLM laser combination as a postscript printer for another computer. Hopefully, beta testing will begin in February.

By the way, the present version of UltraScript does not print Type 1 fonts and has some problems with a TT or Mega/STe. Solutions: turn the cache *off* on the Mega/STe and use the US6803.PRg patch for TT.

For those of you looking for a CD-ROM drive, Chinon's product will plug into the TT SCSI port with no modification. MetaDos 2, now freeware, must be used to address it. ICD is developing software and an adapter to use the Chinon drive with the ST computers, as well.

Pen-based computing devices (Atari's STylus, Microsoft Pen Windows, GRiD PAD, etc.) are not very accurate—only 75-98% of all characters



Greg Pratt, head of Atari US

entered are decoded. This results in customer dissatisfaction. The technology just is not there yet to make this a saleable product. Don't look for such a device to be sold by Atari in the near future.

Upgrades R Us

Ajax is the official name of the Atari chip that handles High Density 1.44M floppy drives. Atari planned ahead because it also does 2.88M formatting. So, we are ready when the cost comes down from \$10 per disk.

It is anticipated that an easy-to-install upgrade kit for the Mega/STe and TT (HD drive, Ajax and TOS 2.06 or 3.06) will cost about \$100. Apparently, the chips are in production now. Installing a HD drive to an STe might be possible by adding some jumper wires. It will be difficult to impossible to do this on an ST, because a new memory controller handles the clock signal during HD formatting.

For those of you who wish to add TOS 2.06 to your older STs (not an STe), Artifex in Germany (where else) has engineered a hack. [Ed: This product is now being sold in the US by Codehead Software for \$130. See the Bulletin Board column in this issue for details.]

A new multitasking TOS will probably be beta tested in March. It is designed for an 030. Using it on a 68000 would cut system speed by the number of applications you run at one time. For instance, run four programs and each runs 75% slower.

Tidbits

Some users are bumping into a screen wrap problem when using a Mega/STe with a monochrome monitor and some software. This may be caused by a bad video shifter. Bill said Atari would try to provide a fix, but it may not be available until March.

Huh, say that again—a possible lawsuit over Retouche????

Atari sells 1,000 TTs a month in Germany. The Sunnysvale warehouse has no shortage of the Mega/STe. Under consideration is a 600dpi laser printer which will be available from Lexmart and will be perfectly compatible with existing hardware and software.

I must admit that it was an effort to attend the Chicago show, what with it being the Sunday before the holiday selling season starts and the snow. Nonetheless, it was an effort well rewarded. It was great to see many developers and Atari employees that I had not seen since the AEGIS seminar.

A real measure of success for both dealer and developer is what gets ordered and put on the shelf. Some of the things we ordered Monday include Mega-Type's Font Pak #4 and #6, Safari Fonts #25, and Migraph's Scanning Tray with Merge-It software.

Unsolicited Bits

Migraph's OCR (Optical Character Recognition) software looks to be a winner. It should be the leader in OCR on the ST/TT.



Bob Brodie & Bill Rehbock (right)

Recently I have become a new, frequent user of Aladdin and GENIE. The combination is great! If you are not a subscriber to an online service, become one.

Atari is offering some really great prices on hardware. If you know anyone who plans to buy a computer, drag them to an Atari dealer and show them the ST.

[About the Author: Mike Drysdale, the owner of Team Computers in East Detroit, Michigan, has been selling Atari products at retail since 1985.]

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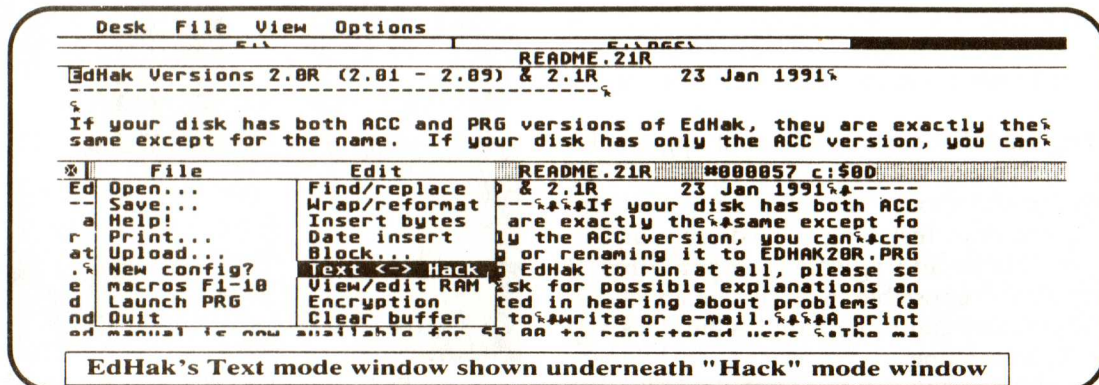
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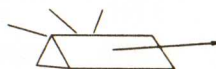
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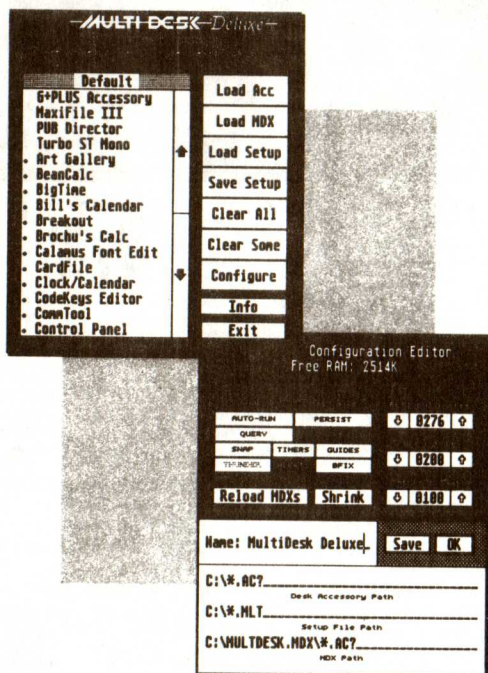
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Atari's STBook—A Preview

The Chicago Computerfest by Atari was my very first opportunity to get some "hands-on" experience with the new notebook ST. While reading this article, please keep in mind that the STBook is not yet shipping. I'm writing about a yet-to-be-released product.

From what I've been told by Bill Rehbock and others at Atari, the STBook shown at the Chicago show is basically production-ready. It certainly looked like it to me. But, you never can tell—Atari could change *anything* on the STBook between the time I write this and when the product actually ships.

First Glance

The STBook is a very sharp-looking, notebook-size ST computer. Actual dimensions are 8.5x11.4 inches—approximately the size of a standard piece of paper—and only 1.4 inches in height when closed. The entire computer, including hard drive and optional NiCad battery pack, weighs in at slightly over four pounds.

The overall look of the STBook is quite impressive. It's sleek, black case looks great and doesn't smudge easily. An overhanging clasp on the top half of the unit (the monitor) snaps snugly over the bottom half for a tight fit.

The 84-key keyboard had a very responsive feel, not unlike that of the new Mega/STE and TT keyboards. You can, if you prefer, connect a "normal" Atari keyboard to the STBook.

VectorPad

Probably the most talked about new feature of the STBook is the VectorPad, which replaces the standard mouse as a pointing device.



Bill Rayl

The VectorPad appears in the top right corner of the STBook's base, just above the keyboard. This touch sensitive pad is quite remarkable. The harder you press, the faster the mouse pointer moves. Just below the VectorPad are the two "mouse buttons."

At first, I found using the VectorPad a little hard to get used to, but I soon got the hang of it. I noticed that, by pressing firmly on the VectorPad, I could easily make the mouse pointer move so fast that I lost track of it on the LCD screen. In this respect, the display is very similar to the STacy laptop. A little practice with the VectorPad is all you need to get used to it, though.

As with the keyboard, a "normal" mouse can also be connected to the system. So, don't let the VectorPad scare you off if you're a mouse purist.

Suspend and Resume

The other major "neat-o" feature of the STBook is its "suspend and resume" capability. When you close the STBook, the computer automatically powers down, saving a RAM image of what you were currently working on. When you next open the STBook and power it up, you're automatically placed right back where you left off.

Say, for instance, you're typing away in your word processor when something important comes up. You can just close the STBook and go take care of that emergency. When you power the STBook back up later, you're right back in your word processor...right at the exact point you left!

This suspend and resume feature is great when it's time to change or recharge the batteries. You can be

in your database one minute, changing the batteries the next and be back in your database in no time.

Batteries

Speaking of batteries, the STBook comes with a battery pack for seven 'AA' alkaline batteries. A rechargeable NiCad battery pack, with AC adaptor, is available as an option. The NiCad pack recharges in under two hours and gives up to 10 hours of continuous use. That's pretty impressive, considering the average battery life of a PC-compatible notebook is around three hours and the new Macintosh Powerbook has a battery life of around 2.5 hours.

LCD Screen

The STBook sports a slim "Super-Twist Nematic" LCD screen with a 640x400 monochrome display. A number of people, most of whom have never seen the STBook, have been knocking Atari's decision of not "backlighting" the LCD screen.

While I can understand the importance of this for some MIDI people, overall I think Atari made a wise choice. The STBook's display is very good. Personally, I think it a little superior to the STacy's display, which is backlit.

One of Atari's main goals in the STBook's design was power conservation—they wanted the batteries to last as long as possible. Backlighting takes quite a bit of power. Unless you plan to do a lot of computing in the dark, don't let the backlighting debate influence you at all.

Specs

Here's where I could really get into trouble, because any of these specifications could change for all I know. What the heck, let's just jump in!

While all the literature distributed by Atari states the STBook uses an 8MHz 68000, Bill Rehbock and others from Atari have stated it will ship with a 16-MHz 68000 CPU, like the Mega/STE. The STBook also comes with a BLITTER chip.

Atari's spec sheets for the STBook also say the system will come in either 1MB or 4MB of RAM configurations. Unlike Atari's other recent computer releases, the STBook's memory will not be "user upgradeable." Current "rumor" is that only the 4MB version will be released in the US. Of course, that was also said of the STacy and the STE. Time will tell.

Internal hard drive options include 40, 80 or 120MB 2.5" drives with a 19ms average access time. Hard disk utilities are supposedly built into the 512K ROMs in the STBook.

Other software built into the STBook includes a diary/alarm clock/scheduler/calculator package that

acts very much like a compilation of GEM desk accessories. Built in file transfer software and a cable (supplied with the STBook) allows the transfer of software from your desktop ST/STe/TT to the STBook.

Ports

That leads us to a discussion of the I/O ports on the STBook. One of the things absent from the notebook is a floppy disk drive. Again, this was a power consideration—adding a floppy drive controller to the STBook meant a big drain on the batteries. So, there is no floppy drive built into the STBook and no floppy port on the computer.

Instead, Atari has done two things. First, they added the file transfer capabilities mentioned above. This allows you to hook the STBook up to your desktop computer and dump files back and forth rather painlessly. Second, Atari plans to release a battery-powered external floppy disk drive, which will connect to the STBook's DMA expansion port.

When I first heard about the lack of a built-in floppy drive, I thought the STBook was going to be in serious trouble. After all, who would buy a notebook if they couldn't easily port software to it? Well, after seeing how Atari has solved this "dilemma," I think they made an excellent decision. I'll take long battery life with an external floppy option any day over built-in floppy and a dramatically lower battery life.

Other than the DMA port, the STBook also has mini-DIN MIDI In and MIDI Out ports, an RS232 serial port and Centronics parallel (printer) port. The 120-pin expansion connector allows full access to the main CPU bus, making it fairly easy to add an ST-compatible cartridge port adaptor, etc. (Can you say "I want my Mac STBook?" Sure, you can.)

Other Options

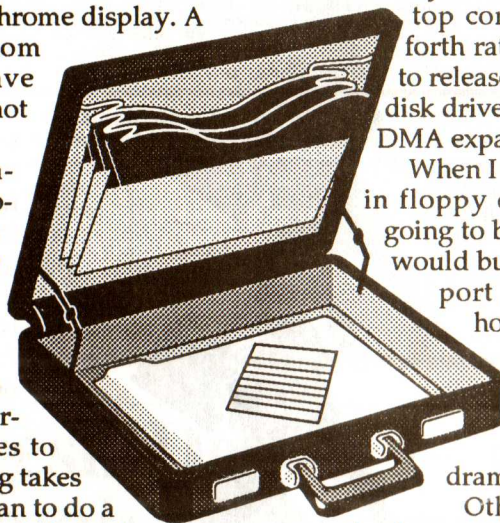
Aside from the external floppy drive, other optional peripherals planned for release are an internal FAX modem (2400 baud data/9600 baud FAX) and a SMPTE adaptor for the MIDI mavens.

Price and Availability

Here's another area where I could get into trouble! Information from Atari had the 1MB version of the STBook with a suggested retail price of \$1,995. No figures have been released for the 4MB version.

At the suggested retail, the STBook comes in only a few hundred dollars less than the low-end Macintosh Powerbook, which also has a 16MHz 68000 CPU.

Depending on who you ask at Atari, you get slightly different projections as to when the STBook will be available. Production is supposedly underway, with a probable shipping date sometime in the first quarter of 1992.



Overall, I think Atari has a winner in the STBook. It's light, has lots of power, has a long battery life and just about everything you could want in a notebook ST. While the price may be a bit high for someone who spent only \$700 on a complete 520STe system, the STBook is really targeted more to the Mega/STE and TT crowd.

Professional and semi-professional ST/TT users will find the STBook a welcome addition to the Atari line. Even without the backlighting, MIDI musicians will, I think, be pleased with the STBook once they get some hands-on experience.

For desktop publishers, writers and other professionals who find themselves on the go, the STBook is an excellent choice. It is highly preferable to the 16-pound STacy. With the optional FAX modem and disk drive, the STBook is darn near perfect for anyone needing a portable system.

STBook

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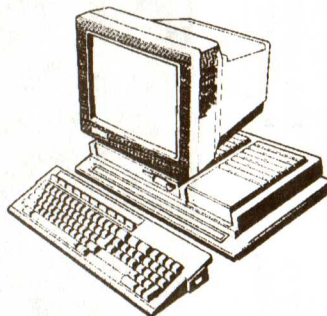
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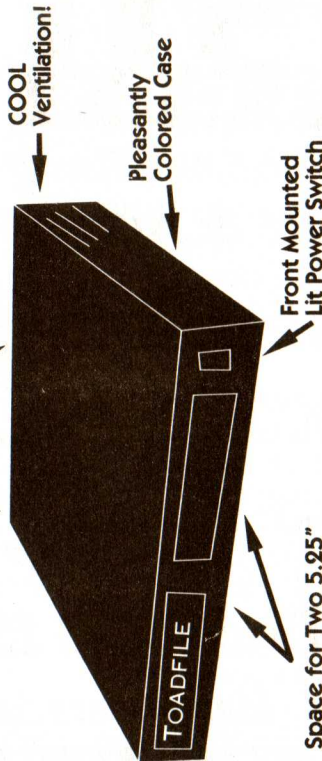
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The "Toad RGB" Display

When we see a good deal, we don't pass it up. So when we were offered the chance to sell some excellent color monitors, which just happened to work on the ST, we jumped right on the opportunity. The truly spectacular thing about the monitors (excepting the price) is that they support *three* kinds of inputs! It's got an ST compatible *analog* RGB port, a PC-CGA compatible *TTL digital* RGB port, and a *composite video* input with separate chroma and luma too! Ponder it: using the same monitor on your ST, a PC compatible and an Atari Eight Bit or VCR! It even has an audio input and speaker! The monitor has a beautiful glossy twelve-inch screen and a picture quality which surpasses even the best SC1224 monitors! The monitors are reconditioned (but are factory fresh), so we know how they work, and that means that we can offer a complete (parts & labor) six month warranty! The quantity is limited though, so order yours *today!* Please specify ST, Eight Bit, PC, or Cray X-MP connection cable.

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THE CHICAGO COMPUTERFEST—AN 8-bit PERSPECTIVE

JEFF POTTER

Not having gone to one of these shows before, I was amazed when more than 200 people were lined up at the gate at the opening (10 AM Saturday morning). We 8-bit Classic owners had our own room with about 10 exhibitors. Activity there was pretty good, exceeding what I had expected (I heard over 2400 eventually showed up for all areas, both days). Here's what I remembered:

Atari was reportedly going to "clean out the warehouse" of 8-bit equipment at this show. The really juicy stuff (old 1450's or other rarities) was missing, but some good bargains were to be had. About 10 XEP-80's were scarfed up in the first hour or less for \$10 each. Several dozen XEGS (without power supplies) were sold at \$25. Some other packages (AtariLab Starter Kits and Light Kits, Visicalc) were sold for \$10 each. A bunch of light pens were for sale, until someone noticed some of them didn't work. The LCACE booth then started testing each of them. Near the end of the show on Sunday, the remaining working ones went on sale for \$2.50 each (I got mine!).

Bob Puff and Chris Freemesser were there, representing Computer Software Services (CSS). They had a bare-board Black Box connected to a 130XE and were demonstrating its capabilities. I hear they sold a fair number of XF551 dual disk upgrades, which provides a 3.5" disk drive in addition to the original 5.25" drive. They also had a lot of older stuff on hand (I remember "The Pill" and the Richman's 80-column word processor.).

I loaded my newest COLRVIEW program onto Bob's hard disk, and I watched in awe as it took three seconds to load a 24K COLRVIEW image that my XF551 (in single density) took over 30 seconds. Bob said he made enough sales to cover his expenses, and he enjoyed the show.

Chuck Steinman was there representing DataQue. He was selling TransKeys (adapter for IBM keyboards to the 8-bit Atari), and various upgrades in his Turbo-816 line. He also did a brisk business in Lynx cartridge wallets throughout the show, and

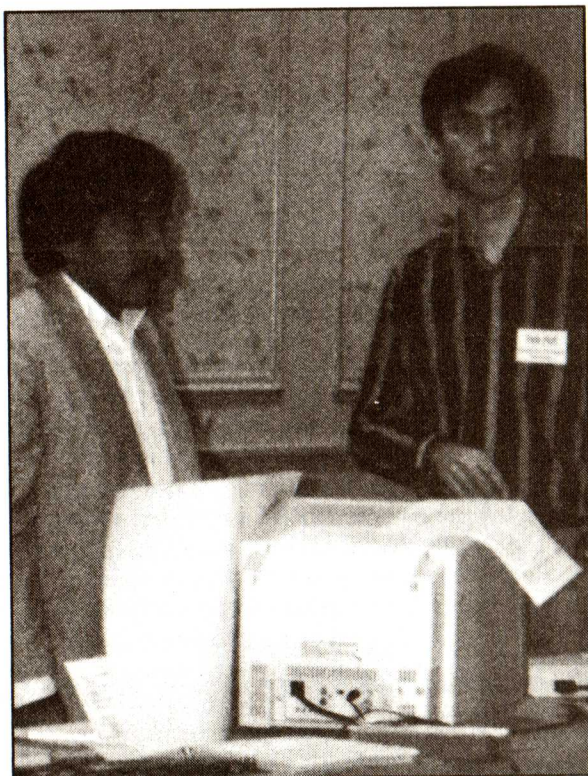
handed out many dozen copies of AtariUser magazine. Chuck also held a seminar Saturday on the future of the 8-bit computers, where he introduced his plans for the 1600XLE and 130XEC models. [Ed: See the November 1991 issue of Atari Interface for Chuck's article concerning these plans.]

