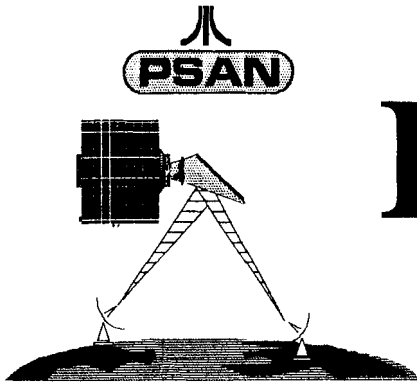


July / August 1993

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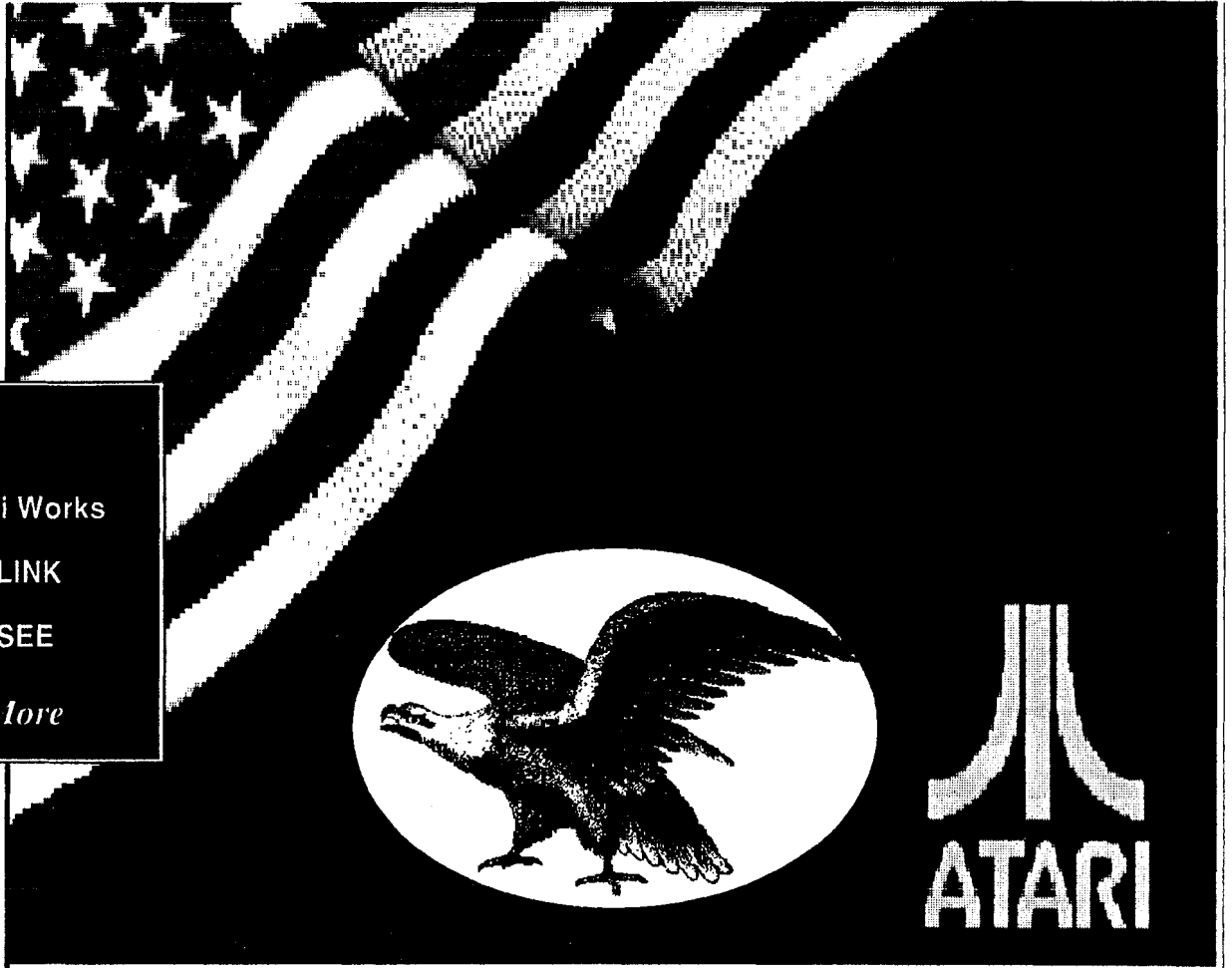


