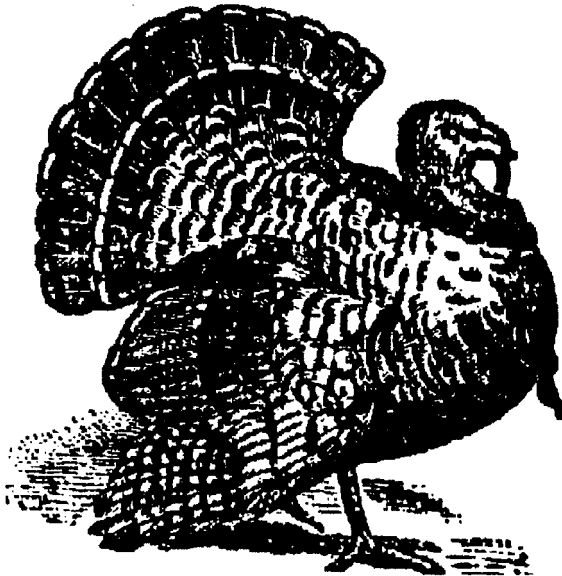


Messages

*From S*P*A*C*E*



Newsletter of the Seattle Puget Sound Atari Computer Enthusiasts



Messages from S*P*A*C'E is the official newsletter of the Seattle Puget Sound Atari Computer Enthusiasts, (S*P*A*C'E), a non-profit Atari computer users group. The contents of Messages from S*P*A*C'E are a compilation of club news, hobby and industry news, and articles about Atari computers and supporting software and hardware. Messages from S*P*A*C'E does not knowingly reprint copyrighted materials, without getting and **■** or giving proper credit, and respects all copyrights. Original material contained herein may be reprinted for non-profit use provided both the authors and Messages from S*P*A*C'E are credited. The articles published are solely the views and responsibility of the author(s) and do not necessarily represent the opinions of S*P*A*C'E. S*P*A*C'E is not affiliated in any way with Atari Corporation.

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Please forward text files (ASCII format with line feeds and control codes removed) and/or graphics files on disk to: S*P*A*C'E P.O. Box 11042, Tacoma, WA 98411-0042. Disk submissions will be returned at meetings or via mail (if requested), so please put your name and address on the disk.

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Main Meeting: Will temporary be held at George Elting house for November 6th and December 4th meetings at 3 pm. Check elaswhere in newsletter for map. There will be no main meeting in January 1994, but starting in February 1994 on the first Saturday (5th) we will start meeting on the first Saturday of the month at 3 pm at the Auburn Public Library , 809 9th Ave. S.E., Auburn, WA, phone # (206) 931-3018 a map to the library will be in next months issue of Messages from S*P*A*C'E

Tacoma Sub-Group: 2nd Saturday of the month at 10:00 AM at the Fern Hill Library Branch, 765 South 84th Street, Tacoma, WA

Mail: S*P*A*C'E, P.O. Box 11042, Tacoma, WA 98411-0042.

Dues: \$20 per year.

See back inside cover for more club news!



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The Rookies

by George Terpening

Remember Clint at the police firing range in one of the Dirty Harry movies? Have you ever wanted to match your skills of firing weapons under trying conditions at one of those ranges. Well, I have just the game for you. It is called ROOKIES and was written by J. P. Peach and in STOS Basic.

The game provides you with three targets. Each target can be either a good person (woman or man) or a bad guy. The object of this part of the game is to shoot the bad guy (or guys) within a second or two without shooting one of the good people. If you shoot one of the bad guys, they bleed and die and if you shoot one of the good people they say "ouch". The bonus round of the game is to shoot the object off of a

fence or other alley object. There will be as many objects presented as you can hit within a timed period.

The game is very simple but a lot of fun. It could use a few improvements such as a way to exit the game without rebooting and more variety in the targets presented. It is a shareware program and requires a two dollar donation to J. P. Peach, P. O. Box 2661, Rochester, NY, 14626. It is included in the SPACE Mix 'N Match Library (Disk 150).

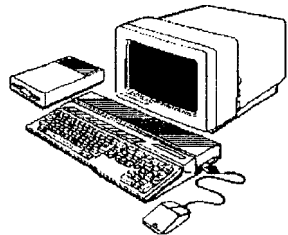
Addition to the SPACE Mix 'N Match Library

by George Terpening

This month I have been busy again on the SPACE ST Mix 'N Match Library.

I have added seventy three programs including a German to English translator with a good dictionary, twenty one games, five gaming programs, another bowling league secretary program, the new version of P I C S W 7 (P I C S W 1 0 1 . P R G) picture format converter, five financial programs, and many other types.

All catalogs have been updated. The new version of the catalog can be obtained from Bruce as well as any of the Mix 'N Match programs in the library at any of the SPACE meetings or by contacting Bruce at the address/phone number listed in the SPACE officer list elsewhere in this magazine.



The Unabashed Atariophile

By: Michael R. Burkley GENie: AE0.4 Delphi: MRBURKLEY

Sometimes there is such a thing as too much success (not often, but sometimes!). This week the church I serve had its Vacation Bible School program. For the past 18 or so years we've had it in the morning and early in July. This year, to make it more accessible to working adults we decided to have it in mid-August and in the evening. We were expecting about 50 children and adults to attend. We've had a hundred or more each night. Yikes! All of the teachers are thanking me for asking them to teach this year! {grin}. Even so we all are having a good time and learning a lot.