The ICD people showed up in the 8-bit room Saturday morning and disappeared to the 16-bit room after only three or four hours. Late Sunday, they reappeared and announced a "blow-out" of the remaining stuff. They had a few MIOs offered at \$199 or \$249 depending on RAM (which I heard did not sell), and a few copies of SpartaDOS 3.2 and the SpartaDOS Construction Set. No more MAC/65 carts (sigh).

A distributor I hadn't heard of by the name of K.O. Distributors was showing two new games and a paint program. FRED was one of them, which seemed to play a little like a Mario Bros. game. In the game, you guide the cave-



JD POTTER



Bob Puff, CSS owner

man around as he jumps from place to place, throwing rocks at animals, etc. MISSION SHARK was a jumping, climbing, shooting game, where you seemed to be infiltrating some high-tech installation.

Both games seemed to keep the kids who visited our room interested. I checked the games on my unmodified 48K 800, and both loaded and worked.

K.O. Distributors was also demonstrating (by videotape) a paint program called EscalPaint. This was showing some striking pictures which the K.O. representative claimed were converted from Amiga picture files (by a program not available through him) and touched up by EscalPaint.

We later checked, and it appears his file format is compatible with the .ILC format that my APACVIEW creates. Note that EscalPaint runs only on a 64K XL or XE system. All programs were written by a couple programmers in Germany for which K.O. is the U.S. distributor. Sales seemed to be pretty good there.

LJK (of Data Perfect/Letter Perfect fame) was there, showing a Video Titler program. It was good to see an old stalwart like LJK still showing up, but I'm afraid his sales were slow.

LCACE and one or two other clubs showed up, selling old stock of commercial programs and libraries of PD disks. Mars Merchandising was also selling old stock of commercial 8-bit programs.

I was there, showing the demo of the "Maze of Ag-dagon" game (which is not finished). I had brisk sales of all my APAC and COLRVIEW graphics viewers/etc. Happily, a good many people recognized my name and my product. I, of course, tried to show off the best images from my collection of GIF, Amiga and



ST Degas pictures to try to draw the "oohs" and "ahhs" from people who'd never seen such a picture from a "lowly" 8-bit machine.

A high point of the show was when a gentleman who runs a computer and electronics store in Akron, Ohio, showed up with his digital camera (a Canon Xapshot). He walked around and snapped photos of us with this, then popped it open to show this little postage stamp-sized disk that holds 50 pictures. Then, he connected a cable from it to one of our monitors and showed us the pictures with remarkable speed.

The images had great fidelity, with no evidence of limited color resolution. He said he sold these for \$475, and software for other computers could convert these to GIF and let you touch up the pictures. I'm still wondering if he's going to be able to find us, so we can receive our pictures somehow!

The 16-bit area was much larger, and quite a bit busier. I'll leave the reporting on that area to another source. The Lynx and ST game areas were impressive, with something like 50 STs set up for playing MIDI Maze and other games.

I apologize to anyone I forgot to mention, as the show seemed to go like a whirlwind for me. I was glad to finally meet several of the users and developers who have been in contact with me over the last few years. I'm looking forward to the next show I can attend.

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The Chicago ComputerFest First Impressions

After clobbering ourselves, by driving from Montreal to both Windsor and WAACE shows, and calculating that the Chicago trip would entail at least eight more hours of driving than either of the preceding trips, we decided to fly to Chicago.

If we had known what misadventures, discomforts and costs would ensue from that decision, we would have bundled into a minivan and driven again! But, we can't all be soothsayers. Once we were flying, the trip was fairly quick and almost painless. (Ha!)

Four of us—Paul Etch, Marc Sauvé, Garry Stocker and myself—arrived in Chicago the Thursday morning before the show. Another entity (in bulky and awkward chunks) came with us—the equipment/luggage.

Our pre-show objectives were to contact organizers and companies supplying additional equipment for our participation in the Fest; visit local specialty record stores to stimulate interest in ASTMUM members' finished works; rent a video camera and a big enough car; and get in some sightseeing before the show.

As we swept south on Lakeshore Drive, towards looming skyscrapers, Paul, an ex-Chicagoan, related important facts about how a fellow named Fullerton bequeathed the lake-front land to the City of Chicago on condition that the real estate not be developed. The City made good on its promise; it didn't erect buildings along the lakefront—it built the very impressive highway on which we were driving.

Almost by a fluke, we ended up at the Science and Industry Museum. Whaddaya know? *Free admission on Thursdays!*

Kest Carter-Morgan
ASTMUM

The museum was enormous and could easily consume an entire weekend. However, we had to be selective, and Paul recommended we tour through the authentic German WWII submarine the U.S. Navy had successfully "unscuttled" and, after the war, towed up the St. Lawrence to the Great Lakes and hauled ashore to the museum.

As we went through, we were subjected to just enough special effects to get the imagination working. Fantastic! We also saw a bit of the Chicago-commissioned IMAX film, "ANTARCTICA" (shades of the many large and special format films of EXPO '67), the historic space capsules and much more.

After staying overnight in Chicago, we checked into the Ramada Hotel O'Hare on Friday. Garry and I were quickly plunged into helping a team, led by Bob Brodie and Larry Grauzas, Jr., to move, unpack and set up many Mega/STE4 systems in the DeskTop Publishing seminar room. As more people made increasing demands on Bob Brodie's attention, I was impressed by his ability to maintain his focus and direct important jobs through in proper sequence.

Unlike the mirrored room at WAACE, the main exhibitor area was large, with a high ceiling. Some areas—in particular, our corner booth (#6) and the exhibitor extension (booths 46 through 58)—were poorly lit. Also, the organizers had ordered blue/white draping, but were confronted with yellow. How do you cope with this?

Our rented camera was delayed. While waiting for it near the registration desk, we were treated to a panorama of Atari notables arriving for the Fest. Among them, our own

Geoffrey Earle, President of Atari Canada, was down from Toronto. At the peak of our traumatic cycle, the video camera finally arrived. Now, we were equipped to document the show, wherever possible, for our members in Montreal.

I don't remember exactly how we got roped into it, but we set up our equipment in the Penthouse Ballroom and provided music for the pre-show reception that evening. There were some unlikable aspects to that reception, but there was good conversation and banter (even a tinge of healthy apprehension) about the next day's show.

[About the Author: Kest Carter-Morgan is an audio/video recording engineer, electronic prototype designer and computer repair technician specializing in ST-related projects. He is one of the founding members of the Atari ST/Mega Users of Montreal user group.]

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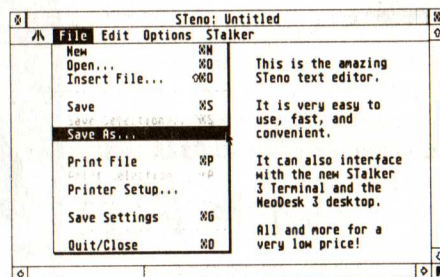
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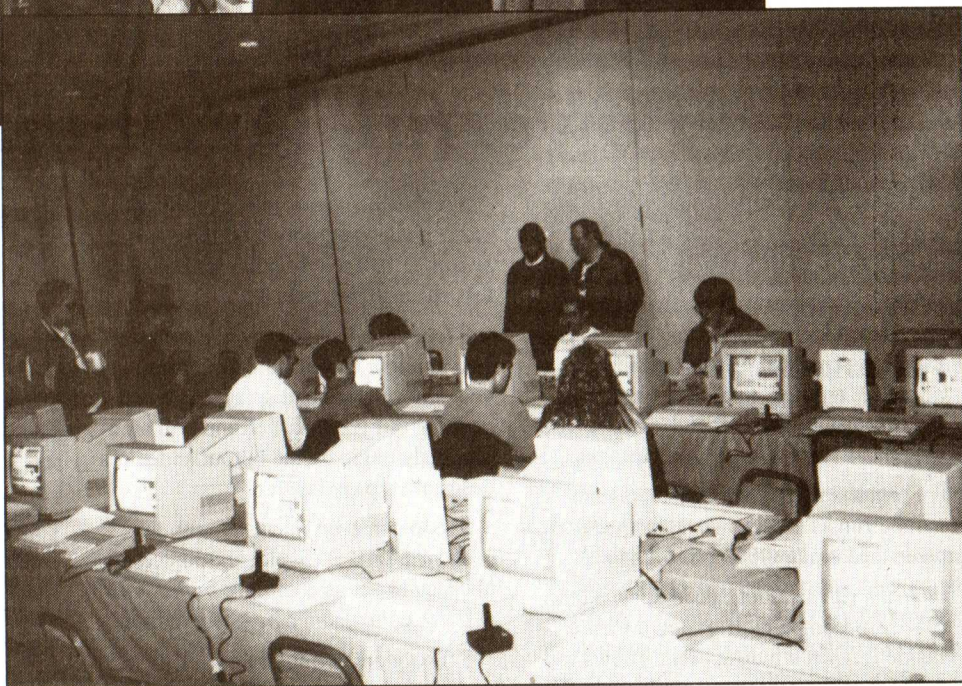
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Chicago Computerfest by Atari



**Bill &
Pattie Rayl**





PRESIDENTIAL PONDERINGS by Alvan Sherrill
On the 6th of December, 1991, we held our fourth annual AAAUA Christmas party. Members and families once again joined together to enjoy good fellowship and the spirit of Christmas while listening to Christmas music and viewing Christmas scenes on our computers.

Larry Allen did a great job in coordinating the overall effort assisted by his wife Hope, Joe & Marion Barth, Jannet & Al Blocker, Gino Giammalvo, Paul Hitzfelder, Mike Lively & crew, Alice Livingston, Oskar Orta, Rose Marie Pettit, Charles Ramos, Thelma & Burl Sunvison, and my bride, Ginny. And not to be forgotten are those who helped clean up after the festivities. Our thanks also to Peggy Blank who made the arrangements for the superb party room. Our very successful party was the result of the collective efforts of many people. Thank you all, including anyone I may have overlooked.

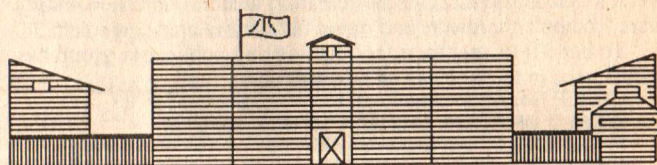
The food committee did an excellent job in preparing a most attractive spread which apparently met the approval of those attending, judging from the rapidity of its disappearance. Shortly after 8 PM the Atari game contest featuring Miner 2049 took place. Tiki Stewart won a Drop Zone disk by Microdaft for third place, Paul Hitzfelder won a joystick in second place, and Bobby Stewart came in first winning, guess what, a Miner 2049er game cartridge! Each participant received an Atari Game patch, which, if worn in plain view on an item of clothing to the January meeting, will entitle the wearer to one free raffle ticket!

Next, we had the raffle where everyone won! Oskar Orta got the Atari 1010 Cassette Recorder, Paul Hitzfelder won the Atari 1020 Color Plotter, Mike Lively won the AtariWriter Plus Word Processor, Joe Barth got the Atari Light Pen and AtariGraphics cartridge, and the Atari 400 computer with 48 KBytes RAM and keyboard upgrade went to Thelma Sunvison. All other members who attended won a Solar Star game disk by Microdaft. Our thanks to Honorary member Floyd Blunk, owner of Atari-Ville and Honorary member and past Vice President, John Hardie who either donated or provided most of the prizes at or below cost. Floyd also gave a Lucasfilm BallBlazer disk by Epyx to each member of AAAUA including those who were unable to attend the Christmas Party. The AAAUA gift to members was a Christmas music and graphics disk.

A big surprise to me was being conferred AAAUA Honorary membership by Thelma Sunvison. I was pleased to accept the honor, recognizing that I could have done nothing without the loyal support of the membership and the dedicated assistance from the Board of Officers and several others members. Later, it was my pleasure to present Honorary memberships to Gino Giammalvo and Thelma Sunvison in recognition of their long and dedicated service. They are two of the key supporters of AAAUA who make things happen! I also had the privilege of presenting an AAAUA Certificate of Appreciation to Peggy Blank for her

loyal support over the past four years.

I wanted to share this bit of good news with the rest of the Atari user group community because it illustrates what a user group should be. That is, it is not just a cold impersonal gathering of computer users, rather it's warm human beings who enjoy being in the company of others who share their fascination with computers. But this association goes far beyond the technicalities of the digital computer; many close and lasting friendships are formed among the members. At this time of year it is especially appropriate to take a moment to reflect upon our good fortune and friendship. As we begin our 1992 adventure, I want to wish each of you out there in Atariland, the very best of health and happiness in the coming New Year and always.



ATARI COMPUTER OWNERS RESOURCE NETWORK
FORT WAYNE, INDIANA

Before nomination of officers for the new year, two proposals were presented, discussed, and put to a vote. The first was to have a single vice-president instead of separate 8- and 16-bit vice-presidents. It was discussed and passed with no opposing votes. The second proposal was to replace the one librarian office with separate 8- and 16-bit librarians. This proposal also passed with no opposing votes.

The following individuals were nominated for office:

President:	Vice-President:
Eric Converse	Scott Schaffer
Bob Kelley	Barry Tracy
Treasurer:	Secretary/Newsletter Editor:
Kim Stahn	Eric Converse
8-Bit Librarian:	16-bit Librarian:
Phil Volkert	Jim Keller
Scott Schaffer	Rob Magdich

Demonstrations after the nomination of officers included Visicalc and Bobterm on the 8-bit by Scott Schaffer and Hero's Quest on the ST by Mike Surface. Ken Helms brought his Mega STe to the meeting and it was used for the ST demo.

All meetings for the foreseeable future will be conducted on the first Saturday of each month at the Shawnee Branch Library beginning at 10 AM.

Annual membership dues are due now. If you haven't paid then please send \$18 to Kim Stahn.

ASTMUM

ATARI ST/MEGA USERS (Montreal)

Our users' group consists of MIDI musicians, composers, videographers, artists, writers, technicians, students, teachers and business people. We also welcome new members, interested in learning about the ST/MEGA (even STE, MEGA STE and TT) models, and their applications, before purchasing.

Founded in 1987, ASTMUM provides its productivity-minded members with technical support, training and emergency assistance (24-Hour, Repair Hotline), laser printing and graphics services, as well as discounts (through participating dealers) on original software, computer hardware and music industry-related equipment.

To benefit its members, and the visiting public, our group has participated in these shows and expositions:

CÉGEP Rosemont AtariFest, Montreal, September '88
WORLD OF ATARI, Dearborn, MI USA, June '89
PRODUCTION '90, Montreal, May '90
SIIM '90, Montreal, June '90
Windsor/Detroit International AtariFest, May '91
PRODUCTION '91, Montreal, June '91
SIIM '91, Montreal, June '91
WAACE AtariFest '91, Reston, VA USA, October '91
Chicago ComputerFest, Rosemont, IL USA, November '91

We have kept our members informed of Atari's progress on their most recent models (TT, MEGA STE, ST Book and STylus) through our large periodicals library, videotaped show-tours and interviews with software and hardware developers.

Encouraging members to form special interest groups, we hold monthly meetings (usually the last Sunday of each month) and offer seminars and demonstrations.

Some members teach others, in "hands-on" recording studio environments, at generous discounts. Masters of piano tuning, computer repair and instrument restoration work their magic. Incoming members are impressed by the efficacy with which our specialists troubleshoot the previously unsolvable. Even singers find help for their vocal problems!

In addition to helping ASTMUM musicians market their CDs, LPs and cassettes, at exhibitions and retail outlets, we have assembled a "sampler" cassette highlighting some of their work. You can order this extraordinary, chromium dioxide wonder (ASTMUMusic Sampler, '91-'92) for \$12.00 postpaid! Please specify your choice of noise reduction: Dolby B, Dolby C, DBX or Super D (this list will get longer because at least one, new, noise reduction system will be introduced this year). Send your Money Order (in U.S. dollars if you live in the U.S.A.) to our address, below. Make sure your return address is complete and clearly printed.

If you use your Atari to create music or assist in performing it, and would like help in launching and publicizing an independent release, our group may be just the ticket.

Membership information, advice, product list and sampler cassettes may be obtained by writing to:

ASTMUM, Attn: K. Carter-Morgan
P.O. Box 966, Station B
Montreal, PQ, Canada H3B 3K5

or by phoning (514) 272-6631 (voice only)

Executive Exhortations by Kest Carter-Morgan

Many readers are probably aware that we strutted our musical stuff at the Chicago ComputerFest, jointly held by LCACE and Atari, November 23 and 24, 1991 (my serialized account appears elsewhere in this issue).

We also dedicated a considerable portion of our booth to

displaying and distributing tourist material and a schedule of events for Montreal's 350th birthday celebration in 1992. Throughout the show, we hinted heavily that Montreal would be a natural for an AtariFest (as early as May or June and as late as September).

We are looking at two possible themes: one that would link local, Atari users' groups and dealers to the annual, Qui Fait Quoi (Who Makes What) Production '92 exhibition which caters to the video, film, music and stage production industries; the other choice would be an all-out AtariFest organized by Atari Canada, some positive-minded dealers and at least 3 local, users' groups.

The first is very attractive because of its music production angle, but has Atari up against other, competing platforms at the show. Knowing that some Atari MIDI and production systems are superior is not enough; we must demonstrate and prove our assertions. If we all do our jobs well, people who have previously dismissed Atari may take a second look - and then some! Even if the activities have to be split between two downtown locations, they could be a short walk apart and still interact well.

The second theme offers a safe scenario of already convinced users patting each other on the back (in the middle of an uncaring world) or, a chance, through proper planning and publicity, to draw in, and welcome, people new to the Atari experience. The encouraging upswing in Atari software quality and exciting hardware developments will have more meaning with new users coming onstream. There will be a lot to show! I know this will require a larger hall than that needed for the annex portion of the first proposal. I'm keeping mum as to my preferred site, for now, but we'll have more time and flexibility to plan for this - if it's in the fall.

Montreal has a strong, if fragmented, Atari community. I can leave my house and walk in almost any direction... and arrive at an Atari dealer within 5 or 15 minutes. I'll be happy to demonstrate this to any visitors (I often do!). To ensure the longevity of our platform, I'm confident that our community will muster the resources and spirit to host such an event.

Some Canadian and American users' groups have made approving noises, but we need to receive more committed responses - soon! If not, the opportunities for 1992 will evaporate. I urge those readers, interested in having a really unique, international AtariFest, to write or call. Let us know what you want!

Adieu for now!

KCM (ASTMUM)

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Buffalo Region Atari Group for ST's

Minutes of the November 21, 1991 General Meeting

The beginner's corner started with a demonstration by Chairman Mark Pierro of MaxiFile III, the super file manipulation tool from CodeHead Software. The regular meeting then began at 7:30 pm with 15 members present.