Pacific Side Atari News

*Final
Issue*

*The Pacific Northwest's International News Magazine for
the Atari Computer and Enthusiast*

*Brought to you by the A2-D2, A.C.C.E.S.S, G.C.A.C.E.,
KCAce's, and S*P*A*C*E Atari Computer User Groups*



Inside:

More Atari Works

HyperLINK

Mac SEE

And More

STAMP

*** DATED MATERIAL-PLEASE RUSH! ***

ABBUC
c/o W. Burger
Weischenbeck 45
D-4352 Herten, FRG,
(Germany)

Address Corrections Requested

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

CLUB NEWS

Participating PSAN Atari Computer Users Groups

A2-D2

Atari Association of Desert Dwellers

PRESIDENT	Dan Dufresne	(509)	582-5749
VICE PRESIDENT	Mark McBurney	"	783-3971
TREASURER	Scott Salisbury	"	582-5080
SECY/NEWSLETTER	Bill Darke	"	375-7757
ST LIBRARIAN	Brian Jakkola	"	735-2627
8-BIT LIBRARIAN	Scott Salisbury	"	582-5080

Meets: The first Thursday of odd months from 6:00 to 9:00PM, and on the first Sunday of even months from 1:00 to 5:00PM, at the Richland Public Library at the corner of Swift and Northgate streets in Richland.

Note: If the first Sunday is on a holiday weekend or the first Thursday is on a holiday, the meeting is moved to the second Thursday/Sunday.

Mail: A2-D2, c/o Scott Salisbury, 2020 W. 18th Ave., Kennewick, Washington 99337.

Dues: \$24 per year.

ACCESS

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V. PRESIDENT	Roger Bedell	"	277-6679
TREASURER	Bob Harrison	"	883-8712
SECRETARY	Gary Skelton	"	454-7488
NEWSLETTER EDITOR	Ralph Plaggenburg	"	228-5303
ST LIBRARIAN	Richard Coate	"	547-0460

Meets: 3rd Monday of the month at 7:00 PM at the Lake Hill Library. Note: Call Library to verify meeting time. Also a "Pizza SIG" is held on the 1st Monday of the month at 7:00 PM at Xanth Corp., 14100 NE 20th, Bellevue (ph 643-9697).

Mail: ACCESS, 6907 153rd Ave. N.E., Redmond, Washington 98052

Dues: \$20 per year.

G.C.A.C.E.

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DIRECTOR	Rich Hanson	"	-----
DIRECTOR	Ron Thibodeau	"	478-8067
DIRECTOR	Bob Nex	"	642-6358
XIO3 Editor	Chris Sherwood	"	-----

Meets: Third Thursday of each month at 7:00 PM at the Saanich Public Library.

Mail: GCACE, 1003 Amphion St., Victoria, B.C., Canada

V8S 4G2.

BBS: "THE POTHOLE BBS", (604) 642-6795, 24hr, 300-2400 baud, (Sysop Bob Nex).

Dues: \$25 per year.



KCACE's

Kitsap County Atari Computer Enthusiasts

PRESIDENT	Bill Penner	(206)	373-4840
VICE PRESIDENT	Dick Smith	"	876-8461

Meets: The 2nd Wednesday of the month at 7:00 PM at Round Table Pizza in Silverdale.

Mail: KCACE's, P.O. Box 2333, Bremerton, WA 98310.

BBS: 'THE KCACE'S BBS', (206) 479-2157, 24hr, 300-14.4 V.32bis/V.42bis.