I'm very pleased to see what is happening Atari-wise these past few weeks. I hear more and more about the Falcon (I hope to see one someday!); Atari has just unveiled the Jaguar (amazing specs and power there!), and the PD software production rate is still burgeoning. In fact, I think things are getting to be a little too successful around here! This week's article has only about 112 of the files I've downloaded (which seems to be about average). I haven't included the rest simply because I haven't had time to describe them all. It's getting to be overwhelming! Just this past week a person sent me 26 disks (820K format) full of animations (and some other files) which I had never seen before. And since I've seen practically **everything** for the ST, that's saying something! But... don't slow down! Keep on sharing your creations with us all! Here they are...

• **ACCOUNT** is Accountant v.1 by Mindbomb Developments (dated Aug. 1993). This is a TripLink! FEDBBS utility that will display TripLink! users account information onscreen. Accountant will display for you the useful information you want displayed, and not the "junk" you don't want. It does it in its own unique and interesting way! At least STE compatible. Docs included.

• **AFMAJCOM** is a series of six .IMG scans of Air Force logos/shields. They are of: the Air Combat Command; the Air Force Special Operations; the Air Mobility Command; the Air Training Command; the Pacific Air forces, and the U.S. Air Forces in Europe. All are very nicely done.

• **AMP..DEMO** is a demo of the Atari MIDI Processor v.2.0 by Steven Lashower (dated July 31, 1993). This is said to be a very easy to use, powerful, step-entry sequencer for use with all ST--Falcon computers that can be used as a standalone step-entry program or in conjunction with any sequencer that can load and save standard MIDI files. Actually, this demo is just a Jukebox demo that allows you to play (over your MIDI keyboard or synth) five classical music files which are included. This demo contains online docs that tell you in detail the capabilities of AMP. I like the care with which this demo has been set up. The functions are clearly seen and described and easily accessed. ST medium or high rez only. 134K uncompressed.

• **ANIMAL** by Sol Guber is a DynaCadd font that is made up of about 60 animals. I assume that it's excellent (since most, if not all, of his other efforts are!), but I don't have DynaCadd to check it out.

• **ANIMALS** is a series of nine very nicely done 300 dpi .IMG scans of cartoon animals. There is a picture of a bear taking a picture, a show-off bee, a very sad (and drunk) bloodhound pouring a drink (and missing the cup!), a very proud lion and his three cubs, a cow carrying a mop and bucket, an owl using an overhead projector (and getting the transparency upside down!), a chipmunk using a portable TV camera, a dinosaur skating, and a fox in a spacesuit reading a repair manual with screwdriver in hand (and looking rather alarmed!). These are all nice pictures. 

• **AW_CHECK** by Michael Herbert (dated August 1, 1993) is a the AtariWorks Check Register. This is a set of AtariWorks Spreadsheet and Database templates designed to aid in the creation and maintenance of a simple cash accounting system for home or small business use. A tutorial is included which will get you started. The author states that this is a work in progress but useable as it stands. Requires AtariWorks from Atari (which I don't have which means I can't give you a first-hand review of this).

• **AW_FONTS** by Michael Herbert is an AtariWorks document (.STW) that will allow you to quickly view the appearance of various BitstreamSpeedo fonts in three sizes and the attributes that SpeedoGDOS supports. Just load this file into AtariWorks, select the font you wish to preview and read all about "The quick brown fox jump[ing] over the lazy dog's back." Docs included.

• **AW_FRAME** is a series of twelve GEM frames created by Michael Hebert for use in AtariWorks by Atari. They come as an AtariWorks document (.STW) from which you cut and paste as you need. The author says that they were created to meet the need for something a bit more complex than the simple boxes and ellipses that can be drawn using the tools in AtariWorks word processor. Unfortunately, since I don't have AW I can't tell you what these frames look like! Oh well, someday! 140K+ uncompressed.

• **AW_INV** is a template for Atari Works by Michael Herbert that will allow you to create a useful invoice form for your business. It is set up for the author's security electronics business, but with just a few changes you can customize it for your own situation. Docs included.

• **AW_SCPBK** is the AtariWorks Scrapbook by Michael Hebert (dated August 7, 1993). This is a series of three blank templates for creating your own scrapbooks in Atariworks as well as two AW documents (.STW), one of which contains instructions for making

and using scrapbooks and the other which is a sample scrapbook volume containing 26 decorative "initial" capitals (capital letters used at the beginning of paragraphs or pages) known as the "Morris" capitals. 146K uncompressed.

• The Brain Damage Demo by Aggression is a graphics, animation, and sound demo that I like very much. It begins with a person's head splitting apart from a shock of internal light (yeah, I know, gross, but...) and moves rapidly on to a series of excellent pictures, animations and sounds that kept me looking. It comes on two .MSA files (840K and 837K!) which you will need to reconstitute (I would suggest MSA_2_32-- see below).

• **BIRDY** is a self-running animation of a walking bird created for Atari France by Brainstorm (also in France). It is designed for the Falcon, but this file may also run on other computers with high rez graphic cards. I'll let you figure out the KEY to ESCAPE this animation. Unfortunately, I can't run this on my lowly STE so I can't tell you anything else about it (except that it uncompresses to 1.18Meg!).