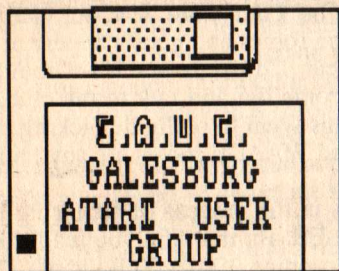
The first order of business was the election for 4 Board of Director members. Seeing there were only 4 nominations, the vote was unanimous to re-elect Carl Barron, Harv Hontz, Mike Leskow and Lou Krueger.

The meeting went on with general announcements and a discussion of the format of the December meeting. It was felt we should have an informal meeting and instead of demos, people would bring in their favorite game to play. There also would be refreshments and cookies, etc.

The meeting continued with demos of CardFile 3 by Mark Pierro and Outline Art by Mike Burkley. Just before the break, Mark demonstrated some of the PD and Shareware programs put together on a disk for sale at the break consisting of Astro Tunnel, LlamaTron, Color Drachen, EllieMouse Coloring Book, Kid Mixup Plus, Rolling Ronnie and Traffic.

There was a break in the middle of the demo's at which time we had our regular raffle and door prize. Mark Pierro won the software raffle (CardFile 3) and the door prizes were won by Harv Hontz (Disk Head Cleaner) and Al Adams (Disk Box Holder).

The meeting continued with an Open Forum and closed at 9:45 pm.

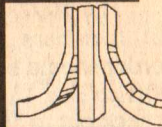
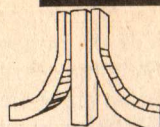


Galesburg AUG, 55 Herring St., Galesburg, IL 61401

President Russ Watson (309) 343-6609

The club meets the 2nd Monday of each month at 7 PM at the Community Center on Simmons St., Galesburg, IL, one block south of downtown. New family membership is \$10 yr., student membership is \$5 yr. Both Atari 8-bit & ST are supported.

Layton ACE of Utah



The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost \$20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, monthly AIM public domain disks, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 South 2275 West, Roy, UT 84067 or call (801) 731-1516.

Your elected L.A.C.E. Club Officers are:

Mike Russel, President	(801) 546-0707
Doug Hansen, Vice President	(801) 393-6849
Ken Karchner, Secretary/Treasurer	(801) 776-8015
Richard Clark, 8-Bit Librarian	(801) 825-5823
Kelly Knecht, ST Librarian	(801) 773-5652
Irwin Brooks, Publications Coord.	(801) 731-1516

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7 PM.

Mark your calendars for the next three meetings:

February 12, 1992

March 11, 1992

April 8, 1992

See You There!!!

MID-OHIO ATARI USER GROUP



The Mid-Ohio Atari User Group (MAUG) will begin meeting at Lex-Tronics starting January 1992. Lex-Tronics is located at 1623 West Fourth Street in Ontario (between Parties Plus and Family Classic Video). Meetings are from 7:00pm until 9:00pm on the third saturday of each month. For more information about MAUG or its meetings, feel free to contact Chuck Steinman at (419) 529-9797 from 1:00pm-5:30pm eastern time.

MAUG supports all the various Atari computer models and their users. AIM is the official user group magazine, and is included as part of the \$12.00 annual dues (effective 12/91). Each member in good standing receives AIM each month (or as published) mailed to their home. AtariUser magazine is also available free to local members at the meetings and various other locations.

The club maintains both an ST and 8-bit disk library. We have all of the available AIM disks-of-the-month. These disks are available anyone whether a member of MAUG or not. The AIM ST disks are \$4.00 each, and if you purchase three or more at the same time, they would only be \$3.50 each. The 8-bit disks are \$3.00 each, with orders of three or

more being at \$2.50 per diskette. These prices include shipping and handling.

The 1992 dues for MAUG membership are \$10.00 for all members. Dues which are paid by check or money order should be sent to: MAUG c/o Chuck Steinman, Post Office Box 134, Ontario, OH 44862, USA. Please make the check out to "MAUG c/o Chuck Steinman". Once payment is received, you should expect to see your first magazine in approximately 6-9 weeks. Since orders are placed to Unicorn Publications the second week of each month, you should send your payment to arrive at least a week before that time to minimize the period before your first issue arrives.

Middle
Georgia



Atari
Users
Group

The Middle Georgia Atari Users Group is the sole Atari Club in the middle Georgia area. We are composed of forty-three members of which approximately half are ST users. The new Club President, Jeff Vincent can be reached by phone at (912) 836-3852. The MGAUG address is RT.1, Box 362 M4, Carl Sutton Rd. Lizella, Ga. 31052. MGAUG meets on the second Sunday of each month at 1:00pm at the Warner Robins Library.

As most of you know, Pete Miller resigned as Club President at our November meeting. Pete remains a member of MGAUG. Our hats are off to Pete for his efforts in keeping the club alive for all of these years.

No one seemed too eager to take the bull by the horns -- so, loaded with a head full of ideas and the ability to run my mouth in front of a group of people without shame, I volunteered to give it a try.

The December meeting kicked off at the normal time. The biggest area of discussion focused on the proposed changes in annual dues and meeting format.

Member attendance has been on the lean side lately. If you have not been to a meeting in a while, please make every effort to attend the January and February meetings. We are in the process of putting together an agenda that appeals to every member. At the December meeting we discussed the possibility of raising annual dues. This would help aid in the purchasing of hardware and software for the club. I also plan on having a software drawing at the meetings to help boost interest and attendance. We will try to demo something at each meeting, so please bring your machines!

We also discussed moving the meeting place to a location in Macon where there are twenty-two STs at our disposal, ready to run. We've made no decision yet -- come in and give us your ideas!! This is your club too!

Look for an upcoming 'head to head' TOP GUN tournament (FALCON option via null-modem cable) with a prize for the winner, of course.

The Musician (Riverside Drive, Macon) continues to support ST software, although the selection kept on hand is somewhat small due to the lack of sales. Those of us present at this month's meeting feel that the club should support our only dealer within a hundred miles. So, all software that MGAUG purchases for the club will be bought at the Musician. If you want a piece of software, give the Musician a call. Their prices are competitive with mail-order, and in most cases they can have the software faster than normal UPS or US Mail. If he doesn't stock it, he can get it.

That about covers it this month. Hope to see you at January's meeting. We will be making some crucial decisions and giving away a piece of software, so make every effort to attend!



P3ACE

Serving the Colorado Springs ATARI community since 1982. P.O. Box 17779, Colorado Springs, CO 80935-7779. Annual dues are \$20/year. All meetings are held at 7-9PM at the T.J. Maxx Center Community Room, SE corner Palmer Park and Academy. 8-bit SIG meets the first Tuesday each month. ST SIG meets the fourth Thursday each month.

President	Steve Leser	576-3357
VP ST	Terry Quinn	548-1954
VP 8-bit	Rick Reaser	380-8082
Sec/Treasurer	Rick Mount	596-8631
Editor	Sam Cherry	528-5071
ST Librarian	Fred Koch	282-0814
8-bit Librarian	Roger Meston	596-1292

The Prez Sez by Steve Leser

Well, the P3ACE Holiday meeting is over, which means it's time to announce election results. Obviously, we have a new President! Rick has done a great job in the past, but he will be leaving the area soon, so he decided not to run. The difficult task of following in the footsteps of someone who has done such a super job has been given to me.

Terry Quinn was elected to a second term as ST Vice President. Rick Mount is our new Secretary/Treasurer. (Some of our members who have been with the club awhile will recall that he held that post before about two years ago.) Fred Koch is our new ST Librarian. (Everyone was thoroughly impressed with his home cataloging system so...) And Sam Cherry is the new editor. On the 8-bit side, Roger Meston was elected to a second term as 8-bit Librarian and Rick Reaser will temporarily take over 8-bit Vice President until a permanent replacement can be found.

Besides elections, this meeting also served as our holiday party and swapmeet. Many people brought goodies to eat, and there was a huge amount of software and hardware for sale, both 8-bit and ST.

This is an exciting time to be leading the club. This year will mark our first full year as a recognized Atari users group. Looking back at the last year, our vice presidents had many interesting topics and guests appear at the meetings. For this next year, I'd like to see if we could get someone from Atari to come out and talk to the club. (Bob Brodie perhaps?) Things seem to really be picking up for Atari, if the Glendale and WAACE shows are any indication. (Good job WAACE!!!)

The Club is in the process of acquiring its large Hard Drive for our BBS. By the time you read this, Laser BBS will be up and running 300-2400 Baud at (719) 527-1374. The entire club Library will be up on the board, along with FidoNet echos! So give us a call!!!

We are also looking to augment our large library of 8-bit and ST shareware and PD software by trading with other clubs. A full list of our available software will be on Laser BBS, but if you cannot call the board, call me at (719) 576-3357 and I will mail you a list.

ST SIG Notes by Terry Quinn

At the October ST SIG, Tim Reyes of Maxwell CPU demoed a new graphics software package, Silhouette. Sil-

houette is a bit image and vector graphics package with auto-tracing. *It blew my socks off!!!!* It is far superior to similar products for our Macs at work. This program has an amazing array of features. We have some brochures that describe the program fully. Tim also explained how bezier and b-splines work and the limitations presented by GEM. The packaging for the program is also very good. The program costs \$69.95 and Tim indicated that he would provide P3ACE members (only) the upgrade to version 1.25 as a part of the original purchase price. Tim also showed us Fractal Fantasy which is also an outstanding program.

It turned out that Tim was pretty late getting to the meeting and fortunately John Peters stepped in and talked about the latest doings with GENie. He said that GENie has more business than they can stand and that it is highly possible that more "pay" features may be included in the basic \$4.95 service. Shortly after John's announcement, some of this actually happened. Some of the multiplayer games have opened up for instance. John also briefed us on some of the latest Atari scuttlebutt and demoed a few fantastic PD items from GENie. Thanks John. We had over 30 people at that meeting and although P3ACE members are not prone to rioting, I was getting worried when the speaker was late.

At the November ST-SIG, Terry Quinn showed off his homemade outboard 5-1/4" drive for the ST and we had a talk by the people who are running the Community News Service (CNS) BBS here in town. CNS is a new, commercial fairly small (for commercial) scale BBS which is either 75 cents an hour (in 10 hour increments) or a flat 9.00 a month. They try to offer pretty much the same sort of thing their bigger competitors do only local in orientation. They are particularly interested in acquiring some Atari users since that is currently a weak point in their offerings. To give us an incentive, they handed out brochures with coded numbers worth two free hours.

8-bit Tid Bits by Rick Reaser

The October 8-bit SIG was held at Rick Reaser's house. Eight 8-bit die hards made the event. First, the audience was dazzled by Zebu-Land. Zebu-Land is one of the finest games around and a review will appear shortly. Roger Mes-ton then showed his Christmas videos enhanced through the use of Video Titler (VT). You may remember that Roger won VT at a 8-bit SIG last spring. (Another incentive to make the SIG meetings.) Anyway, Roger is ready for Hollywood now. His efforts were quite impressive.

The meat of the meeting were demos and instruction regarding the various modem terminal programs for the 8-bit. We worked our way backwards through the Express Cartridge, BobTerm, Express 850, AModem 7.5, Chameleon, and Kermit 850. We looked at GENie and some of the local BBSs and discussed and demonstrated some of the various file transfer protocols. As is traditional for the 8-biters, the meeting went long. We had a new member visit us, Lee Barnes, from Wild Horse (almost Kansas). We trouble shot his computer to no avail. The Fahrvernungen in his VW van also started to act up when it was time to hit the dusty trail as well. It probably had something to do with the bad chips in his 800XL.

Editor E-Mail by Sam Cherry

The plan for this coming year is to have a little more club representation in the AIM club news section. The president will present his ponderings, each of the SIG leaders will give the minutes of the past SIG as well as SIG stuff

and the editor will pull it all together and will keep you up to date on the mundane and administrative stuff. (Since Sam Cherry is moving this weekend, Rick Reaser is filling in this month.) Anyway, all the pieces for the club news will be put together on the Laser BBS and if anyone else has newsworthy items for AIM they should be posted on the Laser BBS.

Probably the most important thing you need to know is that at the last officers meeting, we decided to raise the club dues to \$20/year. This will apply to all renewals and brand new members starting in January. The reason for this is to raise money to buy a big Hard Drive for the club's BBS. With a hot BBS, we think the club has a better chance of taking off big time. If the club owns the equipment, we think the BBS will be a lot more stable. We are also going to try to raise money through blank disk sales as well as new fund raising concept of Terry Quinn's -- Team Green.

Team Green is the name of the trash recycling outfit. Their phone number is 540-0128. The cost is \$9.90 per month for unlimited trash pickup. If a non-profit organization will sign up at least 20 members, the trash company will write out a check for \$1.00 per signed up member each and every month to the organization. You don't have to pre-sort. Apparently they have an automated sorting system which takes ordinary mixed household trash and sorts it at a central location. We'll be discussing this more at future SIGs.

We've got more 3-1/2 inch disks. New 5-1/4 inch disks are still available for 30 cents each. The 3-1/2 inch disks are available for 40 cents each.

The AIM ST and 8-bit Disks of the Month (DOMs) are always available at the SIG meetings for \$1. We also have back issues of the DOM. AND we always have a drawing for free DOMs as an incentive to get you to go the SIG meetings.

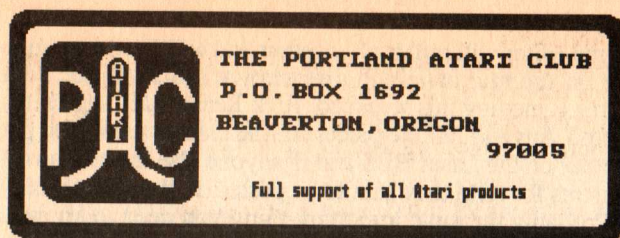
Also available at the SIG meetings are free AtariUser Magazines. Back issues are also available if you missed one. The club picks up the shipping for our copies and that is all. AtariUser is a pretty neat, newsy little rag.

The club still gets several other club newsletters/magazines which are available for check out at the SIG meetings. These include Current Notes. We have back issues of AIM in the library and have now started to get extra copies in case of emergency (like the mailman missed your house) and for new members.

For our modemless members, the club has a loaner Hayes 300 baud modem and an Atari SX-212 1200 baud modem with cables that you can check out. The SX-212 can connect directly to both 8-bit and ST computers. We also have public domain terminal programs to make these modems work with your ST or 8-bit computer as well.

Pinnacle BBS (599-9059) has apparently gone out of business. For those of you who are interested, John Peters' new GENie handle is GENIELAMP. Hugh DeLong can be found on CompuServe at 72337,1342. If anyone in the club belongs to a national service and wants to be listed in this column, please let me know. We have only one Compu-Serve person out there.

Be sure to let us know if you change your address so you can continue to receive AIM and please check your mailing label to see if your dues are due. See you at the next SIG meeting.



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Treasurer	Robert Yates	851-5134
BBS SYSOP	Robert Yates	552-7053
	Galaxy BBS	552-0974

Hey gang. I hope the new year has started off with a bang for you. Things are going well with the club and membership is at an all time high. The Atari market looks good with many new and exciting products. The desktop publishing market is thriving and the MIDI market is still going strong for Atari. Lynx sales were incredible around the Triangle area this last Christmas. Most of the stores had trouble keeping the units in stock and many reported waiting lists for the new redesigned Lynx Combo Kit.

The Combo Kit includes the new Lynx II, comlynx cable, power supply, a travel case, and the California Games cartridge. This Kit sold for \$129.95. Quite a few club members have Lynx game systems and the numbers around the area are definitely growing.

February's meeting will be held on the 12th. Tentatively, we will be featuring NeoDesk 3.0 and the Mega STe. Please call the BBS and get involved with the club. If you don't have a modem, give me a call (Eric) because the club has 2 modems that we can loan out to members. We'll see you at the meeting.

SCAT SUBURBAN CHICAGO ATARIANS

AN INDEPENDENT COMPUTER USERS GROUP

Meeting on February 1, 1992, the demo will be an Atari TT with IBM and Mac emulators. We as a club have not had a production TT at one of our meeting or looked at a TT in great detail. Greg LaBrec, who works for Atari in Lombard, did bring in a pre-production model in the spring of 1991. The computer being brought to the February meeting is owned by a club member.

The March 7, 1992 meeting will include a demo of an IBM program from Parsons titled Tax Edge. Al Conley will demo this program. He will run the program using PC Ditto II installed on an Atari 1040ST. I have seen this program run and it is impressive. This program also has the capability of sending by modem the tax forms to the IRS.

On tap for the April 4, 1992 meeting will be GAMES. We will have 8bit, 16bit and LYNX games. The titles have not been put in stone, but I am sure there will be something for everyone who attends. The May 2, 1992 meeting will feature the Portfolio hand held computer.

All meeting will be in the K building College of DuPage. I will try and get room K157.

A reminder from the Officers, Members dues of 20 dollars for 1992 are now payable since most membership runs out in March. If you can not come to the meeting please send the dues to our mail Box in Roselle. Hope to see you at the meetings.

Alvin Riesbeck, President



General Meetings are the 3rd Monday of each month at the North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are on the 1st Thursday of each month at the North Park Adult Center, 2719 Howard Street at 7 pm. All meetings are open to the public. Annual SDACE subscription dues are \$18 which includes increased BBS access, AIM subscription, SDACE newsletter subscription, and reduced rates on the Disk of the Month. SDACE's address is PO Box 900076, San Diego, Ca 92190.

President Dan Phillips (619) 462-1289

Vice President Dean Smith (619) 582-6749

BBS - 24hrs, 300-2400 baud, 80 MB (619)689-8157

Greetings from rainy San Diego (just another great excuse to stay inside and play with our Ataris!). Our December meeting featured a MIDI Maze tournament, which also allowed us to try out each other's different joysticks. The Wico Ergostick seemed to be a crowd favorite, as were the Advanced Gravis joystick, Wico Batstick and the (now obsolete) Epyx XJ-500. Oddly, it was an old Atari 2600 joystick—the original—which won the most games. So much for progress.

Interest in Atari 8-bits seems to be picking up as the economy slacks off. We hope to increase the number of 8-bit programs on our BBS in '92, as well as help stock other local BBS systems which support Atari.

Other plans for '92 include bringing Atari factory representatives to our meetings, as well as other high profile Atari developers/suppliers.



The Saginaw/Tri-City Atari User Group meets the 2nd Saturday of the month, at 9 am, at the Rudy Zael Memorial Library, on the corner of Center and Shattuck in Saginaw Township, Michigan. Upcoming meetings are January 11th, 1992, February 8th, 1992, March 14th, 1992, and April 11th, 1992. NOTE: We communicate by postcard with our members before each meeting to confirm the location and time of the meetings.

Officers

President	Bryant LaFreniere	(517) 835-2234
ST Librarian	Jim Fleming	793-9792
Treasurer/Secretary	Marty Schmidt	792-6029
8 Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only \$20.00, which provides support for both the 8 Bit and ST, and full access to the club's Public Domain library, along with a year's subscription to the Atari Interface Magazine. PD disks are \$3 for a double-sided disk packed full of goodies (2 for \$5, what a bargain!). Check your mailing label, if you need to renew, (or haven't joined us yet!). A free PD disk is included with each new membership or renewal! DO IT NOW!