Dues: \$20 per year



S*P*A*C*E

Seattle*Puget Sound*Atari*Computer*Enthusiasts

PRESIDENT	John Strand	(206)	459-4156
VICE PRESIDENT	George Elting	"	242-4023
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SECRETARY	Al Hillerman	"	839-5226
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ST LIBRARIAN	George Terpening	"	941-7155
LIBRARY SALES	Bruce Prouse	"	927-2661
8-BIT LIBRARIAN	Jeff Fehr	"	473-0709

Main Meeting:

1st Saturday of the month at 6:00 PM in room 205 of Bldg. 21 of Highline Community College, 2400 So. 240th, Des Moines (just West of Pacific Hwy. South and the Midway drive-in theater).

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.

NOTE: This is a new address for S*P*A*C*E so please updated your records

Dues: \$20 per year.

Club news continued on back inside cover

The Pacific Side Atari News (PSAN) is the official newsletter of the participating non-profit Atari computer users groups. The contents of PSAN are a compilation of club news, hobby and industry news, and articles about Atari computers and supporting software and hardware. PSAN 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 PSAN are credited. The articles published are solely the views and responsibility of the author(s) and do not necessarily represent the opinions of PSAN or any of the participating users groups - none of which are affiliated in any way with Atari Corporation.

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Camera ready copy and payment by the 15th of the month preceding publication to PSAN, Attn; Advertising Manager, P.O. Box 11042, Tacoma, WA 98411-0042.

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Please forward text files (ASCII format with line feeds and control codes removed) and/or graphics files to: SUB-S*P*A*C*E BBS (206) 473-6587 **PSAN CATEGORY** (Tacoma, WA). DISKS SUBMISSIONS with articles (ASCII format) may be sent to: PSAN, Attn; Coordinator, 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.

PSAN: is produced on Atari computers, HP Deskjet, and Atari Laser printers using PageStream and Calamus. Some of PSAN is produced on Atari 8-Bit computers and printed on 9 or 24 pin printers

PRINTING BY: COSTCO Printing.

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Pacific Side Atari News

July / August 1993
Volume 2 ISSUE # 3

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----- Final Issue of PSAN!! -----

Every good thing has to come to an end and I'm sorry to say that about PSAN. I no longer have the time to try to put out a magazine type newsletter.

The printing and mailing cost are two to three times as much as they were when we had a large mailing, (we are mailing out less than 200 copies of PSAN).

I wish to thank everyone who help out with PSAN. I would like to add a special thanks to Jim Chapman the man who started it all.

Our club will go back to basics and produce our own monthly newsletter.

Atarians, keep the faith, after all we own the best home computer on the planet. We just have to fine small black holes to buy our software and hardware at.

John Strand PSAN Coordinator

A Review Of Hyperlink

By D. E. Wenzelburger of S*P*A*C*E

Every since I began hearing about Hypercard on a MAC, I've liked the idea of being able to access different kinds of data in a database. It's always amazing how after someone comes up with an idea like Hypercard, you wonder why it wasn't thought of sooner. After all, data is stored in a computer in a block of memory, whether it's numerical, text, graphics, or a sound. It doesn't take much to see that a database program could be made to handle data of all types. At least one program, Hyperlink, is available in the Atari market. I believe another similar program was available, but I haven't seen it advertised lately. I picked up Hyperlink, version 1.60, around mid 1992. They promptly updated it to version 2.04 as soon as I sent in my registration.

Since I'm not a professional reviewer or writer, I hope I'll be able to give everyone enough information so you'll know what Hyperlink is all about. The Hyperlink program itself consists of several modules, others may be added at a later date. The manual goes into some discussion as to the difference between a program module and a HAP (Hyperlink Application). Certain modules and HAPS may have to be loaded at start up for certain features to work. Initially all needed modules get loaded, along with several example HAPS. After you've used the examples to learn the ins and outs of Hyperlink, you can change what initially loads by changing the DEFAULT.MOL file (what modules are loaded) and the DEFAULT.HAL file (what HAPS are loaded). The first thing I stopped loading was the animate example. Personally, I feel this is mostly fluff and not very useful. They could have spent their time on more important items.