• **CERTFONT** is a file by Michael Herbert that is a three-page file for Atari Works (.STW) that contains certificate phrase templates for a "Certificate of Appreciation", a "Certificate of Completion", an "Employee of the Month," a "Student of the Month" and a "funky" seal (the author's words!). The typefaces used are Black Chancery, Helena (Old English clone), Becker Medium (aka Rudelsberg) and Goudy Handtooled (these are not Speedo fonts, but originally came from Outline Art and converted to the GEM3 format using Arabeque [from Gribnif] and then imported into Atari Works). Just fill in the appropriate names and you're off! Docs concerning their use are included.

• **CHEATER** is The Cheaters Digest v.1.3s from PjH Publishing in the UK. You can't download this file any more,

and if you have it I hope you will erase part of it! This file contains an excellent series of "Cheats" in 1st Word format for many popular games. If you register you will get a file that contains cheats for far more games. This file also contains FCopy 3, and excellent disk copier and formatter, the games Bellum, Blaster, FireStorm, and Nova (all excellent, and recommended). But this file also contains the complete version of 1ST Word v.1.06. That's what you should delete if you downloaded this file. 1st Word is not, and never has been, freely distributable (according to Mike Fulton of Atari Corp.). For some time it was included with the first STs, but never as a public domain program. It's too bad they went ahead and included it in this archive. They also copied Jeff Minter's (the author of Llamatron and more) shareware description/story without giving any credit (that I found). I don't think they were consciously pirating 1ST Word (since they recommend that you go out and buy 1ST Word Plus), but this shouldn't be distributed anyway.

- **CIVI AP7** is a saved Civilization (from Microprose) game file by AP7 on Delphi (If you remember AP7 is the guy who is getting a lot of programs from Germany through Jens - this file though, if his very own). Beginning in 4000 B.C. he develops a game that conquers the world! I suspect that if you have "Civilization then you will thoroughly enjoy this game file. I especially was amused to see the names of active "Delphians" crop up in the game file.

- **COILS** by Everett Wells is a simple .FLM animation created with Cybersculpt and Phoenix Object Render. In order to view this you need an ST--Falcon with extended res. The animation is rendered in 640 by 480 dots on screen with 256 colors. I imagine that this animation is of moving coils! Requires Phoenix to view. 451K uncompressed.

- **CONFIG** is a utility for (some of) you Falcon users out there. It will allow you

to change the Falcon030's desktop language and keyboard layout **independently** of each other. This might prove useful for multi-lingual people who like to use a different language on their desktop (to keep in practice if for no other reason). It might also prove useful for programmers who wish to test their program for use in other countries. From Atari Benelux.

- **DATALITE** is a press release from Oregon Research (dated Aug. 3, 1993) that describes Datalite!, their new online Compression/Decompression utility (that effectively doubles your hard drive space!). Datalite is interesting in itself, but this file lists 24 dealers who are carrying their product. If you want to find some Atari Dealers, here's a source for some phone numbers!

- **DAWN-E** is Before Dawn v.1.01 by Arne Rudolph (dated 1993). This name of this .ACC screen saver just might have some distant relation to a well-known screensaver in the Mac (and now Windows) world, but who can really tell! This version offers three modules, each of which may be customized using a wide choice of IMG files (flying Toasters, and LOTS more included) and, if your computer has DMA sound, .MOD files (only one .MOD file included).

The program is in English, but the docs are in German. It's easy enough to configure even without the docs, but I am having a problem in keeping the displayed .IMGs from overrunning each other. I like the fact that this .ACC can interface with the .MOD player Paula (when Paula is run as an .ACC outside of MultiDesk), but I don't like the fact that someone has included Paula 2.2 .ACC (a SHAREWARE program) without any of the support files that should go along with Paula (docs and the many other files that are normally distributed with Paula). The author didn't do this, I am almost certain, because while he mentions Paula in the docs, he doesn't include that file in his list of files in the archive. Color or mono. It works on my STE TOS 1.62,

but I assume that it is fully **ST--TT** compatible (let me know if it isn't, OK?).

- **DROPIX_D** is the demo version of Droxip by MajicSoft, Inc.. This is an excellent two player Tetris clone, complete with very good sound, excellent graphics, and keyboard or joystick control. You can also play this game over the modem (in the full version). I like this game for many reasons, one of which is that you can toggle between the child and adult mode. Another neat feature is that you can configure how sensitive your joystick will be. You can also attack your opponent by various means (but watch out--you mess with him and he will mess with you!). Along with the standard Tetris pieces the game also provides you with bombs, weights, and power blocks (which do various things for you to discover). This demo is limited in that you only get to play two levels. You can play this from a hard drive, but with my set up (lots of AUTO programs and .ACC's) the color map of the screen is all messed up on exiting. Color only. Docs included.

- **EZDESKDM** is a demo version of EZDesk v.1.0 by David E. Rutherford. EZDesk is an .ACC that will allow you to create, save and automatically load your own color or black and white desktop background (patterns, not pictures) while retaining the original GEM desktop menu bar, icons and windows. You can also change the pattern at any time. This demo is limited in that you are unable to save or load custom images to or from disk or specify or load a default desktop background.. TOS 1.0--Mega STE only. Docs and ordering information included.

- **E_USA** is another wonderful program by Albert Baggetta. It features the ever-popular Eliemouse, and is entitled, "Eliemouse In the U.S.A.." v.1.0. This game does an excellent job of combining learning and fun so your child (and you!) can learn the location, Capitals, State Flowers and Birds, and State Songs (brief selections) of the

Continental United States. The animations really enhance this program's attractiveness. There are many different learning and game options from which to choose. I like this and recommend it to you. This is a demo version of the game (you can't use your printer with this demo and you are limited to only learning about six states). Color only. Docs and ordering information included.