At the December Meeting:

With the use of postcards to send the meeting activities to our members before the meeting, we do not need to inform our members of these activities in the AIM magazine. This good communication allows us to be flexible with our agenda.

We tried to have a meeting at Marty's house for the ST group due to the low volume of people that have turned up in October and November. The idea was to prevent the equipment volunteers from taking the time and effort to bring equipment to the library and then have *only 2-3 people show up*. Well, the December meeting at Marty's resulted in 7 ST people that were packed in his computer room. We all decided that if this turnout was representative of future meetings then we will meet at the library. We will try to meet at the library on January 11th.

The 8-bit group is also looking at ways to conduct a meeting. The 8-bit people should contact Ted for more information on the next meeting. Hopefully in the near future, Ted will contribute a separate 8-bit article of the happenings of the 8-bit portion of the club.

The main event for the STers in December was to listen to Darryl talk about the fantastic Atari Show in Chicago. We also look at the ultimate auto-tracing program, Avant Vector (Darryl got a demo disk from the show). If you are serious about auto-tracing a bit- image and converting it to a vector drawing for unlimited sizing without loss of resolution, *This program is a must*. Words do not adequately explain this program. One word of caution: the cost for the program is ~\$500 but you can not find a program that would beat it on the IBM or MAC.

In JANUARY:

We will have a swap meet and look at any goodies that anyone received at Christmas. We will communicate equipment volunteers by a note in the postcard sent to the members before the meeting. *Happy Holidays*.



The STargroup is a computer club specifically for helping members use their Atari STs. Our yearly dues are only \$15 and now include a quarterly newsletter along with a year's subscription to AIM. Other benefits include free access to our library of over 50 megabytes of Lharced public domain and shareware programs for your Atari. The club BBS, the Bandersnatch, has had a fatal hard drive crash and thus no longer exists. We do have a message section on Lief's World (904) 573-0734 thanks to the generous sysop Lief!

The STargroup meets on the first and third Tuesday of each month at the La Mirada apts. off of Powers Ave. in Jacksonville, FL. Everybody is welcome.

President	S. Michael Hallack	(904)646-0567
Vice President	Pat Augustine	(904)737-8452
Disk Librarian	Jeff Holland	(904)737-8452
Secretary/recruiter	Bob Waddell	(904)737-1905

As I write this we are nearing the holidays. December 17th will have been our joint meeting with FACE, which happens to also be a swap meet and Christmas party. We will also be discussing the possible merger between the STargroup and FACE. We have been interested in this for a while, but the minor details are difficult to work out. Watch this space to see what we will be named in 1992. <GRIN>



WAUG GENERAL MEETING MINUTES 12-10-91

The December meeting opened at 7:30 with a table groaning under the weight of cookies, caramel corn, soda pop and door prizes for everyone. Also on the table was the club's STe playing a demo of the GFA Basic game Arena Earth. This game, which can be played over a modem in addition to being playable on one machine, really showed off some of the ST's graphic capabilities right from its opening scene of an exploding alien's head.

Before we could get down to the real business of the meeting, there were some other distractions. President Dave B. explained to the assembled membership what was causing the delay in our group purchase of 8-bit hardware, namely the dearth of participation. Dave then explained that tonight's meeting would be the last chance to get in on the action.

For the benefit of members who were unable to attend, Dave and ST Librarian Mike O. related their impressions of the recent Atari show in Chicago. The descriptions of a room full of 8-bit hardware at fire sale prices, the game room, and the everywhere evident tons of Atari hardware being used by developers showing

new and exciting ST/TT programs excited questions from the audience on variety of topics.

Bill Rayl, who was exhibiting at the show, talked about his opportunity to examine the new portable ST Book which he seemed to be very pleased with. Bill also talked about seeing Unix up and running on several TTs and an actual Atari ABC 386 put into duty at the GENie booth. Some other things that impressed him at the show were new color boards for the ST/TT, optical disk drives that were running on a network of TTs and the Atari supplied Lynx kiosks which featured working machines with not-yet-released games for anyone to play.

While all of this discussion was going on, a new version of the old Christmas classic, Catnap, was being set up on our club STE. This version is complete with music and takes up a full 4 meg of memory to run. The start of the Catnap demo seemed to be the signal that we could finally get down to the real purpose of this meeting -- that of eating, drinking, and handing out door prizes like they would never end.

After all of the door prizes had been drawn and most of the food had been eaten, the meeting adjourned on a cheery note of holiday friendship and good spirit.

Respectfully submitted,
Dan Cable, Secretary

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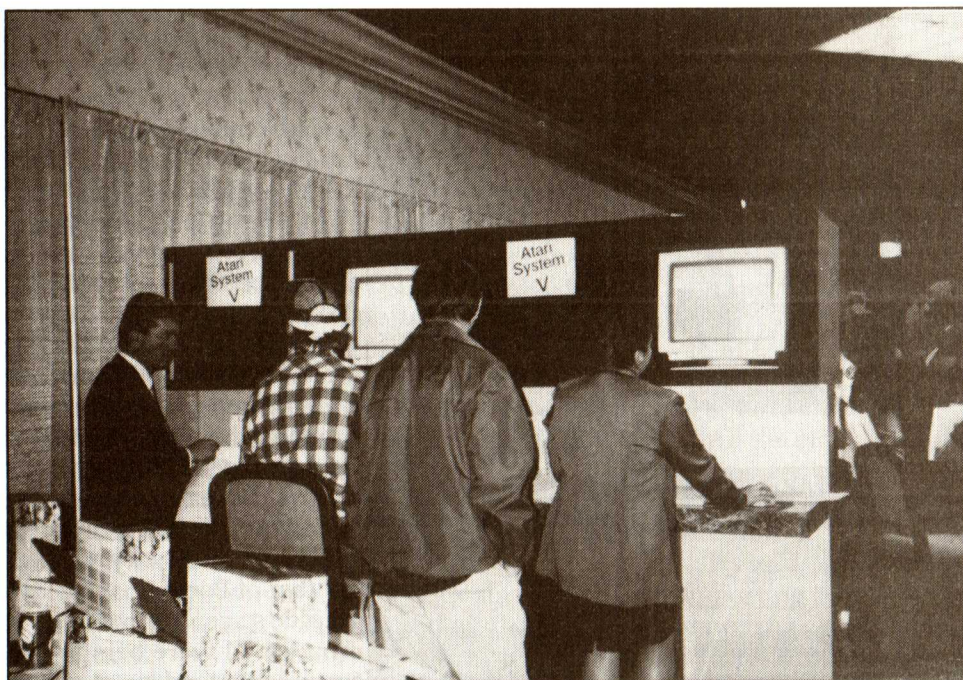
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Atari Staff showing off the TT's new Unix System V

It was definitely a first. The Chicago Computerfest by Atari, held on November 23-24 at the Ramada Hotel O'Hare marked the first time Atari has co-sponsored a show. The Chicago Computerfest is a perfect example of what can happen when Atari is as committed to a show as the user group volunteering to pull it off.

With over 50 different exhibitors and eight club booths, plus the Atari area (with three more third-party developers), this show sported more developers than any North American Atari show to date.

Atari's Presence

Atari was also there in force, with over 25 Atari employees on hand, including Greg Pratt, Bill Rehbock, Bob Brodie, Don Thomas, Mike Fulton, Art Morgan, James Grunke, Don Mandell, Mike Groh, Bob Schuricht and Sue Ruck. Louie Moskalski of Atari Entertainment, Art Pruzynski and Diane Gurrero of Atari's UNIX team and Geoff Earle and Mark Campbell from Atari Canada were also at the show.

Every one of these Atari employees was accessible to all who attended the show. From Greg Pratt on down, they were all helpful, friendly and very personable. We personally got a chance to speak briefly with many of these people, some for the very first time, and they were all charming.

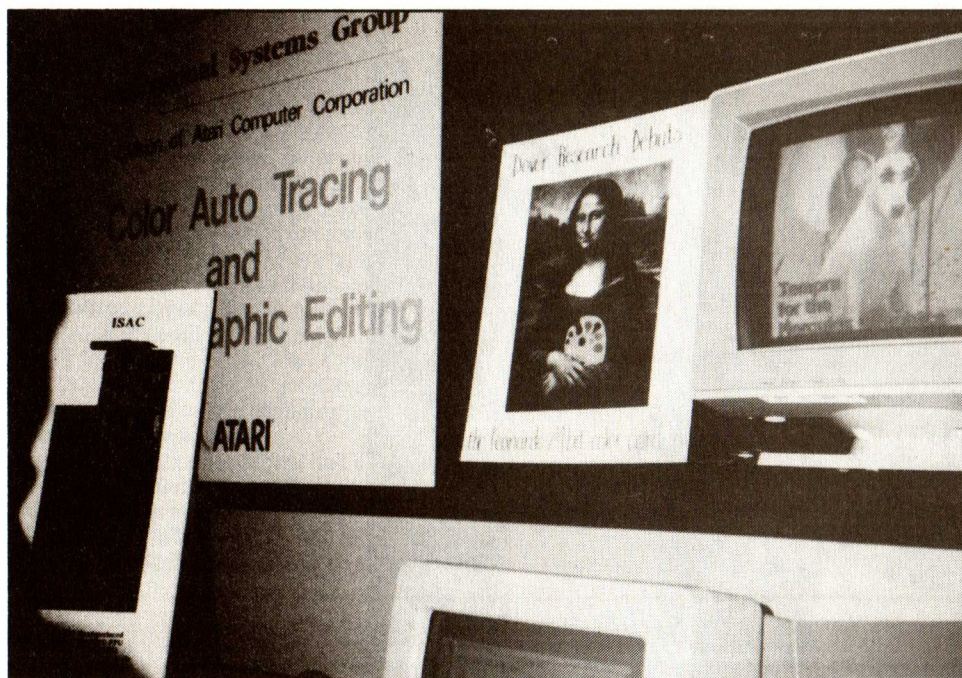
Atari's booth area, taking up 60 feet of floor space, was split up into three main sections—Atari Entertainment, Professional Solutions and a Portfolio area, going from right to left.

The Atari Entertainment Area had the latest Lynx releases (and some soon-to-be-released games), as well as the new Lynx II Deluxe Package. The new packaging includes Lynx, California Games, ComLynx cable, AC power adapter and carrying pouch. New games shown include ISHIDO and Hard Drivin'. A row of three kiosks, each with four Lynx machines, was constantly jammed with people playing their favorites.

The center of Atari's booth was devoted to Professional Solutions. This area was subdivided into sub-sections, with a number of things to see. The area was also heavily packed with people for much of the show, making it easy to miss something of importance.

The STBook was there and we'll devote a full article to our impressions of this notebook computer.

Next up was the Graphics Presentation area. Here, Jay Craswell of Dover Research was impressing everyone with his new Leonardo 24-bit color board with resolution capability up to 512x512. A Targa file viewer, written by Lexicor's Paul Dana,



was displaying photo-quality graphics with 16.7 million colors onscreen all at one time. The Leonardo board is available now from Lexicor Software, with an initial price of \$400. Jay says the price will be going up soon, so buy now!

Jay also had his popular ISAC and AlberTT boards, which give you 1024x768 resolution with 16 colors (great for DTP or CAD work) and his new Xyxis 600 meg read/write optical drive.

While I was in this area, Dave Ramsden and Robert Birmingham from Lexicor Software were also there. Robert was showing off some of the new features he's added to Prism Paint, now at version 1.5, while Dave was talking to show-goers about Prism Render and Rosetta-3D.

The TT Jay was using to demo his Xyxis drive was connected to another TT via Ethernet LAN VME card, allowing access to the drive from either system. All this was going on pretty much simultaneously, making for a rather confusing but very impressive sight.

The demonstrations you got to see in this area depended somewhat on when you stopped in. For instance, I'm told Mario from ISD was demonstrating Calamus SL in this area. Instead, I got treated to Lexicor demos. There was a lot going on in this area!

Around the corner from the Graphics Presentation area, Atari had a number of TTs running Atari UNIX System V version 4.0. The systems were all running quite smoothly. The interface, based on XWindows 11.4 and OSF/Motif 1.1.2 was very sharp. Software includes XFaceMaker 2, WISH2 Desktop Manager, GNU C and C++ compilers, GNU gdb debugger and AT&T System V sdb debugger. Atari has a pretty good looking UNIX workstation on their hands here!

Atari's Diane Gurrero and Art Pruzynski did an outstanding job answering even the most technical

questions and passing out tons of information sheets.

UNIX Developer Kits are available now. The entire kit includes TT030 with 2MB ST RAM, 16MB TT Fast RAM, TTM195 full-page mono monitor, three-button mouse and choice of 200 or 340MB hard drive.

Finally, the Atari area had a table stacked with Portfolios. Don Thomas and others were showing the new Terminator II startup file for the palmtop, as well as Power Basic and Finance, a small serial printer and 32K/64K memory cards. A number of Portfolios displaying graphic screens (some from Terminator II) were being passed around to attendees.

Let's move on to the developers attending the show. It's going to be tough, but we're going to try to cover each and every company exhibiting at the show.

ST Area

Atari Explorer—John Jainschigg and Peter Donoso were signing up new subscribers and giving out recent issues of Explorer, the official Atari journal. Their new MIDI issue was outstanding.

A&D Software—Application and Design Software demonstrated their Universal Network, which now supports the TT and Mega/STE LAN ports. They were also selling the latest version of Universal Item Selector and other software.

Best Electronics—Brad Koda was selling parts and supplies for ST and 8-bit computers. From the Best Mouse and Trackball to hard-to-find replacement parts, Best Electronics is a great source for Atari users.

Branch Always—Darek Mihocka was selling the latest Quick ST 3.0 (now being supported by CodeHead Software). In his seminar, Darek gave show attendees a peek at his new GEMulator, an Atari ST emulator for IBMs.

C-Lab Software—C-Lab was on-hand with their great professional MIDI software, including the extremely popular C-Lab Notator.

Clear Thinking—Craig Harvey, along with helpers Mike Olin and Anna Heinrich, demoed EdHak, text/RAM/disk/anything editor, and Metapsychology Primer, a personality analysis tool.

CodeHead Software—Charles Johnson and John Eidsvoog were doing a brisk sale of their latest import, MegaPaint II. The MegaPaint II demo given by Charles was impressive, and John was demoing MIDI Spy, a background MIDI recording and playback tool. The CodeHeads also had all their other great products, in-

cluding the new MultiDesk Deluxe. Along with Mega-Paint II and Avant Vector from overseas, CodeHeads are now handling the Genus font editor for Calamus fonts as well as Cherry Fonts for Calamus.

D.A. Brumleve—Dorothy, along with the assistance of her sister, debuted the Learning Games Packet, which consisted of 10 educational programs. You could also buy an "Instant Tattoo" Fuji rubber stamp at her booth. You could stop at the booth and get a one-time "tattooing" free, and lots of people wandering the show had Fujis stamped on their hands.

Double Click—Paul Lee and Mike Vederman, two of the craziest guys in the Atari market, manned the Double Click Software booth. DC's new Data Diet was getting a lot of attention, though sales were slow until the second day. Data Diet is one great program that can save you piles of hard drive space. [Ed: See the DC Data Diet review elsewhere in this issue.]

Of course, the guys from Double Click also had DC Desktop, DC Utilities, DC Shower and all their other great products.

Electronic Spinster Graphics—If you're looking for clip art, Electronic Spinster is a great source. Their free 20-page catalog has IMG and vector graphics (GEM-3, EPS or Calamus CVG) for most any occasion or situation.

eSTeem, inc.—eSTeem was demonstrating the multimedia capabilities of their eSTeem PILOT and COPILOT package by controlling a Pioneer laser videodisc player with an ST. Very impressive stuff.

GENie—While the GENie booth was unmanned much of the time, users who did stop in got to see an Atari IBM 386-compatible machine, as well as pick up GENie info kits.

Goldleaf Publishing—Goldleaf had a very impressive display for high-end publishing, including an Epson 24-bit color scanner, TT030 and SLM605 laser printer, along with Didot Professional and Retouche Professional CD (Color and Design). A number of attendees were impressed as a full color photo of a child was scanned in in seconds and imported into Retouche, where the photo's background was removed, the child's clothing colors were changed, etc.

Gribnif Software—The Gribnif gang—Tricia Metcalf, Dan Wilga and Rick Flashman—had a very professional display area that invited attendees into their booth.

Arabesque Professional was the star of the Gribnif booth. This bitmap and vector monochrome graphics drawing program has piles of features and

lots of power. Gribnif also announced XBoot, a completely GEM driven boot-up manager from Germany. While the package wasn't available for sale, pre-release show special orders were being taken, and the product was being demoed.

Gribnif's entry in the auto-tracing arena, Convector Professional, was also not available, but has an announced suggested retail of only \$99.95 puts it squarely up against Silhouette from Maxwell CPU and well below the price of CodeHead's full-featured Avant Vector. Convector is designed as a low-cost auto-tracer for people who don't need all the features Avant Vector sports.

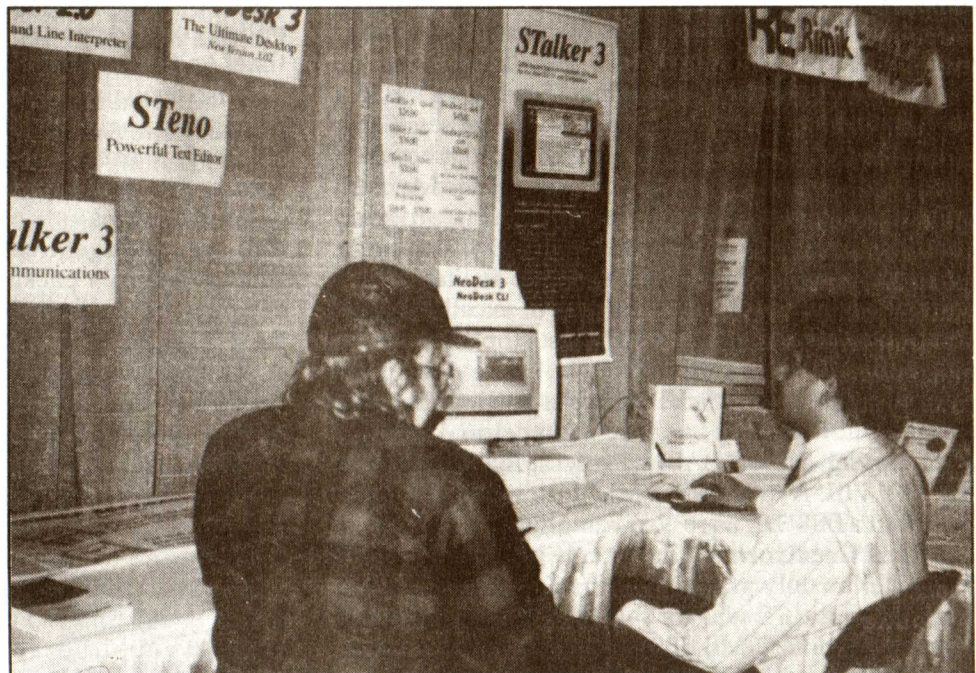
All the other great products from Gribnif were also being demoed and sold, including Stalker 3/Steno 2, CardFile 3, NeoDesk 3, NeoDesk CLI and NeoDesk Accessories.