As I mentioned above, Hyperlink is made of many parts, mods and Haps. Most of these are hidden, loaded up and ready to go when needed. Three main HAPS do most of the work. They are: (1) The BUILDER (Hyperlink Application Builder), (2) The EDITOR (typical text editor), (3) The REPORTS GENERATOR (Database forms

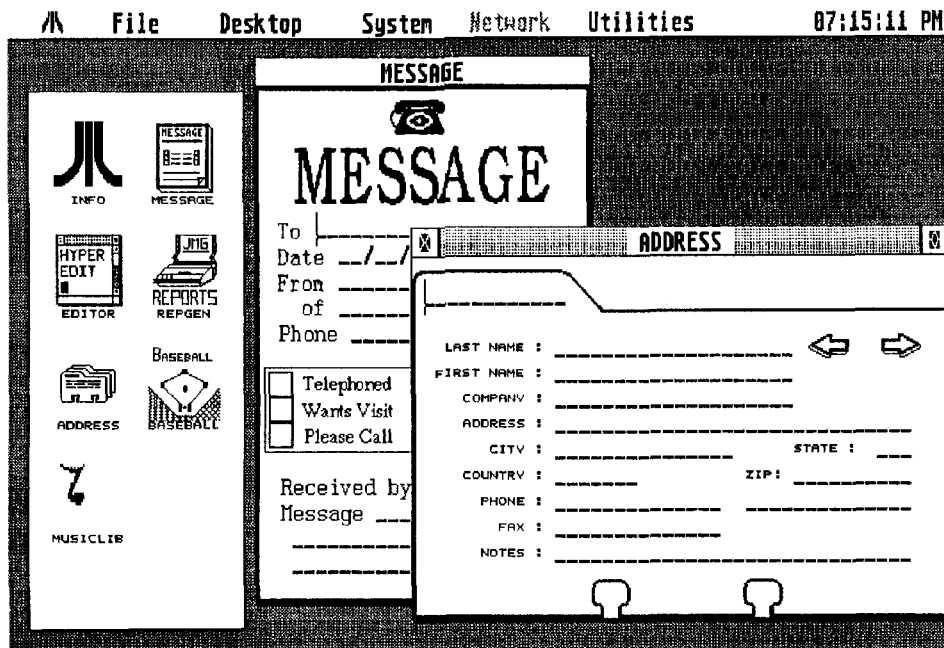


Fig. 1

printer). I'll go into each next.

The most important part of Hyperlink is the BUILDER, see fig. 2. With this program you take your idea and turn it into a Hyperlink application. Basically you are building a GEM window. One thing different about Hyperlink windows. Clicking on the upper right window size block minimizes the HAP to icon size. That way you can have several HAPS ready to go on screen. All you have to do is just click on the icon to get it back. When you start up BUILDER you'll see a white blank area and some icons on the right side. With these icons you'll be able to set up a simple database, to who knows what. The TEXT and FIELD icons set up database record entries much like any database program. TEXT sets up a label for the field, and FIELD describes the length, type of data, etc. The manual says that the database built is DBASE II and DBMAN compatible. At this point in a normal database, this is all you would do, except to enter whatever data had to be stored. This is only the beginning with Hyperlink. The BUTTON and ICON BUTTON icons let you add action buttons to your HAP. Many things can be done with buttons, so I'll give just two examples. UP and DOWN icons can be linked to database

commands to move up and down records within the database. A sample HAP supplied, a baseball card inventory, has an icon that looks like a camera. If you click on it, it accesses a corresponding scanned image file of the baseball card. The next icon on the BUILDER screen is the graphic icon. It allows you to lay an image on your HAP window. In fig. 1, the word MESSAGE and the outline of the address card are images. The last two icons deal with boxes. I'm not going into how they are set up. If any of you have played around with resource programs and dialog boxes you'll see a lot similarity. Two quick examples of this; an entry in a database that has to be a yes or no, or a radio button entry where you're picking one out of three choices.