- **FONT48** is Diva's Ansi-Font replacement. The author has designed and implemented a "more elegant font for ansiterm." He feels that the default font in AnsiTerm (currently v.1.9 and a great shareware ANSI compatible term program) is too IBM-y in appearance, and that this version is much more elegant. I haven't used AnsiTerm to any great extent so I can't really comment. Try it and see!

- **FRMK_DO** by Mark Slagell (the author of SilkMouse v.3.1--if you don't have that, get it!) is form-do() replacement for all of you programmers out there (dated Aug. 1, 1993). This linkable object file will only add 1000 bytes to your code, but it will allow you to assign keystrokes to any dialog box (and several other things that I don't understand). This archive includes object file, source code (S), docs, and a sample program.

- **GBENCH31** is GEM Bench v.3.1 by Ofir Gal (dated August 5, 1993). This program provides you with a simple, GEM based way of testing the speed (and much more) of your TOS 1.0--Falcon computer. It will test speed, the CPU speed (math and memory access tests), and more. You can also use this program to tell you your computer type, TOS version, MultiTOS (MiNT) version, Blitter status, AES and GEMDOS versions, NVDI (a screen accelerator like Warp 9), FPU and other information about the system. You can even force the system (if you have a TT030!) to run in ST RAM or Fast RAM. It will also let you compare your system against other Stock Atari machines. Fully MultiTOS compatible. Color or mono. Docs included. This

version fixes a number of bugs in version 3.0 (if you have 3.0, get this!). SHAREWARE.

- **HARDCHR** is a simple but fun hard disk recorder/effector for the Falcon with a nice interface. Prompts are in German but easy to figure out. This description is from the CodeHead **BBS** since I don't have a Falcon030 on which to try it! I can say that the prompt that tells me I can't run it on my STE comes in a box I can grab and move anywhere on screen. That's interesting to see!

- **HOWGENEV** is an interesting article (dated Aug.2, 1993) by **Al Fasoldt** (an excellent writer) entitled: "Geneva's MULTITASKING: YOU DON'T NEED ANYTHING ELSE TO ACHIEVE IT." Geneva, from Gribnif Software, is a multitasking environment for the Atari line of computers. Since both Geneva and NeoDesk are produced by Gribnif many people think that you require NeoDesk to run Geneva. You don't (though having NeoDesk is a great idea!). While telling you how to run Geneva without NeoDesk the author tells you a lot about Geneva itself. That sounds like one great utility! Imagine running numerous programs at once without a tremendous slowdown of your system. It's possible with Geneva!

- **HS_MO14** is the High Speed Modem fix v.1.4 by Harun Scheutzwow (dated July 24, 1993). Put this program in your AUTO folder and you will find that you no longer have a problem with the ST, STE, Mega STe and TT serial-port speed limitations on Modem Port 1. The author claims a reliable speed increase to 38 kbps on an 8-mHz ST and much more on a Mega STe and TT. The documentation is in German (also translated using the program "German to English"). SHAREWARE. Color or mono. You only need this if you have a 9600 baud modem or higher. I found this on the CodeHead **BBS**.

- **LED-122** is the Little red **Editor** v.1.22 by Volkmar Wieners and Roland Bohn (dated July 9, 1993). This

program is a message editor for Fido Points and standard **BBS's**. **LED** uses the Quick BBS ST format for message bases and is completely compatible with IOS, Bermuda, and Jetmail. It also has full support for extended flags in message headers. It's unfortunate, but while the German docs mention English documentation, it's missing from this archive. ST--Falcon compatible.

- **LHA210** is LHA v.2.10 by Roger Burrows (dated July 12, 1993). LHA is a **.TTP** (command line controlled) archiving program: that is, it allows you to collect together a number of files and store them under one file name and through data compression, reduce the file size so that they (almost always) take up less space than they would on their own. Older versions of LHA compressed files in the **lh1** format (with the three letter extension **.LZH**). This newest version also allows compression using the **lh5** format (still **.LZH**), the same as the newest Quester **.LZH** utility (**LZH201L**) and allows decompression of some of the older file formats out there that still crop up occasionally (**.lz4**, **lz5**, and **lh4**), and full support for **Amiga-style** comments ("**filenotes**").

Fully compatible with Charles Johnson's **ArcShell v.3.1**, this program is a breeze to us. Color or mono. Docs included. Last issue I reviewed Christian Grunenbergs **LHarc v.2.21** (file name **LHA_221**). I don't think that there is any relation between these two programs other than the fact that they both deal with **LZH** files. **RB's** program and docs are all in English with **CG's** docs are in German.

- **MANUAL11** is Manualizer v.1.1 by Anthony Watson (dated July 30, 1993). This simple program will allow you to use your **HP Laserjet** (or compatible printer) and your **ST--TT** computer to print out your **ASCII** text files in a landscape format so that they will be in the proper order to be able to fold the sheets into the form of a manual. Believe me, this automates what is a royal pain to try to do in most word

processors or DTP programs! **It's great** for church songbooks, for **example!** This is the same program as v.1.0, but now it is **freeware** instead of SHAREWARE. NO ONE registered this excellent program, so he decided to release it as freeware. Send him something anyway to encourage him, OK? Color or mono. Docs included.