Hybrid Arts—After a long absence from directly supporting the ST market, Hybrid Arts was onhand, demonstrating their new ADAP II hardware, as well as their great line of professional MIDI software.

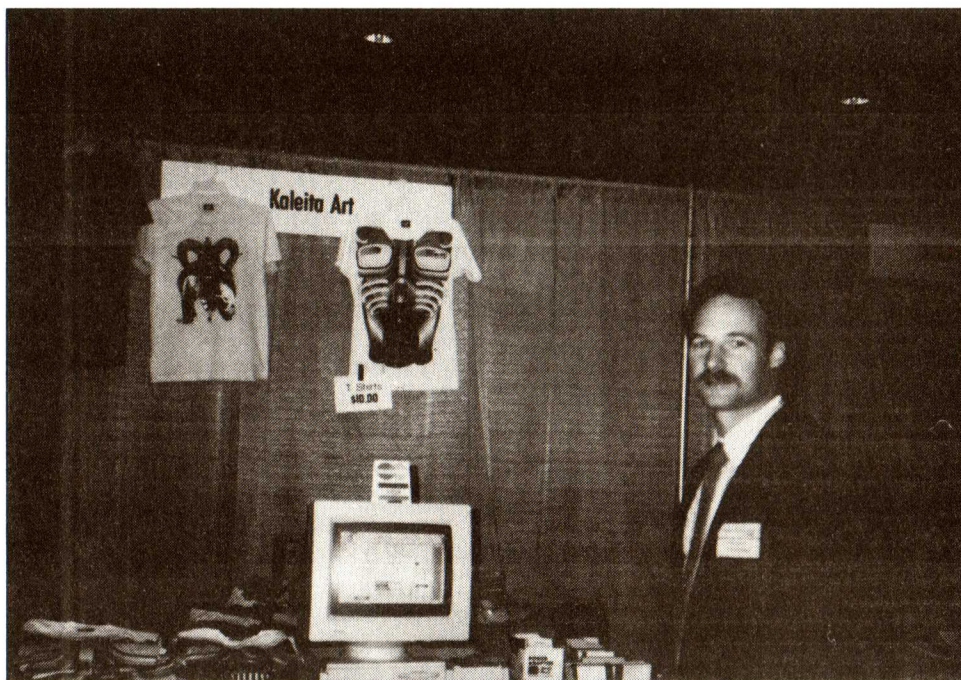
ICD, Inc.—ICD was selling their hard drives, host adaptors and software. Their newest hard drive utilities support the TT and allow you to use their boot software without having an ICD host adaptor continually plugged into the TT.

ISD Marketing—Mario Georgiou was demoing Calamus SL in the Atari booth area, as well as playing teacher for the Introductory and Advanced Calamus DTP classes. Mario really knows his stuff, and if you want to see what Calamus SL is capable of, Mario is the best guy to show you!

JMG Software International—George and David from JMG demonstrated HyperLINK, their "hypertext on the ST/TT" application. For the very first time, HyperLINK was shown networking (using A&D's



Rick Flashman (right) showing off NeoDesk CLI



that GIME Terminal can display.

Migraph, Inc.—This was one of the most popular booths at the show. After a long absence from the Atari market, Migraph is back with a handful of new products and updates.

Liz and Kevin Mitchell showed a beta version of their new Migraph OCR package. The software works with most scanners and uses the popular OmniFont technology, which is widely recognized as the best OCR technology currently available. This package looks to be a real winner, and it gives Atarians one of the best OCR packages available on any platform. Suggested retail is \$295, but orders were being taken at the show for \$245.

Universal NETWORK) between a Mega/STE and TT, with full file sharing. Another first, HyperLINK was shown using the 19" TTM194 monochrome monitor. With multiple HyperLINK windows open at once, the large screen monitor was really handy.

JMG was also showing the new "point and click" report generator for HyperLINK version 1.6. The new report generator makes designing reports a breeze.

Kaleita Art & Associates—Kaleita Art had some very impressive T-shirts for sale at the show. The shirts, designed exclusively on ST/TT computers, were fantastic. Kaleita Art has quantity discounts available and they will even print a User Group logo on the back of shirts for 50 cents each (minimum order of 24 shirts).

Mainstream America—Selling ST software for \$5 a package and a couple of popular 8-bit games (Drop Zone and Solar Star), this was a fairly popular booth.

Maxwell CPU—The main attraction at the Maxwell CPU booth was Silhouette, an auto-tracing program that was selling for a show special of \$75! Expose, a desk accessory graphics editor, was also available.

MegaType—With their full line of excellent fonts and software, MegaType was a "must stop" for all DTP users.

MichTron, Inc.—MichTron was showing their latest release of 3D Calc, a three-dimensional spreadsheet, as well HiSoft BASIC Professional and Stereo REPLAY VIII. A lot of older Michtron titles, including MichTron's BBS 3.0, were also being sold.

Micro Creations—The latest version of GIME Terminal, the only graphic-oriented terminal package available on the ST, was for sale from Micro Creations. Also, it looks like GIME BBS is nearing release.

GIME BBS will support full online graphic menus

Migraph was also showing their Scan-It tray and Merge-It software combination, as well as the latest Touch-Up release.

Missionware Software—Probably the most talked about debut at the show was Flash II, which is being marketed by Missionware. Although not yet shipping, Flash II has an awful lot going for it, including compatibility with previous Flash version .DO files and an interface very similar to Flash 1.6.

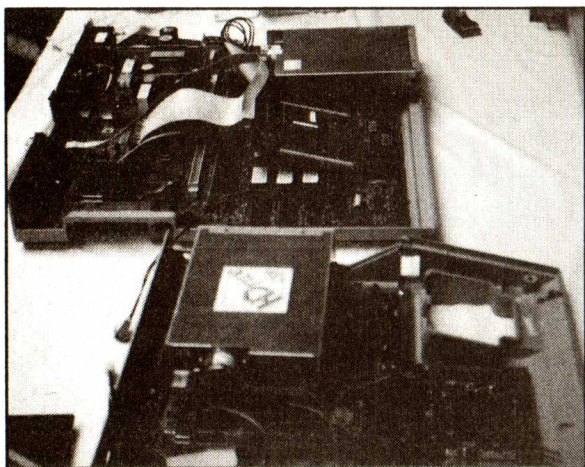
Lots has been added, though, including full ZModem, Kermit, CompuServe B+, WXmodem and SEALink protocol support; independent configuration settings for each "board"; ability to autodial multiple boards; and the ability to automatically keep track of online costs for pay services, with options for "prime time" and "non-prime time" entries.

Also available from Missionware was lottODDS, a program to help you play your favorite lottery, and Printer Initializer, a utility that creates printer drivers for any printer.

M-S Designs—Another popular stop for owners of Calamus or PageStream, the M-S Designs team was selling their font packages. If you're looking for some excellent fonts, especially fonts for specialty titles, these guys probably have just what you need.

The M-S Designs team was also displaying their newly licensed clipart collection, Wheeler Quick Art. With around 9,000 images in the entire collection, there's a lot to choose from!

These images will be sold in individual packages containing between 48 to 108 images per package, with a retail price varying accordingly. Each package is available in either bitmapped (IMG) or vector graphics (CVG, EPS) formats. Possible CD-ROM releases in the future would have approximately 2,000 images per disk.



The "Norm" board and the High Density kit

Musicode—The Turcsanyi family of Musicode demonstrated their great professional Blackjack simulator Blackjack Plus 3. This program teaches you strategies to win at Blackjack, and it's lots of fun as well. Whether you're a serious Blackjack player trying to make a living playing cards or someone who plays for entertainment, Blackjack Plus 3 is a great buy.

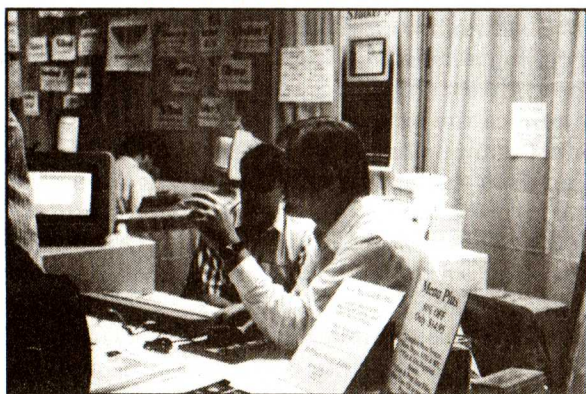
OPI (Wuztek)—Omnimon Peripherals, Inc. had their DEKA IBM keyboard interface and Omnimon Rainbow monitors at the show, as well as a prototype of their graphics card (the Norm board) and HD Drive high density floppy drive kit.

Oregon Research Associates—Diamond Back II is probably the best hard drive backup utility available on the ST/TT, and show attendees got a chance to see the software in action at the Oregon Research booth. With the ability to back up even Spectre hard drive partitions, this software can't be beat if you're an emulation buff.

Phil Comeau Software—Phil Comeau was showing his popular GramSlam grammar checker and his latest version of the new Grammar Expert, an online reference for the rules of English grammar. Phil also had his TreeSaver printing utility and his MIDI tools.

Rimik Enterprises—Rich Betson of Rimik demonstrated the multitasking capabilities of MultiGEM, along with the new MultiGEM Utilities for multitasking printing, disk formatting, etc. The desk accessory

Rimik's Rich Betson



paint program DTPaint and Menu Plus, a program launching menuing environment, were also displayed.

Roland Corporation—Near the Hybrid Arts and C-Lab booth, Roland Corp. was displaying their MIDI equipment, including keyboards and rhythm controllers. MIDI enthusiasts definitely had a lot to see at this show.

SKWare One—Seurat version 2.2, a full-featured paint program, and ColorScan, a program that colorizes monochrome IMGs were both ably demonstrated by the author, Kelly Webb. Also available at the booth was a package called Auto-Art, which consisted of five programs for "creating artforms and spectacular screen displays."

Soft-Logik Publishing—Soft-Logik's Mark Wetzel and Dan Weiss were showing off PageStream's color output capabilities, directly printing to a SpectraStar color printer. Lots of Soft-Logik's new font packs from Image Club were also available at the booth. Dan Weiss also handled the PageStream Introductory and Advance classes.

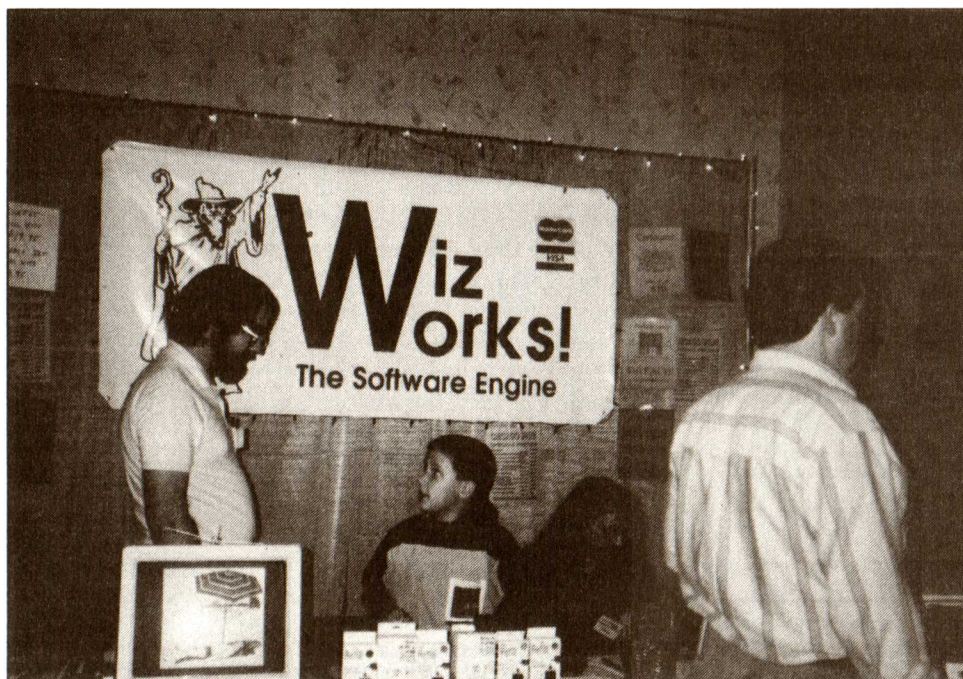


ST Informer—Mike Lindsay, Chris Latham and Deron Meer from the ST Informer staff were all on-hand (they were also manning the A&D Software booth). Free copies of the latest ST Informer were available, and attendees could subscribe at the booth.

Step Ahead Software—Nevin Shalit was demoing his latest and greatest Tracker/ST 3.0, the premier mailing manager software for the ST/TT. Tracker 3.0 is the perfect software for anyone who has to keep track of any names and addresses, perform mail merges with form letters or handle subscription/membership information.

Sudden, Inc.—Until you've seen Ronald Coleman demonstrate his SuddenView text editor, you probably haven't seen just how powerful this software is. If you need an editor that can cut and paste columns, among other unique features, check out SuddenView. It's a whole new way to edit text.

Unicorn Publications—Yep, we were there, too! We were selling copies of Atari Interface for \$2, as well as our ST/Mega, Atari 8-bit and Mac/Spectre Disks of the Month and AIM T-shirts. We also handed out around a hundred disk catalogs and CompuServe sign-up kits with \$15 usage credits.



Classic 8-bit Area

Unlike most shows, the Chicago Computerfest had a special "8-bit Appreciation Area" where 8-bit developers and users could gather apart from the ST/TT portion of the show.

A number of developers had tables in this area, and it was very popular to the 8-bit attendees. Since we have a special 8-bit report from J.D. Potter in this issue, look for his article for details on who exhibited in the 8-bit area.

Dealers

There were a number of dealers' booths scattered around the show floor, mostly from the Chicago area—Apple Annie from Park Ridge, IL;

Compu-Seller West of St. Charles, IL; CSA Ltd. from AMF O'Hare, IL; Guitar Plus, a MIDI dealer from Arlington Heights, IL; Mars Merchandising of Lombard, IL; and One Stop of Chicago, IL. Dealers from outside Illinois included Toad Computers of Severna Park, MD and Rising STar of Dayton, OH.

To give you an idea of the kinds of bargains to be had, Compu-Seller West was selling the Lynx Deluxe Pack (\$149 retail) for \$125. A TT030 with 2MB of ST RAM was going for \$1579, while a Mega/STE2 with 50MB hard drive was selling at \$1329, a Mega/STE1 was only \$929 and a 1040STE was going for just \$399.

User Groups

User groups having booths at the show included ASTMUM of Montreal, Quebec, Canada; EAUG of Alton, IL; GCACE of Chicago, IL; LCACE (co-sponsor of the show) of Waukegan, IL; MAST from Milwaukee, WI; MilAtari of West Allis, WI; RACC of Rockford, IL; and SCAT from Roselle, IL.

At each club booth, attendees could become members, buy disks from the club's PD libraries, ask for unbiased info about products being sold at the show, or just chat about what user groups are all about.

Also at the show was a special MARC booth. MARC stands for Midwest Atari Regional Council. The organization is made up of individual user groups in the Midwest and its purpose is to act as a channel of communication between the member clubs and Atari product manufacturers, including Atari. MARC charges no dues to clubs for membership in the organization.

At the banquet on Saturday night, MARC presented their first annual awards for excellence. (Hey, maybe they should call them the "MARC of Excellence Awards?") The awards are presented to select developers "for their outstanding contributions to the better-

WizWorks—WizWorks made a *big* splash with their release of ScanLite, software that allows scanning and saving of graphics from within almost any program. As a desk accessory, ScanLite can be interfaced with nearly any program.

The CodeHeads were so impressed with ScanLite, they decided to create a MegaPaint module to support it. At only \$20, this software is a *real* bargain. ScanLite works with Migraph, GeniScan/ST, Golden Image and DAATAscan scanners.

WizWorks also debuted their scanning tray—called simply The Tray—and their Coalesce merging software. The Tray is actually produced by The LYRA group and has been seen in a number of PC magazines. The Tray is used to scan a full page with a hand scanner, using two passes, half the page at a time. The Coalesce software merges the two scans into one complete 8.5x11 scanned image. The package is very similar to Migraph's Scan-It and Merge-It package, but at a significantly lower price.

Of course, all the other great software from WizWorks was also available, including Image Cat, Mug Shot and MVG. Four Mug Shot data disks and three MVG modules disks were also for sale.

If you hadn't already grabbed enough clip art at the show, WizWorks had over 50 disks of excellent quality IMG graphics from CHQ, Inc. Other items from CHQ included NeoDesk and DC Desktop icon disks (over 1200 icons per disk!) and DeskJet refill kits in multiple colors.

Zubair Interfaces—Abu Zubair was at the show with his impressive line of hardware add-ons, including the Z-Keys IBM keyboard interface, Z-Scan scanner interface, ST/Time clock/calendar and memory upgrades.

ment of the Atari community." This year's awards went to Double Click Software, Soft-Logik Publishing and CodeHead Software.

All's Well That Ends Well

The show closed on Sunday with a total attendance of around 2,300. Saturday was, by far, the busiest day attendance-wise, which is typical for these shows. About an hour before the show opened on Saturday, well over 200 people were lined up at the doors, waiting to get in. From the moment the doors opened to close of show on Saturday, people were everywhere.

Surprising to many, a respectable number of people coming to the show were not Atari owners, and some attendees didn't own a computer at all. Atari's placement of ads on radio, newspaper, etc. for weeks before the show helped bring in some of the general public. While these people didn't buy much, their presence was a welcome sight.

On Sunday, there were far fewer people, but the ones that were there had money to spend. In fact, many of the exhibitors had far better sales on Sunday. This is also fairly typical of these shows.

From a profit standpoint, the Chicago show was our very best show ever, beating our previous all-time best—the WAACE show just a month earlier—by about \$150! Other vendors reported anywhere from phenomenal to "so-so" sales, but everyone we spoke to said coming to the show was well worth it, and no one we spoke with lost money on the show. Considering there were so many exhibitors to buy from, and the current state of the economy, that's pretty darn good.

Will there be another Chicago show sponsored by Atari next year? Well, we'll have to wait and see. Atari has indicated they want to have an annual Midwest show, along with the East and West Coast shows. Mike Brown of LCACE urges everyone who wants to see another show in 1992 to write to Greg Pratt or Jack Tramiel at Atari, thanking them for their sponsorship of the Chicago show.

Atari really did go all out to make this show a big success. Special thanks go to Bill Rehbock and Bob Brodie. They bent over backwards to take care of everyone's needs, and they succeeded. Together with Mike Brown, Larry Grauzas and others from the LCACE club, these guys put on one heck of a show.

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USER'S GUIDE FOR DAISY DOT III

Ellen Lentz (ACCT)

Seldom does the mail bring anything interesting—usually bills, ads and other junk mail.