Next I'd like to talk about the types of linking that can be done. One type has already been shown. Clicking on an icon can link us to an image file. Looking at the MESSAGE HAP in fig.1. If you move your mouse cursor over the name in the From field and double click, this happens. The ADDRESS HAP and its database is brought up and the name clicked on is used as an index to access the ADDRESS HAP database and shown on the screen. If future modules are made, at that

HyperLink, Continued...

point you could then double click on the phone number and an autodial program would dial the number for you. Another type of linking would be from an icon to a text file. Also single words in text files can be linked to another database HAP, text file, graphic image, or some future module. Another interesting thing on linking to text files. So far we've only linked to the beginning of a text file to read the whole file. Hyperlink has the ability to enter a text file at a particular line number. So instead of making a lot of little text files that take up a lot of disk space, you can write one big file and just enter it where you want to. All linking is defined in the builder program and is definitely the most complex part of Hyperlink, and has caused the most trouble. Version 2.04 supplied a whole new manual and completely changed the linking dialog boxes in the BUILDER, making linking much more understandable.

I had real problems with my first HAP in getting it to link to another database. It turned out my problem was neither with the BUILDER nor the linking. Since I had never used DBASE II or DBMAN, I had never used .IDX files before. My interpretation of .IDX files is that they are a file that tells the database program how to find data and in what order to present it. The manual talks briefly about them but I feel it kind of slid right over them. I had to inspect the sample HAPS some time before I realised what I was missing.

The next program that's available is the EDITOR. It's a fairly common text editor. According to the manual it's a modified version of "STENO". One thing that's different about this editor than others I've used. When you mark a block of text, the data is actually saved on disk rather than ram memory. A nice thing about that is if you cut a block and leave the program, you can still

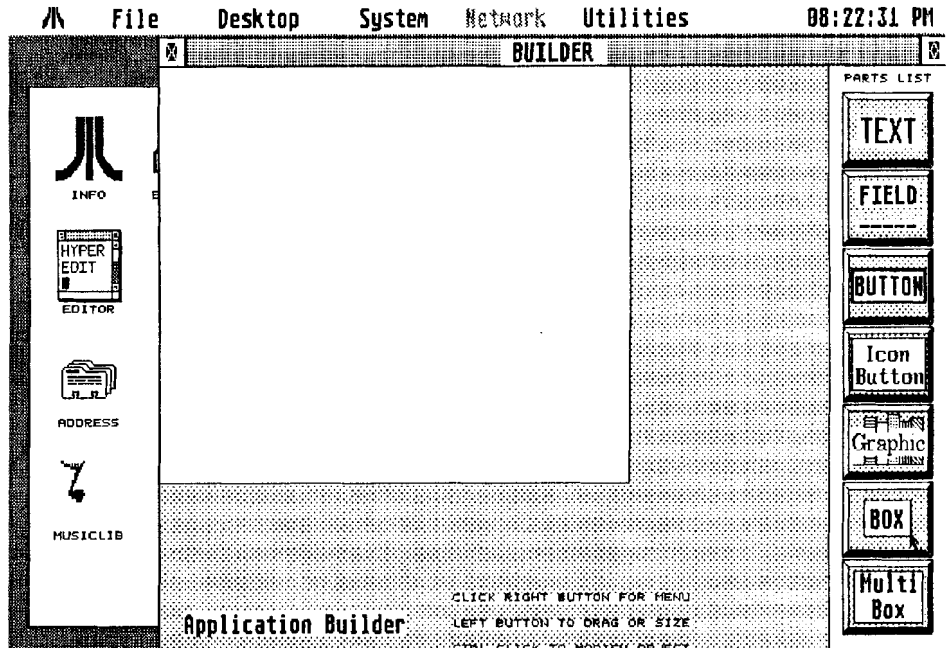


Fig. 2

use that text in another program or retrieve it if you've made a mistake. All the normal block options are present, such as CUT, COPY, PASTE, and DELETE. You also have the option to save to disk or printout the marked block. Other edit options are, FIND, FIND NEXT, and CHANGE. Under file options you have all you usually find, plus the option INSERT FILE. Which appends your current working file to another. The EDITOR has more uses than just for you to enter data. It's also used in some of the linking processes along with the database program.