- **MINSIDE** by Tim Patrick is a series of IMG, P13, and PC3 drawings that parody the "Intel Inside" logo. These promote "Motorola Inside" and feature the Atari Logo as well. Nicely done, with several variations. They would all be excellent as a desktop background picture. 172K uncompressed.

- **MP5PATCH** is a patch program for all of you MegaPaint Classic v.5.01 owners out there. This file will allow you to upgrade your software so that you can now use U.S. page sizes and have SLM Laser Printer compatibility. Free from CodeHead Technologies.

- **MSA_2_32** is the Magic Shadow Archiver II, version 2.3+. Fully GEM-based and works with MultitOS. MSA_2_32.PRГ can be renamed MSA_2_32.ACC and run as an accessory. New in this version: A filename can be passed by command line to MSA-II. This file becomes the default .MSA file. Used by certain shells when **dragging** a file on MSA-II. Magic Shadow Archiver reads in an entire floppy disk and compresses it into a single file with an .MSA extension. It also reads .MSA files and creates a full disk.

- **PAGESIZE** is a Caligrapher document by John Eidsvoog (dated August 1, 1993) that is entitled "Understanding Calligrapher's Printing." This file (which needs to be loaded into Calligrapher, from CodeHead Technologies) basically explains what is found on page 70 of your Calligrapher manual, but since so many people seem to misunderstand how to get the program to print out just the way they want it the author explains it again here (how's that for support!). This explains in detail the "actual page size, the physical page size, and the virtual page size." This file also includes PRNTGRID.CPK which allows you to accurately determine the exact printing area of which your printer is capable (this

was omitted from the Calligrapher 3 Professional master disks).

//// As you know, I like PhotoChrome 3 picture files (.PCS). Here are some more I just downloaded.

- **ECLIP92B** is a .PCS format picture of a solar eclipse. Clouds partly obscure the view and a faint reflection from the waters below accent this scene.

- **EVEREST3** is a nice .PCS picture of a daylight view of the Eastern side (based on apparent shadows) of Mount Everest. The sky is blue, the snow is white and blowing.

- **HARD2** is a .PCS format of a young woman stretching after exercise (she glistens with sweat). She is wearing a rather skimpy and delapidated top.

- **ISLAND** is a very nice .PCS format picture of the sun shining over a small island in a calm bay. Mountains in the background and an overall golden color complement this peaceful sunrise (or sunset) scene.

- **KAUAI BA** is a .PCS picture of Kauai, overlooking green pasture-like land interspersed with trees and other vegetation, and then seeing the bay with volcanic hills on the other side.

- **LIGHT86** is a .PCS picture of the most awesome single-event lightning display I have ever seen. Multiple forks coming down (or going up) from the billowing clouds, illuminating them from within and without. All of this takes place over the lights of a large (flat) city/suburban area. The view is taken from what appears to be a nearby hill.

- **WATERY** is a .PCS picture of a very hard to describe image. I think that this is computer-generated, though I am not sure. Imagine a pane of glass covered with irregular ripples. Now shine many colored lights (predominately blues, violets, and greens) through that glass. Maybe that's what this would remind you of.

- **WATFALL1** is a .PCS picture of a two streamed waterfall pouring into a forest pool. The stream then continues to flow downstream (of course!) showing two other minor falls (or perhaps "rapids").

//// Now back to the rest..

- **POVSTUFF** is two .TIF files designed for use with extended rez, but viewable on a standard ST using almost any TIF viewer. The first, **FALCON30.TIF** is a view of an Shuttle Astronaut during a space walk as well as several other images. The next, **OBJECTS2.TIF** is a series of solid objects reflecting off of mirrored surfaces. Looking at these two pictures using my STE is not a very satisfying experience. The 16 colors of low rez are not sufficient and so the pictures are quite grainy. I would recommend that you get a Falcon to view these! This file uncompresses to 1.15 Meg!

- **RENSTIMP** is a series of six Ren & Stimpy .AVR sound files which Bry Edewaard made for Atari's System Audio Manager. They sound typical R & S. Their titles are: Blast, Buttocks, Fence, Fireman, Horse!, and RenWhiz. If you don't have System Audio Manager you can listen to these with Sound Lab v.1.11 (the excellent SHAREWARE sound editing tool by Damien M. Jones).

- **SB_DEMO** is a ScreenBlaster demo v.1.01 for the Falcon030 by Patrick Jerchel (dated May 13, 1993). ScreenBlaster is a hardware and software upgrade that will dramatically upgrade your Falcon video. I recommend this highly to you Falcon owners. This demo is of the German product (all in German), but it is now being distributed in the USA by Compo.

- **SPANISH** is a text file that contains 5620 Spanish words (according to the uploader S. Ramirez, they are spelled correctly). It is designed to be a supplemental dictionary for Calamus S or SL. There is an attached message stating that the accent characters are likely to be incorrect (but I don't know one way or the other!). There is another file, found in the same place (GENie) that contains the same words, but is formatted as a Word Perfect 5.0 file.

- **SPXCR_14** is SPX Creator v. 1.4 by Gizmo and the Phantom. This utility allows you to create your own SPX (Spectrum Extended Pictures) . SPX

pictures can be up to six times larger (vertically) than an ST monitor (if you have the memory) and you scroll thru the picture using a moving window. These pictures take up your whole ST screen, with no wasted borders! This archive includes several utilities that will allow you to convert your GIF and RAW files into Spectrum format and thence to .SPX format. GEM based. This creator will switch your ST into 50 Hz mode (shaky, but very usable) and will work in all resolutions, though you can only see the pictures in 8 MHz color modes (TOS 1.0-2.06 compatible - at least). It will even work on a 520 ST! The docs say an .SPX viewer is included, but it isn't. The newest viewer is v.1.8 (found elsewhere - look for SPX18). Docs included.