Imagine my surprise when I received a manual from David Richardson, with a request to write it up for AIM. This manual is entirely public domain, and has been endorsed by Roy Goldman (author of Daisy Dot III, 2440 S. Jasmine, Denver, CO 80222).

Low Cost Packaging

The manual is entirely on disk and, when unARc'd, fills up both sides of nine single-density disks. If ARc'd and in double-density and double-sided, it fits on three disks.

This manual almost has to be seen to be believed. It consists of a three-page Author's Notes, an index to the fonts used, 47 pages of text, and three articles which David had printed in his Newsletter, including an excellent article on creating fonts and one on double-column printing.

The original 50 fonts included in the copyrighted version of Daisy Dot III are printed in their entirety. Instructions on setting character and line spacing for best results are included, as well as indications of which characters have not been or are being used for special characters.

In addition, 59 extra fonts are included, of which 18 are fonts composed of 430 icons, translated from PrintShop, which can be printed in Daisy Dot III documents. There are also 10 graphics fonts. These fonts consist of pic-

tures converted from digitized images or computer drawing programs such as Micro-Painter or Micro-Illustrator. Instructions on how to convert them are included.

There are several very special fonts. One creates a Crazy Dots game, the "Dotty" game of geometric designs. Another is a chess set which can be used to print out a layout of a chess game. There is a crossword puzzle, with fonts for both the puzzle and the answers. There is a font with grids to make your own graph paper, and one to make your own Yahtzee score sheets.

In addition, there are fonts to print Morse code, Braille and Handsigns for the deaf. It is a truly remarkable presentation and represents many, many hours of work and ingenuity by David.

To print the manual, you must have the registered version of Daisy-Dot III, which allows you to change fonts within the body of a document. This is available for \$25.

There is a customizer with this program which allows you to set margins, line-spacing, etc. but the only thing you should change is the selection for your printer. Leave everything else the same.

Each page is on a disk side with the appropriate font files, so you merely print each file that does not contain the extender for the fonts (.NLQ). If you have a RAMdisk you can load the files into that, and the text files will print much faster, as there is a lot of switching between the font and text files.

To print the crossword puzzle, Page 14, you must print the first file, then roll the paper back to the beginning and print the second file. For the third Frontier file, you

must print the odd pages first from the first file, then roll the paper back and print the even pages from the second file. Other than that, you just print each page one at a time.

A Few Extras!

If you request them, David will also send you four other programs—PS2DD3.ARC converts Print Shop icons to Daisy Dot III format; GR8TODD3.ARC converts microscreens to Daisy Dot III format; and FNTSPLIT.MAC and DD3.MAC are macros designed by John McGowan to be used in TextPro to split screens horizontally so they can be used for letterheads, etc. and to easily enter Daisy Dot III commands into TextPro.

Since this manual is public domain, there is no charge for the disks, merely enough to cover the cost of the postage and mailer. For the manual, send five disks formatted in single-density (or 3 disks formatted in double-density) plus \$3.50 to cover the shipping/handling to

David Richardson, PO Box 746, Lawrence, KS 66044, ph: (913) 843-5213.

Once you have received the disks, you are free to copy and distribute them as public domain. If you have received the manual from some other source, David would appreciate it if you would let him know that you have it, and where you got it, so he can send you updates and perhaps a newsletter.

This is a truly remarkable manual, and congratulations to David Richardson for making it public domain. It is users like this who help keep Atari "ALIVE!"

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A-T-A-R-I

ANSWERS, Tips And RELEVANT INFORMATION

Paul Alhart (AFED)

Paul's Most Excellent Journey

On a recent drive from the East Coast to the West Coast I did something different. I took a couple issues of AIM along with me.

Sure, I wanted to show Mom that I finally got my name in print, but that wasn't the only reason for taking them. By using the information from the User Group section of AIM, I was able to contact lots of other fellow Atarians on my trip across the States. Besides being able to share valuable information regarding user groups, software, hardware, etc., it was like having an old friend or two in every state.

Bob Puff and CSS

While spending some time with my Mom in Rochester, NY, I was fortunate enough to get to meet Bob Puff. Bob is probably best known as the author of BobTerm and the Arc utility programs used on the AIM 8bit Disk of the Month.

Bob also, as of June 91, has taken over the reins as president of Computer Software Systems. CSS has a full line of hardware/software enhancements for the 8-bit Atari computer and disk drives.

I had seen CSS ads in magazines, but I never saw any of their hardware out here on the West Coast. After Bob demonstrated a few of the company's products I was impressed. There really are companies still supporting the Classic Atari.

One of their products is "The Black Box." This little beauty not

only gives you a parallel and serial port, a machine language monitor and a whole lot more, but it also allows connecting a hard drive to your 8-bit. After seeing the Black Box in action, I can only say I was truly amazed.

CSS has just printed up their new catalog that includes detailed descriptions of their entire product line. Give them a call at (716) 429-5639 and ask for it. It's free. Be sure to tell them you heard about it in AIM.

Off to Nevada

On another stop, in Nevada this time, I hooked up with an old friend from my past. He confided to me that he had an Atari 800XL and 1050 disk drive. It was all in a box in the closet. He thought it was only good for games and his mentally/physically handicapped son found the Nintendo much easier to use.

Did I hear someone groan?

Well, after telling them how the Atari could be used for education, productivity, music, art and communications as well as entertainment, I had their interest. As soon as I got home, I put together some PD educational software I had and mailed it off to them.

I am happy to report that their Atari is now back on the desk where it belongs and is opening up a whole new world for their son, Jeff.

Jeff is 18 and just learning to read, so easy-to-use educational software and the Atari could make a real difference in his life. If you know of any appropriate software you think could be of assistance please let me know.

I had hoped to drop in on a few

user group meetings during my travels. The meeting dates never seemed to match up with my nightly stops, however.

To make my next trip an even *more* Excellent Journey, I *will* consider meeting schedules *before* I plan my route. I'll also be sure to have the latest issue of AIM sitting on the seat beside me. If there is room, I'll take my trusty Atari and modem along too. I guess a few blank disks wouldn't take up too much room. And a printer would be nice and....

Help Jeff

Use your Atari to do a good deed today. Fire up that disk library program you have and see what good software you can find that may be of help to Jeff. If it is PD or Shareware, put it on a disk and send it along to AIM for use on their 8-bit Disk of the Month.

Any information or software donations can also be sent to me. I'll be happy to forward them to Jeff and his family.

Thank you!

Paul V. Alhart
524 North Zee St.
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DC Data Diet

[This article appears courtesy of Roy Barr and the Midlands Atari Computer Enthusiasts of Orangeburg, SC.]

"Save megabytes of storage space," the ad touts. "Don't buy another hard disk....Save 65%-80% on word processing documents alone!" I am speaking of no other than DC Data Diet, the new real-time compression utility by Keith Gerdes from Double Click Software. Does it deliver? Read on.

Double Click Software has been known to pack a lot of punch into a small package, and Data Diet is no exception. The packaging is like most DC software—a black and white manual, shrink wrapped, with a disk stuck between the pages.

No flash. No big, fat bulky box—just the bare essentials, and there is nothing wrong with that. Some software today is nothing but flashy packaging. Probably a large percentage of the price goes toward that big, fat color manual, great colorful artwork on the box, poster and that button or bumper sticker.

The Manual

Upon tearing through the plastic, you find a 48-page Owner's Manual, a registration card and, of course, the disk. Mike Vederman has done a good job with the manual. It starts off with a note about piracy and goes into explaining some of the notations and icons used throughout the manual.

He also explains a little about the basics, such as using the file selector. Experienced users can skip this section. But, it is here for the beginners, and they would most certainly be able to get Data Diet up and running quite easily.

Next comes the quick installation



Roy Barr
Midlands ACE

section. Those who would like to jump right in would start here and just follow the eight step plan to install Data Diet. Then, reboot and you are dietizing.

It would seem from the ads that Data Diet would just be for hard drives. But, I think most floppy users could benefit from it also, especially if they have enough spare memory for a large RAMdisk. Data Diet would be great for saving those download directories from your favorite BBSes.

Dietizing

The dietizing process alone works by compressing—or "dietizing"—all the files on your disk except for PRG, TTP, ACC or TOS files, and any others you wish to exclude. DC Squish is included for compressing programs—more about this later. Data Diet takes all other files, compresses them and replaces the original files with the dietized ones.

Doing this may seem a bit bold with a hard drive, but I dietized one partition and tested it thoroughly and had no problems. So, what the heck, I dietized my whole hard drive.

Data Diet does indeed compress most files 40 to 50 percent. On my whole hard drive, the average compression was 37 percent, with my total files being 1374. Pretty darn good.

To dietize a file, you can either have Data Diet installed as an accessory or use it as a program. I have mine as an accessory. I just call up Data Diet and the main menu pops up with a list of files being uncompressed in the current session.

Right now, while I write this in Word Writer ST, Data Diet shows I

have five files currently being used. It also shows which method of compression is used for each file. Method "A" is said to be fast. Method "B" is supposed to give better compression. I have never even used "A",

because "B" seems plenty dang fast for me.

Clicking on the name of any of these files being used gives you the stats for that file. For example, if I click on the WW2.RSC file, I'm told the uncompressed size is 28,200 bytes, the compressed size is 15,011 bytes, the compression percentage is 46 percent and the status is "decompressed."

The process of dietizing your files only needs to be done once. Dietization is automatic once you have batch dietized all your files. Files can also be un-dietized and returned to normal—"normalized" in the Data Diet terminology.

Exclusions

Some files do not take well to being compressed—ARC and LZH files, for instance. Don't fret yet! Data Diet includes a DATADIET.INF file which allows you to exclude certain file types, paths or even individual files.

You can also exclude drives/partitions. I have my A:\ and B:\ drives excluded. Anything that is written to those drives will *not* be dietized.

How It Works

Let's get into how Data Diet works. If you do not want to bother with all the technical how-it-works stuff, you can just sit back and let Data Diet do its job. You don't have to do anything special in order for it to work. It just sits there in the background, waiting for a file to be accessed. But, if you're like me, you want to know what makes this thing tick and how to make your system run more efficiently.

Any time a dietized file is accessed, that file is uncompressed and written to a work directory. When a program needs to use that file, the program is redirected to the copy in the work directory. If you change the file, or write to it, your changes are again redirected to the work file and your changes only affect this file.

When you exit the program, the file(s) in the work directory are dietized and written back to their original location(s). Then, the copies in the work directory are deleted. Simple, huh!

Calorie Statistics
Alternate key aborts

FILE.X

Total files : 1374

Total filesize : 17443269

Virtual filesize: 26821270

CDE

Drive size : 10863616

Drive ESP : 15974400

Total drive size: 32589824

Total drive ESP : 48466944

Compressed files : 940

Compressed size : 14101134

Uncompressed size: 22679135

Avg compressed : 37%

Space saved : 8578001

Average saved : 32%

Save Stats

Exit

expected it to pop up immediately like it always does. However, my work directory needed flushing, and that took about five seconds. No big deal, but anybody who knows me knows I like to squeeze every penny out of a long distance call.

The way around this, though, is to call the Data Diet accessory and click on Flush&Del Work before making the call. This compresses all current files, writes them to their proper places and deletes them from the work directory. Then, if I call the BBS and run YMG, it pops right up.

There is another option where you can have Data Diet dietize constantly. But, as the manual warns, this is much slower than dietizing when "terminating" a program.

If, for some strange reason, your computer bombs (I know this has *never* happened to you, but someday it might), your files are safe and sound in the work directory. Just reboot and they are written right back home.

You can specify a RAMdisk as the work directory, but be sure to use a reset-proof one. I really can't bring myself to use one, though, because a RAMdisk is not tangible, like a hard disk. But, using one would certainly speed things up.

DC Squish

DC Squish is included in the Data Diet package. DC Squish compresses executable files—PRG, TTP, TOS and ACC files—while keeping them completely runnable right from the desktop.

Whenever you run a Squished file, the words DC Squish show up in the left corner of the screen while the file decompresses itself. It is *extremely* fast. PageStream 2.1 decompresses in about two seconds.

Calorie Counting

You can monitor the amount of your compression by clicking on the **Calories** button in the **Data Diet Tools** program. This gives you everything you could ever want to know about Data Diet's performance. You can get statistics on the entire drive, certain partitions or even specific paths.

The only drawback is in the unloading time. For example, I was in Flash on a long distance BBS. I was getting ready to download using YModem/G. I hit my F8 key, which is set up to run the YMG program, and I

Once you've made your choice, you are presented with a plethora of information including total files counted, total file size (actual space used for storage), virtual file size (the amount of space the files would take up in an uncompressed state), number of compressed (dietized) files, space saved, average compression and much more. A Drive ESP statistic calculates the theoretical new size of your hard drive [(Drive Size * Average Saved) + Drive Size].

The statistics I got for my Megafile 30 are shown in the Calories Statistics picture. What the statistics boil down to is that I saved 8,578,001 bytes—eight and a half megs! And, I now have the equivalent of a 48-and-a-half meg hard drive! I saved 32% of my total hard drive space. Pretty neat!

Conclusion

It is really hard to find fault with this program, but I guess if I had to find one, it would be the time delay when you exit a program. This is a very minor delay, and if you use a RAMdisk it would hardly even exist.

There are many more options to this program than I was able to cover here. I would highly recommend Data Diet to anyone that has to delete files from their hard drive in order to add more files. Data Diet really does save you megabytes of disk space!

Use Data Diet until you get a bigger hard drive.

FILES ACCESSED	OFF	A	B	RO	?
W2.RSC			X	X	↑
W2MSG.RSC			X	X	
WRITER.INF	X				
ROUTED.RSC					

E:\WRITER\

W2.RSC

ORIGINAL	DIETIZED	%	SECONDS
28200	15011	46	0.80

DECOMPRESSED WRITTEN TO

Flush Flush&Del Exit

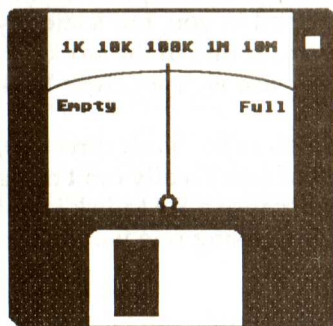
FLUSH&DEL WORK EXEC DD_TOOLS

Data Diet ON Configure Exit

Data Diet v1.0 by Keith Gerdes
Copyright © 1991 Double Click Software

Then, store it away until you will need it again...until you get a larger hard drive, and so on, and so on...

Don't buy another hard disk!



Data Diet is all you'll ever need.

Use files the same as always, but have them occupy *much* less disk space! The programs you use don't know Data Diet is trimming away the fat, but

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- Uses tax tables to compare lowest tax rates.
- All supporting tax forms can be submitted to IRS as printed.
- Print in place on 1040 form for submission to IRS.
- IRS copies of all supported forms included in TAX Wizard package.



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Schedule B
Schedule C
Schedule D
Schedule E
Schedule EIC
Schedule F
Schedule R
Schedule SE
Form 2441
Form 3903
Form 4868
Form 8606
Form 8829
Form 2106
Form 4562
Form 1040A
Schedule 1
Schedule 2

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Future forms include 941, W2, 1099, etc.



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NeoDesk CLI

A Graphic User Interface (GUI), such as the ST desktop or NeoDesk, is great for most purposes. I wouldn't go back to a standard DOS with command line interface (CLI) if you paid me to do it.

On the other hand, it sure is nice to have a CLI as an option for those times when using a command line is much faster than point and click operations. Another benefit of a good CLI is the ability to use "batch files" to process multiple commands easily.

There are a number of CLI programs available for the ST and a few of them are quite good. If you're a NeoDesk user, though, you have one very excellent CLI that stands out from all the rest—NeoDesk CLI from Gribnif.

Because of its ability to directly use many of NeoDesk's built-in functions, NeoDesk CLI offers more power than any of its competitors. The list of features is quite impressive.

NeoDesk CLI can be run as a NeoDesk Program or NeoDesk Accessory. As a NeoDesk Accessory, you can access the CLI from within any GEM program. You can execute any TOS or TTP programs, and even run GEM-based software. Output from TOS or TTP programs is automatically kept within the CLI window. And, NeoDesk CLI has very extensive Batch file capabilities.

Batch Files

One of the biggest advantages a CLI can offer is Batch file processing. A Batch file is simply a list of commands and/or expressions that are evaluated and executed in a step-by-step process.

Anyone who has ever written a "script" or "DO" file for a terminal program has, in fact, written a Batch file. Batch files are (usually) simple kinds of programs to accomplish a given task.

Using the Variables, Functions, Operators and Commands available in NeoDesk CLI, you can create very complex batch files for almost any need. Loops include IF, FOR, WHILE and REPEAT. You can define up to 2000 different variables and access nearly 40 system variables. These system variables include such things as window size, row/column position of the cursor or mouse, and current input/output device.

A special DEBUG command helps when testing and modifying your Batch files. While DEBUG is ON, NeoDesk CLI echoes each line of the Batch file, followed by its interpretation of the line, complete with line number. If there's an error, you know right away where it occurs.

The 10 sample Batch files included on the NeoDesk CLI disk are very instructive and quite useful, too! The MAKEMENU Batch file, in particular, is very interesting. With it, you can create window-based program-launching custom menus.

History

Another useful feature of a good CLI is its History capability—the ability to recall, edit and re-execute past commands. The History buffer in NeoDesk CLI is configurable up to 64K, and that can hold a huge number of commands!

NeoDesk CLI has the very best History functions I have ever seen in any CLI. It even beats many mainframe computer systems. To scroll through the History buffer one command at a time, simply press the Shift-uparrow or Shift-downarrow combination. Once you find the command you wish to reuse, you can edit it if you wish then re-execute the command by hitting return.

In addition to the Command History, NeoDesk CLI also has a Window History,

Bill Rayl

If you're a user of NeoDesk version 2.05 or higher, you really should get NeoDesk CLI.

which is also configurable. This Window History is actually a scroll-back buffer, similar to those found in some terminal packages. You can use the arrow keys or Home key, with or without the Shift key, to move around the Window History buffer. By selecting text with the mouse, you add that text to the current command line. You actually build new commands piece-by-piece using text in the Window History buffer.

Aliases

Aliases are great for creating your own specialized commands, and NeoDesk CLI supports Aliases in a big way. In fact, you have two types of aliases available to you. The first type is the way one would normally think of an alias—as an abbreviation for one or more commands.

For instance, to get a wide directory listing with only filenames from NeoDesk CLI, you must enter `LS W+ V-` as the command. Or, you could create an alias—something like `ALIAS LW "LS W+ V-"` creates a new command `LW`. Now, just enter `LW`, and NeoDesk CLI does the rest!

If you find yourself using a set of commands often, creating an alias can save you a lot of typing.

The other type of alias is a bit more complicated, but also very useful. You can use the `ALIAS` command to redefine any key on the keyboard to any string of characters, including carriage returns. This gives you the ability to define macros for different key combinations.