The last program I'll talk about is the REPORTS GENERATOR. It's purpose is to take data from a particular database and print it out in some user defined format. To be able to print anything out of a Hyperlink database you must first build a .RPT file with the REPORT GENERATOR. Layout of the .RPT file is much like setting up your original database. You have a TEXT

icon which gives each entry a name and a DATA icon which supplies the field name, length, etc. The real power in the report generator shows up in the sorting and search options. Besides picking what sort index file to use, you can also have custom logical search expressions to print out just what you need.

I'll quickly go over the main drop down menus (Fig. 3). First, under the FILE menu, you have the options of loading a module or HAP that was not loaded automatically. The DEFAULT APPS and MODS options load into the EDITOR the DEFAULT.MOL or DEFAULT.HAL files so that they may be changed. RUN PROGRAM allows you to run another ST program from within HyperLINK. Options under DESKTOP deal with the currently running HAPS and how they appear on screen. As it says under the SYSTEM drop down, the first four entries pertain to different types of status readings. The last two entries, PREFERENCES and SPECIAL, are

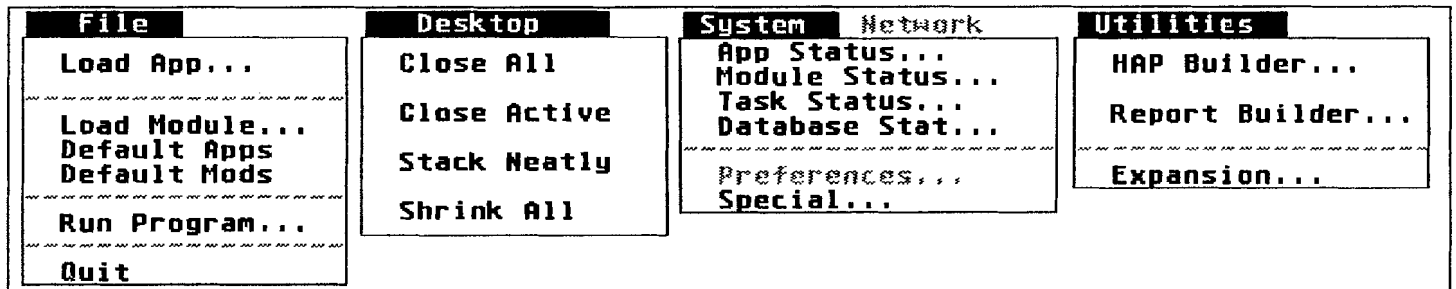


Fig. 3

HyperLink, Continued...

not in use at this time. If you are connected to a network, the NETWORK menu would be activated. Under it you have the options for SETUP, CHECK NETWORK, and SEND MESSAGE. Under the UTILITIES menu, you can load the BUILDER or REPORT GENERATOR if you don't automatically load them. EXPANSION is for some future use.