- **SP_VIEW** by M.J.Matts is program that will allow you to install itself and then view Spectrum compressed (.SPC) or Spectrum 512 uncompressed picture (.SPU) simply by double-clicking on them. You can also just run the program and use the file selector to view the picture.

- **STALKY11** is STalky v.1.1 by Paul Lefebvre (dated August 11, 1993). This is a desk accessory (or program) that gives STalker, the excellent telecommunications package from Gribnif Software, a type ahead buffer. The type ahead buffer is three lines consisting of 232 characters each to be entered. It only uses 15K of RAM. Keyboard controlled. ST/STe/TT (and probably Falcon) compatible. This now works with Geneva, the multi-tasking resource from Gribnif, as well as Atari's MultiTOS (a few bug fixes from v.1.0). Color or mono. Docs included.

- **T_REX1** is the a .DLT animation (use ANIMATE4 to view) of a open-roofed car driving along a road in a Dinosaur preserve. A T-Rex runs up next to the electrified fence, which suddenly loses its power, jumps the fence, stomps on the car and flattens it, and then runs off. This is the same animation as T_REX, except that a different car is used and a different outcome occurs. Color only. Uncompresses to 225K.

- **T.REX** is the a .DLT animation (use ANIMATE4 to view) of a landrover driving along a road in a Dinosaur preserve. A T-Rex runs up next to the electrified fence, cocks a leg, and sprays the car, which then drives off (to the car wash?). Color only. Uncompresses to 353K.
- **TTART133** is TT Artist, the TT GEM Screen Saver v.1.33 by Massimo Farina (dated July, 1993). This file is a very nice screen saver designed for use with the TT. It takes advantage of all available colors, and provides you with a wide selection of animated display modules for you to choose. Docs included. This requires a TT.
- **TTDESKE** is TT-Desk v.1.16 by Gregor Duchalski (dated July 1, 1993) This is a utility by that will allow you to easily configure Atari's "NewDesk." With this you can assign icons and edit "short-cut" keys very easily (much easier than using the desktop). Even though this program has a "TT" in its name it will work on any machine that uses TOS 2.x or above (or so the uploaded assumes). Actually, it runs on any TOS version (including MultiTOS), but since I don't have the appropriate TOS, it doesn't do much good! Much of this program is in English, but the docs are all in German (GER2EN30 does a pretty good job of translating it).
- **VIEW. 24B** by Doublas Little is a .TTP TARGA or RAW 24-bit image viewer for the Falcon030 and Atari color monitors or TV's (dated Feb., 1993). It will allow you to display TARGA files in up to 16 million colors! Install it as an application and you're off! Limited (and sufficient) docs included.
- **VIEW_GIF** by Doublas Little is a .TTP GIF image viewer for the Falcon030 and VGA and Atari color monitors or TV's (dated Feb., 1993). Install it as an application and you're off! This works in any resolution. Limited (and sufficient) docs included.
- **WAVE_20** by B. GRIER is a PRGITTP (v.2.0) that will allow you to play Microsoft Corp. WAV sound files on your STE and TT030 (and likely Falcon030) computers (dated July 30, 1993). This version supports 16-bit mono WAVE files, supports incomplete WAVE files, such as those found on the CD-ROMS from Profit Press, and corrects a problem encountered when using standard input for file names. The program will run, but not multitask under MultiTOS. The commented source code is included (Pure C) so you can review and modify it for your own needs. A WAVE file (Kaboom!) is included.
- **XE_ST** is a program that will emulate two XE 8-bit floppies on one ST disk. This program, by Martin Krischik (dated May 29, 1988) runs on my STe, but I really can't say much about it. From the docs (all in German) I can see that it supports the Percom Standard (from 5.25" and 8" floppies through 1040kb?). It will allow you to emulate one ICD compatible Hard disk as well. Supports Speedy, Sparta DOS and My DOS and probably others as well (but since I can't read German please don't hold me to much!). It will work on a 512K ST with a single-sided drive, but to use all the funtions you need at least 2.5 meg of RAM and a double-sided drive. Color or mono. Program and docs in German.
- **XXED12** isXXED, the Hexadecimal /ASCII Editor v.1.2 by Jim Charlton (dated April 8, 1990). This GEM based program will allow you to create and edit files of any format, in insert or replace bytes using hexadecimal or ascii input, display files simultaneously in hex and ascii, cut, copy, print, paste and erase files, search or search/replace on hex or ascii strings, mark and display your files in up to seven individual windows. This looks to be a very full featured editor. Color or mono. Docs and source code included. STE compatible (at least). Found on the Boston Computer Society's BBS.

That's all for now! Take care.

All of these files can be found on one or more of the following on-line services: GENie (AE0.4 or M.BURKLEY1), Delphi (MRBURKLEY),

The CodeHead BBS (213-461-2095), Toad Hall (617-567-8642), and The Boston Computer Society's Atari BBS (617-396-4607)(Michael R. Burkley).