Wildcards

A CLI is probably most used for file manipulations that aren't easily handled by a GUI. A CLI generally does much better at complex file operations because of more flexible wildcarding. A GUI, on the other hand, usually has no

wildcarding support for file manipulation or, at best, support only the `*` and `?` wildcards.

NeoDesk CLI, like many good Command Line Interpreters, supports "regular expressions" in wildcarding. These expressions are enclosed in brackets (`[/]`) for matching individual characters or braces (`{/}`) for matching elements in a list separated by commas, tabs or spaces.

As an example, entering the command `LS CA [BDM].TXT` would match files named `CAB.TXT`, `CAC`

NeoDesk 3.02

By now, everyone in the ST marketplace should be well aware of NeoDesk from Gribnif Software. NeoDesk is the premier desktop replacement. Version 3.02 of this popular desktop adds a number of important features. This article will deal with those new features. [Ed: For a complete review of NeoDesk 3, see the February 1991 issue of Atari Interface.]

The biggest changes are in the icon editor. NeoDesk owners can now read any bit images contained within a resource file, not just icons. With this new capability, you can grab a bit image from your favorite program's RSC file and use that to create a custom icon for that program.

Other enhancements to the icon editor include opening of a new .NIC file window when you select "Create .NIC File..." and addition of a "Save .NIC File" option that makes creating individual .NIC files easier. Also, pressing Control while clicking once on an icon lets you change the icon's template without editing the whole icon.

Some "minor changes" to NeoDesk make it possible to use the Call NeoDesk and Item Chooser NeoDesk Accessories.

Fixes

NeoDesk 3.02 also fixes a number of incompatibilities or minor problems with ZoomRacks, ProText, ProData, CodeKeys, HotSaver, Easy-Draw/OutPrint and Hardcopy (a program that comes with Calamus).

NeoLoad, the program that actually loads (and unloads) NeoDesk, now correctly detects Mega/STE TOS (TOS 2.0x) and TT TOS (TOS 3.0x). NeoDesk functions beautifully in all ST and TT resolutions.

Other "major fixes":

"Show Information" on folders in the Icon Editor no longer causes crashes.

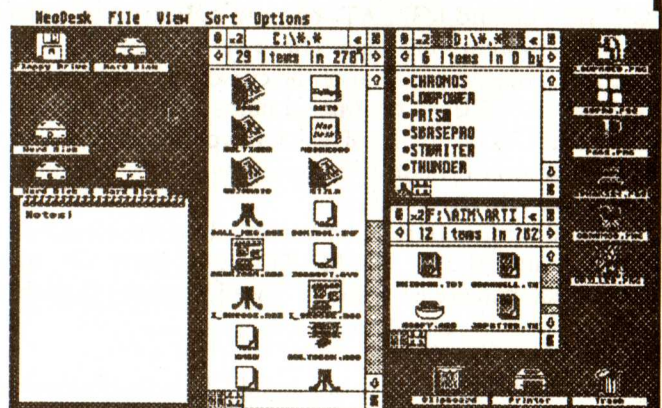
The corner clock works correctly if a Moniterm/Viking monitor is connected without an Atari mono monitor.

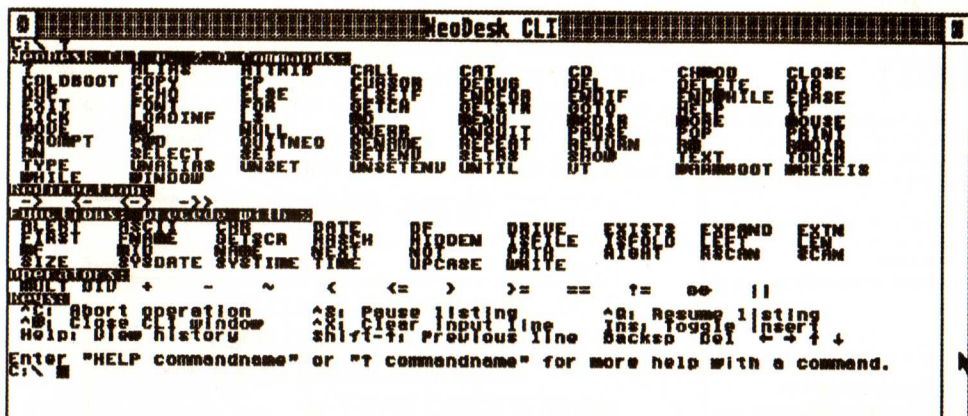
A file's "original name" can now be safely renamed during a name conflict.

The printer queue correctly performs form feeds between files, if selected.

The counter of how many files and folders are waiting to be copied is correctly updated when copying into NeoDesk's File Clipboard. NeoDesk now supports hard drive partitions with sector sizes greater than 1024 bytes and partitions larger than 32 megs. MetaDOS devices (CD-ROM drives) and other non-standard GEMDOS driver letters are now handled correctly. Batch files are now correctly treated as Active Icons.

If you have not yet upgraded NeoDesk 3.01 to 3.02, you can get the upgrade disk from Gribnif Software for only \$5. Or, send in your NeoDesk 3.01 disk and \$5 and the folks at Gribnif will perform the upgrade for you!





An ASCII table and list of keyboard scan codes in the back of the manual is a welcome addition. Even though I, and probably most others, have these lists in other reference books, it's nice that they are included here for ease of use.

The section in the 2.0 Addendum called "Improving Batch File Execution Speed" is particularly useful. In it, you are given some very good advice on how to get your batch

.TXT, CAD.TXT or CAM.TXT. Or, if you wanted to search for all executable files or desk accessories starting with the letter 'B', you could issue the command `LS B*.{tos ttp pr[gx] app ac[cx]}`. This command will match all files starting with 'B' that have extensions of .TOS, .TTP, .PRG, .PRX, .APP, .ACC or .ACX. Pretty powerful stuff.

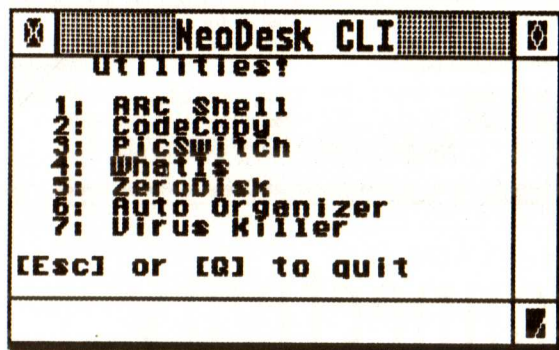
Conclusions

NeoDesk CLI also comes with a configuration program that lets you modify various buffer sizes and other settings. Included in these settings is the number of variables definable by you, the size of the Window and Command History buffer and the number of bytes available for aliases and batch files.

The NeoDesk CLI manual and version 2.0 Addendum do an excellent job of covering all the features and functions of this program. The user is given numerous useful examples of how to use the various commands, variables and functions.

files zipping right along.

If you're a user of NeoDesk version 2.05 or higher, you really should get NeoDesk CLI. For only \$29.95, it adds a whole new dimension to your desktop. NeoDesk CLI gives you the extra flexibility only a CLI can offer whenever you need it, without making you give up the ease of use of your point and click desktop. You really can have your NeoDesk and CLI, too.



NeoDesk Accessory and Icon Disks

Nowadays, \$10 doesn't buy much, unless you're an owner of NeoDesk. If you are, the folks at Gribnif Software have some great buys.

The NeoDesk Accessory Disk contains two very powerful NeoDesk Accessories. Call NeoDesk gives you full access to the NeoDesktop from within any GEM program. Item Chooser is a powerful file selector.

Call NeoDesk

While some "disk utility" accessories let you copy or delete a file or format a disk, they usually aren't very flexible. Call NeoDesk makes all the power of NeoDesk available to you from within your favorite word processor, terminal package or other GEM-based software.

You can open directory windows, copy/move multiple files, select items from NeoDesk's drop down menus (which become pull down menus with Call NeoDesk) or anything else you normally do from the desktop, except run another program.

In order to use Call NeoDesk, you must configure NeoDesk to *not* unload before running a program. Because of this, using Call NeoDesk isn't practical on low memory systems. The Call NeoDesk accessory itself only takes up 7K of memory!

Item Chooser

The Item Chooser is really one big dialog box with a lot of options. With it, you can select all files, folders or both files and folders that do or do not meet your search criteria.

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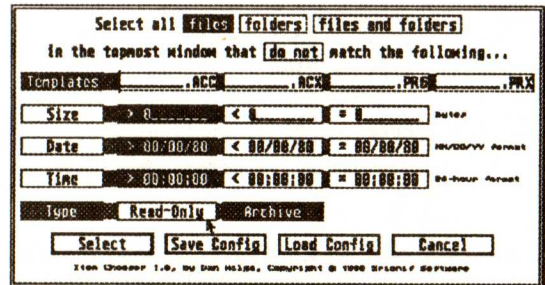
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Files can be selected by name, extension, size, creation date or time. You can also select files by their Read-Only or Read/Write status, as well as by whether or not the Archive bit has been set. If you tend to search for a specific set of files often, Item Chooser lets you save and load the current selections.



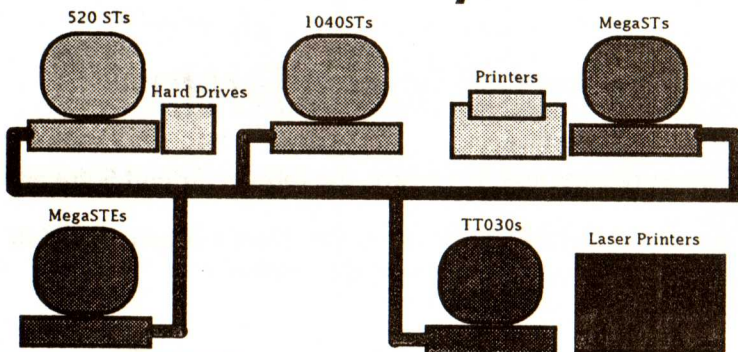
You must have NeoDesk 3 version 3.02 or higher to use these accessories.

NeoDesk Icon Disk

Another great \$10 deal is the NeoDesk Icon Disk. This disk contains over 750 different icons for use with NeoDesk. Icons are organized into categories for applications, desk accessories, data files, etc. The icon groups are supplied as .NIC icon files, so finding the icons you want is a breeze.

The NeoDesk Icon Disk is a great way to spruce up your NeoDesktop without spending days in the icon editor creating your own custom icons.

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CardFile 3

I've been impressed with CardFile for a very long time now—long before the Gribnif people added it to their fine lineup. The latest, CardFile 3 version 3.02, has added a number of nice features, including full TT compatibility.

What Is CardFile?

For those of you unfamiliar with the product, CardFile is basically a Rolodex and appointment calendar for your ST. Actually, it's a lot more than that. The manual calls it a "personal information manager."

CardFile can be used either as a desk accessory or as a stand-alone program. Simply rename the file with the proper extension (PRG or ACC) and you're off.

The program is *extremely* easy to use. When you first boot/access the software, CardFile loads in its address book and appointment data files. The CardFile main window then displays the address info for the first card in the left two-thirds of the screen.

The right side of this window contains the Options menu. This menu consists of a number of buttons you can select via the mouse, or you can press the indicated control key sequences.

Entering an address is as simple as clicking on the Edit button, clicking the New button and typing in the text. CardFile has individual fields for First Name, Middle Initial, Last Name, Title/Spouse, Company/Children, Address, City, State, ZIP, Home/Fax Phone, Work Phone, two Notes fields and a Group field.

Once you've entered all your addresses, select the File button and Save the CardFile database. The default file, which is loaded at bootup, is called CARDFILE.DAT. You can, however, create multiple address files and load them at any time.

As of version 3.0, the Card and Group buttons at the bottom of the win-

dow are very handy for flipping through your address cards. The Card buttons allow you to move back or forward one card at a time. The Group buttons move you to the next or previous address card of the same Group as the current card.

Groups

The ability to define address cards as belonging to a group is a very nice way of keeping your online Rolodex organized. In the top line of each address card, next to the display of the card's number, you can enter a Group name. In my address book, I have the following Groups: Club, Company, Store, Distrib, Friends and Family.

Rather than dealing with different address files for the various types of addresses you have, using CardFile's Group capability makes it easy. Another good use of the Group field would be to have a Group called Xmas for everyone on your Christmas card list. You can even use CardFile to print the addresses on the card's envelopes. More on the printing features later—there's a lot to talk about there!

Searching

CardFile's search capabilities are also very easy to use. Just above the Group buttons, CardFile displays the currently selected search field. Whenever this field is displayed, CardFile is ready to search.

To change search fields, you simply press the up or down arrow keys. Once you have the proper field displayed, all you need to do is type in the search string and hit Return. CardFile then presents the next card it finds that matches your search criteria. If you wish to continue searching using the same string, press Return again and your search string reappears. Pressing Return once more searches for the next card.

Bill Rayl

CardFile 3 is an excellent address book with some very useful appointment calendar functions as an added bonus.

At any time, you can press the Home key to move to the first address card in your CardFile database. You can search on any of the CardFile fields. When searching on the Last Name field, CardFile displays the next card in alphabetical order if it can't find an exact match.

Filters

The ability to display cards based on a user-defined filtering process is one of CardFile's nicest features. Like the search capability, filtering can use any field. However, you can use multiple fields for filtering. For instance, you could display only cards in the Company group that are also in the state of California.

In the Options menu for the Card Filter screen, two very important buttons are the Any and Every buttons. You must select one of these buttons to activate the filter. Choosing Every indicates that a card must match every field in the filter to be selected. Selecting Any means that a card need only match any one of the filter fields to be included.

Using our above example, Every would find all

CardFile™ 3		Sun Dec 15 11:49am	
Card: 70 of 99		Company	
Pattie Snyder-Rayl Managing Editor			
Unicorn Publications 3487 Braeburn Circle Ann Arbor MI 48108			
Home Phone: (313) 973-8825 Work Phone: (313) 973-9137 BBS			
CIS: 70007,4640 GENie: UNICORNPUB Product: Atari Interface Magazine			
Last name :			
Card	Group	Group	Card
Edit ^E		Delete ^D	
Filter ^F		File Menu	
Print Menu		Dial Menu	
- Send ↵		Calendar ^C	
CFG Menu		Quit ^Q	

companies in the state of California, while Any selects all cards that are either in the Company group or in the state of California.

Macros

Another useful feature that can save you some time is CardFile's macro capability. Personally, I use the macros to store my Group names, but you could use them for any text in any field.

CardFile uses F1 to F10 as macro keys. To store text as a macro, you enter the text in a field, then press and hold a Shift key and hit the function key you want to use. That's all there is to it. From then on, just pressing the function key will automatically insert the macro text into whatever field is at your cursor position.

If you wish to keep the same macros from session to session, using the Save CFG option in the Configuration menu defines them, along with many other settings, as your default. You can, of course, change them at any time.

Sending and Dialing

CardFile's biggest strengths lie in its ability to automate some otherwise tedious tasks. The Send option is a prime example. With CardFile installed as a desk accessory, it can automatically transfer address and phone number information directly to your word processor or DTP package.

Here's how it works. You're in your word processor, getting ready to type in a letter. Rather than type that address in by hand, you access the CardFile accessory, find the proper card and click on the Send button. CardFile closes itself and sends the address (and optionally the phone number) from the current card directly into your letter.

Heck, once you've printed out your letter, you can use CardFile to address the envelope. CardFile can't fold and stuff the letter, seal the envelope or lick and apply the stamp, but it does just about everything else!

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CardFile also functions as an autodialer, provided you have a modem connected to your computer. You can dial the Home/Fax or Work numbers. You can set the modem to disconnect automatically or just click on the Modem Off button after picking up the receiver.

Three individual dialing prefixes can be set up—one for local calls, one for long distance, and a prefix for special circumstances, like overseas calls. These prefixes, along with a field for your local area code, modem baud rate and more, are all set via the Dialing Configuration menu.

Printing

Whether you wish to print mailing labels, address envelopes, create an address book or generate phone listings, CardFile can handle the job. The Configuration menu allows you to set such things as horizontal and vertical indents and number of lines per page/envelope/label. For labels, you also set the number across as well as the number of labels vertically per sheet.

Once you've customized the configuration for your needs, printing is just a click away. CardFile comes with "printer control files" for Epson compatible and HP Deskjet printers. You can, if needed, create your own printer control file.

One nice touch when printing phone lists or address books is the Chapter option. Selecting Chapter On generates the printout separated alphabetically by starting letter of the Last Name field (or Company field if no last name is present).

Calendar/Agenda

So far, we've only discussed CardFile's ability to keep track of addresses. CardFile also has a rather nice appointment calendar feature. While not as full-featured as some stand-alone calendar program/accessories, CardFile's appointment calendar is quite useful.

The Calendar window displays one month at a

time, with the date displayed in the upper left corner of each day's box. If you have any appointments scheduled, the box also shows the total number of appointments for that day, then breaks them into the number of AM and PM appointments.

To select a specific day, you can single click on the box. If you wish to view the appointments scheduled for that day, you can either double click on the day or select the Agenda option.

From the Agenda menu, you have a number of options. You can scroll through the calendar by day, week, month or from appointment to appointment. You can also print your agenda, giving you a daily or weekly "To Do" list.

To enter an appointment, you simply select the Make option, then enter the time (AM, PM or none) and a one-line description.

CardFile can also be set to remind you of upcoming appointments. This feature only works when the program is first run or the accessory is first loaded. It will not, for instance, tell you at 4PM that you have an appointment an hour later unless you booted CardFile up at 4PM. Unfortunately, this is true of nearly all appointment calendar programs.

One thing that is missing from the appointment calendar that I would personally like to see added is the ability to define standing appointments, ones that happen each and every month, settable either by specific date or by day (such as the 2nd Friday of each month). Other than that, I can find little fault with this part of the program.

Miscellaneous

In all, CardFile 3 supports up to 2,500 cards per address book and up to 500 appointments, with up to 12 appointments per day. The program uses about 80K of memory, with an additional 20K (or more if you so desire) for its address cards. The calendar can display any month between 1986 and 2999.

Users of NeoDesk 3 get the added benefit of being able to use CardFile as a NeoDesk Accessory. This allows you to place a CardFile icon directly on the desktop and open the accessory by double-clicking the icon. Plus, you can drag any CardFile address data file to the icon to open CardFile and automatically load that data file.

CardFile 3 is an excellent address book with some very useful appointment calendar functions as an added bonus. When used as a desk accessory, CardFile's ability to interface with your favorite word processor or other GEM-based software is a big plus.

This feature alone makes it well worth the \$39.95 retail price.

CardFile™ 3: Appointment Calendar												
Jan 1992							Today					
Sun	Mon	Tue	Wed	Thu	Fri	Sat	Mon					
			1	2	3	4	Year					
5	6	7	8 1 8 1	9	10	11	Make AM					
12	13	14 1 8 1	15	16	17 1 8 1	18	Agenda AA					
19	20	21	22	23	24	25	Main Menu					
26	27 1 8 1	28	29	30	31							

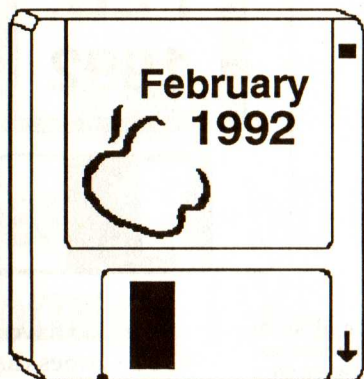
• DTP RESOURCE •

These samples of EPS clipart are from Volume 2 of the Clipables collection of over 600 professionally drawn images.

Volume 2 contains images placed into several categories. Categories include: Maps, Portfolio, Sports and Transportation.

Clipables can be purchased from Computer Safari, 606 W. Cross, Woodland, CA, 95659 or phone (916) 666-1813.





AIM Mac/Spectre Disk the Month

Each AIM Mac/Spectre Disk of the Month is a double-sided disk packed with some of the best PD and Shareware programs available each month. The disks are available in either Macintosh or Spectre formats. All files are self-extracting archives. Just double click to extract!

Here is a short description of the files contained on the February '92 Mac/Spectre Disk of the Month:

Blender—Blender DA calculates the minimum number of steps necessary to produce a smooth transition between two colors in a PostScript blend, based on screen frequency, output resolution, and CMYK percentages of the end colors. Perfect for users of Freehand or Illustrator.

Cribbage—Want to play cribbage against the computer? Well, you have to be good to beat Precision Cribbage's Advanced mode. Beginners can get hints and view a histogram of the scoring odds of their card choices. Freeware.

FTF—A working demo of "First Things First," an excellent reminder/to do INIT from Visionary Software. It presents a small floating clock/calendar icon that zooms out to show your reminder lists.

FWPTrans—A shareware translation utility by Malcolm Taylor for converting First Word Plus files (including graphics) and .IMG files from the Atari ST/TT computer into Macintosh formats.

Gravitation 4.0—This educational game allows you to build your own solar system. Lets you explore the interaction of planetary bodies and gravity in a dynamic, visual way. Shareware.

GunShy—GunShy is a version of the popular commercial program Shanghai, a solitaire game played with Mah-Jongg tiles instead of cards. In GunShy, the traditional tiles have been replaced by Mac icons. The game supports color or B&W, and the icons are editable. Freeware.

Learning Stack—This HyperCard stack helps you discover your "learning style." Knowing your learning style can help you be a better student or employee. Teachers and work superintendents/managers can use this stack to better understand and help their students or employees.

QuickB—QuickB DA adds the fast CompuServe QuickB file transfer capability to almost every terminal program. Does both downloads and uploads. If you use CompuServe, QuickB DA is almost certain to save you money.

Scruffy—In this delightful arcade-style game, you play Scruffy the dog. You must get through 10 levels to rescue your girlfriend from the Martians. Don't forget to chomp down on those doggie bones, too! Great sound effects and animation.

SuperCon 1.1a—A conversion program written primarily for SuperPaint, SuperConverter 1.1a has lots of general purpose graphic conversion features. Converts LaserBit, TIFF and ThunderScan documents/graphics to TIFF, EPS, LaserBit or ThunderScan documents/graphics.

Readers can purchase this disk by sending \$6 (\$5+\$1 s/h) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the February '92 Mac/Spectre Disk and which format when ordering.

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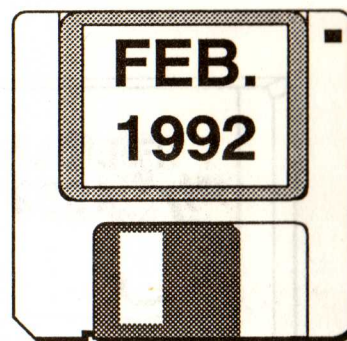
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AIM ST/Mega Disk of the Month



All files on this disk are self-extracting archives created with Double Click's Self-Extracting ARC program DC SEA! Simply double click the files. Then, click on Extract and select the drive/folder to which you want the extracted files saved. Click on Verbose to get a list of the files in each archive or Exit to abort.

Here's a short description of the files on the February '92 disk. For more complete docs, see the text files contained in most of these archives.

BAKTRACK.APP—An automatic backup utility for user's of Tracker/ST. Quickly backup those important data files without copying unneeded files. FreeWare courtesy of Step Ahead and WizWorks. Written by Chet Walters.

CAPTHOOK.APP—Captain Hook is a shareware program that allows you to "unhook" resident programs to eliminate interference with other programs. It is especially useful for eliminating conflicts with MIDI programs, but will help with almost any kind of program conflict. Written by John Eidsvoog.

CLPBOARD.APP—The Atari Clipboard Configuration CPX from Software Development Systems lets you manipulate files stored to the Atari Clipboard. View IMG, TXT and .XIC files, plus a few other new features. Freeware. Requires XCONTROL.ACC.

FBIT.APP—Set Fastload bit on executable files, ACCs, hidden or system files, programs and even accessories you have renamed to ACX. Searches all folders on an entire disk or hard drive partition. NOTE: Setting the Fastload bit speeds up program loading under TOS 1.04 or higher.

FFU.APP—Checks to see if your TT or SST board has an MC68882 math co-processor present. If it is, FFU tests its effectiveness.

FPU_TEST.APP—Utilities to test if a MC68881 math co-processor is installed (e.g. on the AD-SpeedST board or the Atari SFP004 Math Coprocessor board). Tests co-processor's effectiveness.

KAOSDESK.APP—KAOSDesk 2.01 is a German desktop replacement with many features. An icon editor and lots of icons are included. The program and all docs are in English.

MSPYDEMO.APP—Demo version of Code-Head's MIDI Spy—the unique MIDI sequencer that records and plays in the background! MIDI Spy is always ready to record—just play a note on your MIDI instrument and MIDI Spy goes into action. It can also play a list of pre-recorded MIDI files while you use your computer for other things.

OUTBURST.APP—Demo of OutBurST, a program that reduces the time it takes PageStream to output to HP LaserJet and Deskjet printers. Printing time for a full page with an HP IIIP and AdSpeed is about 19 seconds compared to 47 seconds with FPPRNT or 300 seconds with TOS 1.4 alone. Demo version good for 3/4 of a page of output. Info for fully functional version included.

PGSCAL92.APP—1992 Calendar for PageStream 2.1. All twelve months for 1992, using all stock fonts. Next month preview on each page.

SAT402.APP—Satellite tracking program version 4.02. Many options are provided for amateur radio satellite use or in visually observing satellites. Information is included where orbital data can be obtained from. Takes advantage of math co-processor if you have it, but one is not required. ST/Mega/TT compatible.

STDCAT50.APP—STDCat 5.0 disk cataloging program. Lots of new features including ability to catalog hard drives and improved catalog handling. Shareware.

SUPRCARD.APP—Super Card 1.3 is an excellent, flexible database from the UK. Lots of options and plenty of power. Records are held in memory, so the program is very fast. Shareware from B.Ware.

VANTERM4.APP—Version 4.0 of popular Flash-like terminal program VanTerm. Supports XModem, YModem, CompuServe B, Shadow background downloading and more. Latest version of DCOPY utility program included.

ZESTFMT.APP—Disk formatter program done in the ZeST style, but for ST medium resolution. Supports standard and extended formats on single or double sided disks, also verifies. GFA listing included, as well as a listing for the ZeST interface routines converted to medium resolution.

Readers can purchase this disk from their local AIM Participating user group or by sending \$6 (\$5 + \$1 S/H) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the February '92 ST disk when ordering.

We also have a special February '92 ST Games disk! Here is a short description of the files.

AMMOTRAK.APP—High speed graphic arcade racing game. Drive a rocket sled-type vehicle, Shoot at targets and drive through them to gain speed and fuel Not TT compatible. Color only.

DGNLORD.APP—DungeonLord is a new PD D&D-type adventure with digitized sounds, excellent graphics and 10 levels to conquer. Color monitor and 1MB of RAM required.

KLATRIX.APP—Klatrix is a UK shareware game that combines the best of Klax and Tetris into one game. If you like either of those popular games, you'll love Klatrix. Color only. Not TT or Mega/STE compatible.

MAHJONGD.APP—Playable demo version of Mah-Jong Solitaire from Cali-Co Superior Software. The first five layouts are included. The complete game has 15 layouts. Runs in ST low resolution. Not TT compatible.

MAZE.APP—Find your way out of the 3-D maze generated by this program. Excellent graphics. Options include use of a compass and an "exit finder" dial. If you really get lost, you can take a peek at the entire maze, including where you are in it. Another great import from Germany. Built-in help is in English. Monochrome only.

NOIDS100.APP—Latest, possibly final, version of Noids. Includes MKNoids, the game creator. Works best in ST low rez, but also runs in TT medium. MKNoids works in ST low rez only. Shareware.

PUSHBOX.APP—In this mono-only game from Germany you must push boxes to designated areas without boxing yourself in. Multiple play levels. Program is completely in English.

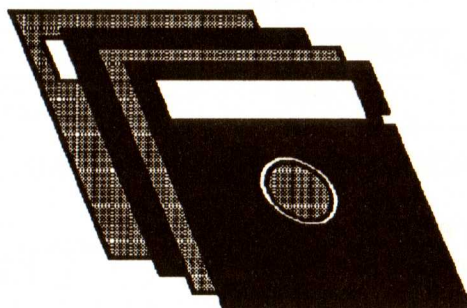
RREPAIRS.APP—This demo of Robot Repairs Inc. from Outland Quest Software lets you play the first level of the game. In this arcade-style game you work in a robot repair shop, fixing problems and squashing bugs against the clock.

This Games disk is *not* part of a normal ST disk subscription. If you are a disk subscriber, the special Games disk must be purchased separately. Please specify the February '92 ST Games disk when ordering.

AIM

Atari Classic (8-bit) Disk

February, 1992



Each AIM 8-bit Disk of the Month is a single-sided, single density "floppy" packed with software. To extract files in the ARC format, you need the UNARC.COM utility. To decompress files with a DCM extension, you need DISKCOM3.UTL. Both programs are available from most BBSes, user groups or you can purchase the April/May '91 AIM 8-bit Disk.

Here's a short description of the files on the February '92 8-bit disk:

SIDE 1

ANSITERM.ARC—ANSITERM 0.2b by Robert Sinclair. A stand-alone IBM terminal emulation program for the Atari 8-bit. Shareware beta version. NOTE: This program should only be used for connecting to ANSI-compatible BBS systems. Because the program is in beta testing, there are some bugs in this software, but ANSI emulation does work.

CARDTRIX.ARC—Maintains a database of recipes, magazine articles, etc. on 3 x 5 index cards. Requires XL/XE and an Epson-compatible printer. Written in BASIC.

BULLET.ARC—Can't get enough of the Coor's Lite theme song? Here's a nice little graphics/music demo to help you get your fix. Don't forget to sing along!

JR1.ARC—JR Games Collection #1! BASIC programs in this ARC-hive include California Lottery, JR Quest and JR Dots.

MONTANA.ARC—High quality strategy solitaire card game. Features multiple Undo and Redo, Instant Replay, Statistics and more! 100% assembled machine language.

MYJONG.ARC—My Jong by Bruce Fish is a version of the Mah-Jongg solitaire board game written in compiled ACTION. This game provides a 3-D perspective and allows several options to tailor the game difficulty. An excellent adaptation of a very addictive game.

SIDE 2

BROWSER.ARC—A hard drive menu program and a WHOLE lot more. Browser can display picture files, play digitized ASP sounds and much more. Great for cleaning up your HD directories. Very much like the menu programs that run on bigger—but not necessarily better—personal computers. Written by Tom Hunt.

WEDG21.ARC—Latest upgrade of Ed Bachman's superb WEDGE for SpartaDOS 3.2d. Adds 20 very useful commands to SpartaDOS such as PEEK/POKE, DEC/HEX, READ, WHAT (file type), RENDIR (rename dir), VIEW (arc files), PURGE (prompted ERASE), FIND, ez FORMAT (ala SDX), and much more. Hooks to external files in extended memory, plus Resident MIO commands. Requires XE or XL with at least 128K of RAM (*stock* XE will lose ramdisk).

XYMODEM.ARC—Extremely useful program for sysops of BASIC BBSes. Written by Trent Dudley in 1987 (author of Amodem 7.50), the BASIC code in this ARC allows for transfer of files using either XModem or YModem. It can transmit or receive files; the subroutines are in clean machine code and they are FAST. Turn screen off during block I/O for even faster transfers. Easily modified for YModem Batch.

Readers can purchase this disk from the local AIM participating user group or by sending \$6 (\$5 +\$1 s/h) to Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. Please specify the Feb. '92 8-bit Disk when ordering.

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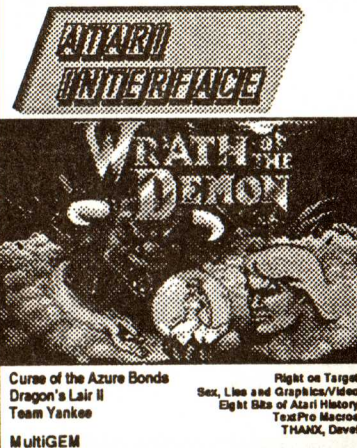
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Today, many ST owners use PCs at work and school. While PC emulators do a minimal job of emulating the PC software on their STs at home, they are slow, difficult to install, and can't emulate EGA or VGA graphics. What a waste of time!

As emulation experts we took on the challenge to use the power of PCs to emulate the ST. Remember, in 1987 we wrote the ST Xformer Atari 800 and Apple II emulators. Then we emulated the 130XE, created the cable to connect the 810 and 1050 drives to the ST, and wrote full speed TT and PC versions. ST emulation was the next logical step!

Gemulator is our ST emulator. It completely emulates the 68000 processor, and it uses the PC's keyboard, mouse, disk drives, and monitor to emulate the ST's hardware.

While PC emulators for the ST can cost over \$400, we'll be introducing **Gemulator** for under \$200. That makes the cost of a complete 386 system with emulator about the same as the cost of a complete ST system - with PC compatibility to boot!

System requirements: any DOS compatible PC with 386 or 486 processor, 4 megabytes of RAM, VGA card and monitor, 3.5" floppy disk drive, and a hard disk. A mouse is optional.

*If you missed our Gemulator seminar at the Chicago
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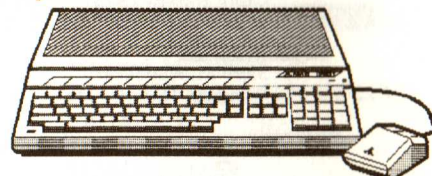
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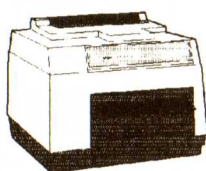
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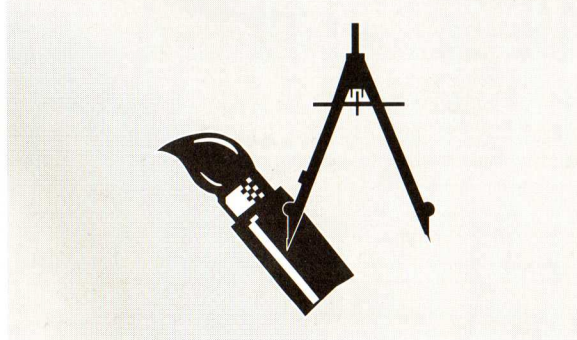
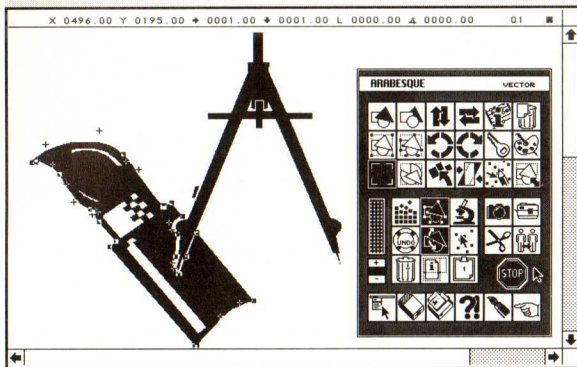
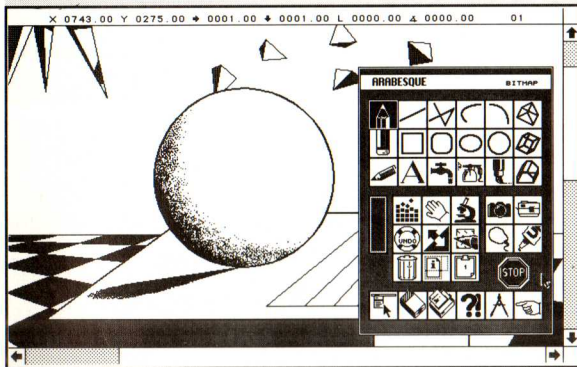
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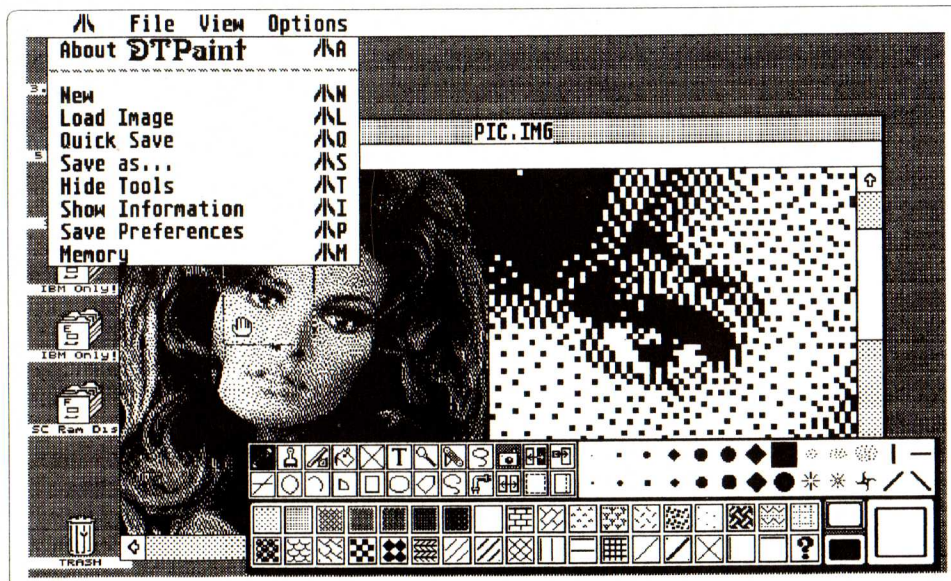
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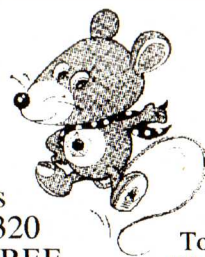
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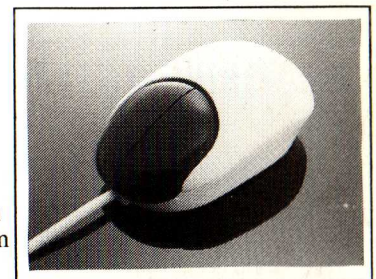
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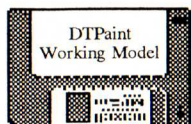
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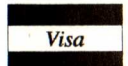
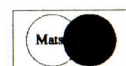
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