Drop me a line! *****

Connecting to the Real World with Your ST!

by George Terpening

Have you ever wanted to use your computer to control some part of the world around you? Do things like have your coffee made for you by the time you get up to go to work in the morning, monitor your house security while you are asleep or away from your home, or have your own local weather station you could use to check or predict the weather? Well, I have good news for you.

Starting in July of this year a magazine called Electronics Now (formerly Radio Electronics) started publishing a series of articles which discuss an interface (called The Experimenter) which can be connected to any computer which has an RS-232C port. The interface allows connection of a variety of sensors and provides a range of discrete outputs and motor control circuits. The July and August articles were concerned with The Experimenter itself. They contained a description of the commands available and the construction details. No, you don't need to put a kit together if you don't want to. The company that produces The Experimenter (Fascinating Electronics, P. O. Box 126, Beaverton, OR, 97075-0126, Phone: 1-800-683-KITS) will provide you with just the circuit board, the project in kit form, or a completely assembled and checked out unit as you wish.

There is software available on an applications disk which is written in Basic. Unfortunately the software

was written for the IBM or Macintosh computers and not ours. However, by the time you read this article, I probably will have converted the software to be used on the ST.

The interface by itself would not be too interesting for most people, but there have been two other articles covering projects you might be interested in the last two articles. The September article described a ultrasonic radar unit using a Polaroid camera sensor that is normally used in the camera to detect how far the photographic subject is from the camera. The October issue started a two part article on how to build a home weather station. What could you use the weather station for? It could be used to just forecast the local weather or used to control the environment in your greenhouse if you have one.

All projects can be obtained fully assembled, in kit form or as individual components like the circuit board. The fully assembled Experimenter comes with a reference and applications manual. The company provides answers to technical questions, Visa or Mastercard orders, and catalog requests 24 hours a day, 7 days a week, but the store hours are 10 AM through 5 PM Monday through Friday.

So far I have ordered The Experimenter fully assembled and part of the weather station in kit form. The people that I talked to said their new catalog was in the works and would go to press after all of the parts for the weather station have been added. They can provide a list of the kits available for the present and will add a requestor to the list and mail out a new catalog when they are available. I did ask some semi-technical questions and I received good answers. I am looking forward to receiving my gear and

getting to work. Look forward to seeing some of my projects at future SPACE meetings. * * * * *

From GENieLamp Atari ST A T/TalkNET
OnLine Publication Vol. 3, Issue 61

MEL'S MANOR

Squish II - The One to Beat!
by Mel Motogawa [M.MOTOGAWA]

THERE ARE ONLY 24 HOURS IN A DAY... Much as we'd like, we can't create a 25th or 26th hour to get more done. Or can we? By being more efficient, making better use of our time, we can create more time for getting other tasks done. And the same efficiency principle applies to one's hard disk.

Your hard disk is only so big. So when it's full, it's full. Or is it? Is there no other alternative but to buy a larger one? Fortunately, Atari ST users can use a new program from Trace Technologies to efficiently create more space on their hard disk by compressing executable files.

The average person probably has dozens or hundreds of executable files on his hard disk. They all consume space. Wouldn't it be great if you could reduce them in size but they would still run normally? Enter Squish II. Over the last few years, if you've used the popular DC Squish, you're familiar with its speed and convenience in compressing programs and desk accessories. Squish II, by Keith Gerdes, is a vast enhancement, completely rewritten, with an eye-popping feature list.

What It IS: Squish II works on all ST/TT/Falcons and compresses faster and better than its predecessor, allowing you to tailor the amount of compression you want. If you want maximum compression, you can select a Compression Factor of 9, but if you want the speediest compression, a Compression Factor of 0 and Turbo mode should satisfy

even the most harried of users. Since Squish II offers recursive operations, you can set it to squish a whole partition if you desire. And the multitasking capabilities mean that you can even do this in the background. Commandline options allow you to control Squish II from a Hotwire slot with one keypress or use the drag-&-drop feature of the newer desktops. An intriguing graphical display shows you the efficiency of a squish operation and a statistical breakdown at the end of sessions shows you how much you've saved. You can tell Squish II to exclude certain files, and which extenders to use, during compression operations. And keyboard equivalents mean fast response for power users. If you need to unsquish your files, the batch option makes this a cinch with safety features built-in, if you run out of disk space.

What if you've already been using a pack program and don't relish the thought of converting all your packed executables? Don't worry. Squish II can automatically convert files packed in the Pack, PFX Pack, the BA Packer, Pack Ice, Fire Pack, Pompey Packer and Atomik Packer formats. If you used another packer, a great unpacker utility is included on the master disk that supports more formats.

Squish Speed & Stats Floppy disk users really need Squish II. Your programs will boot quicker and your auto folder/desk accessory disk will finish far faster because of the slow transfer rates of floppies and the fact that part of a squished executable executes from ram.

On a hard disk, with its much quicker transfer rates, you won't notice faster loading of compressed executables. The race in this arena is to minimize decompression time. I used a little utility I had to time the execution of a few programs

uncompressed and then squished, at 25mhz and 8mhz from my hard drive. The table gives you the uncompressed size of the program, the time to execute it at 25 and 8mhz, uncompressed and squished at Compression Factor 4. As you can see, Squish II uncompresses files very quickly.

Size	25un	25sq	8un	8sq	178k	.55
	.92	.79	1.74	193k	.53	.96
	1.82	45k	.36	.42	.45	.64
	.22	.23	.31		8k	.17

A statistical program included on the master disk, DD_TOOLS.APP, allows you to calculate how much space you're saving via Squish II. By running it on my partitions, I discovered these current statistics:

Compressed files: 217
 Compressed size : 6876830 bytes
 Uncompressed size: 12826004 bytes
 Avg. compressed : 46% Space saved
 5949174 bytes

As you can see, Squish II is saving me nearly 6 megabytes of disk space over 217 files, a comfortable 46% compression. Not too shabby!

The 42-page manual is up to the tradition of previous Trace Technologies offerings. An eye-catching cover complements the informative and clear description of the program within, with many screenshots included in the documentation. A Quick-Start section gets you up and squishing in no time.

Why Squish It?

I've used many pdlshareware packers, but some of the typical problems I've seen include the inability to batch compress, poor performance, and slow compression and decompression. Most don't work on desk accessories, and one I know of is downright unstable, usually causing a crash shortly after you've exited. I've even seen a few that

compressed better than Squish II, but after mysterious random crashes while running executables packed with these programs, I suddenly realized what I've been taking for granted: the rock solid stability of Squish II and squished programs. I've barely scratched the surface of this powerful utility. A press release in the file library describes Squish II in detail (file #29601 SQII_PR.TXT), while the demo let's you try it out for yourself (file #29500 SQUIIDEMO.ZIP). If you want ease of use, features galore, stability, maximum compression, and speedy decompression, then the choice is clear. Buy a copy of Squish II and start saving today!

Squish II 2.1 \$40 P.O. Box 711403
 Houston, TX 77271-1403 (713) 771-8332 (weekdays 1pm-5pm CT)
 GENie- K.GERDES Internet-
 k.gerdes@genie.geis.com * * * * *

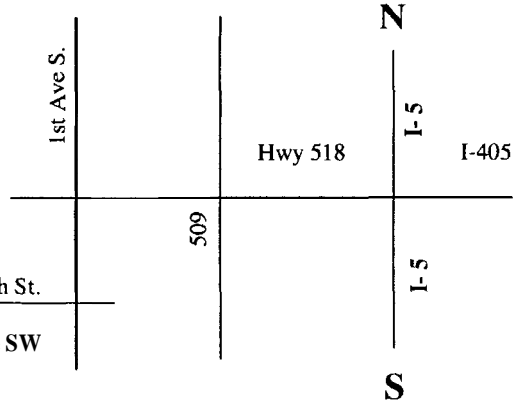
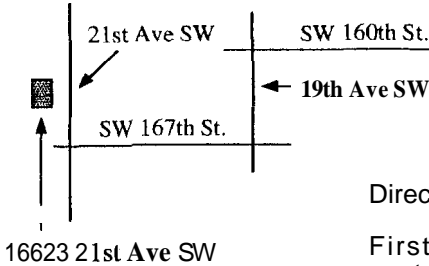
Classified Ads

For Sale: Atari 520 ST, SF 354 disk drive, SM 124 Monochrome monitor and Panasonic KX-P1081i printer. \$300 firm!, all or nothing. Call Mae Gallagher (206) 535-4698 (Tacoma)

For Sale: Atari 520 ST, Color Monitor, single disk drive all for \$250, double density drive \$50, Spectre GCR Mac Emulator \$100, SuperCharge IBM emulator \$100, IB Drive I50, Atari 1025 printer \$10, 520 station box (holds disk drives and power supply \$20, Drive Master disk drive selector box \$20. All in good condition. Lots of software and other stuff. Call Carolyn Caine (206) 851-4895

For Sale: Atari 1040STf with 2 megs of ram, SC1224 color monitor, Supra 20 meg hard drive, Panasonic KXP1124 printer, 1st Word Plus wor processor, Dr. T's Music sequencer and quickscore, and NeoDesk 3. BEST OFFER! Call Dave Fazzio (206) 923-1880 (Olympia)

MAP



Directions and Map to George's House

First if you are coming south from the eastside, follow 1-405 south until it becomes highway 518 to Burien. Continue West into the city until you reach 1st Ave South.

*Turn left onto 1st Ave South and continue to SW 160th St.

*Turn right on SW 160th St and continue up the hill to 19th Ave. SW.

*Turn left onto 19th Ave. SW, follow it till you reach SW 167th St.

*Turn right onto SW 167th St and continue to 21st Ave. SW.

*Turn right onto 21st Ave. SW, as you turn you will be looking directly at George's house.

*From Seattle, follow 1-5 south to Highway 518, (SeaTac Airport, Burien), interchange and go West to Burien. Follow other instructions and map from there.

*From South, follow 1-5 North till the Highway 518 exit, from there follow other instructions and map.

ADDRESS: 16623 21st Ave. SW, Burien, WA,
Phone # (206) 242-4023

Swap Meet Month

November is Swap meet month.

We will be having a swap meet at our November 6th main meeting at George's house and another swap meet at our Tacoma meeting on the 13th.



So bring something to sale, trade or buy.

See ya all there!

your Prez



PSAN Atari Activities - November 1993

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						SPACE Mail Meeting, Open at George King House
	1	2	3	4	5	6
				US Veterans Day		SPACE Tacoma Meeting 10am, 1pm, 3:30 Library AUGIE Meeting, 2pm, E. Executive Library
7	8	9	10		11	12
14	15	16	17	18	19	20
					Thanksgiving Day	
21	22	23	24	25		26
28	29	30				

Happy Thanksgiving !

Address Correction Requested

S.P.A.C.E.
P.O. Box 11042
Tacoma, WA 98411-0042