Now to the likes and dislikes. Since the only other database I've used was TIMEWORKS DATAMANAGER, I can't say this is the best database on the market. I can say that so far I've had no problems with the database and linking portion of Hyperlink. Same thing for the editor. In fact, if it wasn't so much work, I would probably move everything into Hyperlink. I know when you first look at the manual and try to figure out the linking process it seems rather daunting. But with the supplied example HAPS you can get a good idea how most linking works. The worst problem I had was with the REPORT GENERATOR. The one that was supplied with version 1.06, wouldn't work at all for me. Seems like everthing would get scrambled when I tried to save the .RPT file. With version 2.04, most everything works. I've even done some experimenting with logical expressions to determine which records get printed. But there are still some problems. These all have to do with the printing options. You should be able to change font size from small to large (seven steps), also change line length (right now set to 80). No matter where I set things I still got an 80 column draft printout. The other problem I had with the REPORT GENERATOR was that you cannot do columns of data with just a title line on top of the page. Wouldn't you now, that's exactly what I wanted to do. You can have the data sent to disk, but the process is very cumbersome if you're changing from printer to disk very often.

I called up JMG SOFTWARE before doing this article to see if anything important was in the works. My impression was that they, like many other developers, are waiting to see what Atari does in the next few months. Obviously taking advantage of the Falcon's hardware would move this program right into the multi-media field. They did say

that version 2.05 would be available shortly, so those who haven't sent their upgrade disk back in (like me), now's the time. No major changes on 2.05, just bug fixes. Several modules have been planned for some time. (1) Phone dialer, This was already mentioned earlier. (2) DMA sound player. Sound bites could be saved and played back. Imagine a database on birds where you not only display a picture, but also a sample of what they sound like. (3) Text to speech synthesis player. With the new Falcon hardware I bet you could make this really sound great. (4) Icon editor. While many icons were supplied on disk, they just didn't fit what I wanted. An icon editor would really help. The manual says you can use DEGAS or a resource construction program to do this. However, the resource program I have wouldn't save icons in the right format. DEGAS will do it, but there's no easy way to tell what size of icon you're making. HyperLINK appears to need either a 32x32 or 48x48 icon.

I had a few suggestions for them, all had come up before. Some they are seriously considering. Most suggestions I have deal with the report generator. Number one, fix the printing interface, I can't believe I'm the only one having a problem. Number two, since Hyperlink has the ability to link between databases, I think a neat option would be to be able to print out data from several databases into one report. Number three. CD rom support, now that it looks like we're getting some kind of hardware in the Atari market. Finally number four. More color, all screens in Hyperlink are currently monochrome. I'm not talking about color icons (except maybe on a TT or Falcon), but color backgrounds would add to this program.

In conclusion, Hyperlink is more than just a database. The authors like to refer to it as an application generator. Some of the HAPS produced so far are more like information or learning programs. One example shown was the one on Canada. Where clicking on different provinces provided information on that particular area of the country. There are supposed to be many HAPS already out on some BBS's, so you may find one to fit your needs without making up your own. So, if you don't already own a

database program, and don't need a super heavy duty, industrial version like DBMAN, or want something much more versatile, give Hyperlink a look see. Hyperlink originally retailed for \$199, but lately I've seen it for \$99. Another quick review was given by Donavan Vicha in ST INFORMER (May 1992). (He's got much better pictures!)

JMG Software International, Inc.
892 Upper James Street
Hamilton, Ont. Canada L9C 3A5
(416)575-3201

Runs on all Ataris with 1-meg medium & high resolution hard drive recommended.

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Tid Bits of News!

Lots of new software is being released for Atari ST/TT/Falcon computers.

The long awaited AtariWorks program, an intergraded Word Processor, Database and Spreadsheet program is now available for a Suggested Retail \$118.95.

Atari's new GDOS is here, SpeedoGDOS. SpeedoGDOS uses Bitstream scaleable Outline fonts. Font setup is much easier by use of the control panel. Suggested Retail \$64.95.

Multi-TOS, Atari's new multitasking environment is available for all ST/TT/Falcon computers. Run multiple applications at the same time. Suggested Retail \$59.95.

All these software programs should be available at your favorite Atari dealer, software warehouse, or you can contact: Steve's Software
Order: 1-800-487-7753
Info: (916)-661-3328
Mon - Sat 8am - 8 pm

New from Oregon Research

From the developer of Diamond Back and Diamond Edge are the following programs:

TruePaint: a truecolor painting and animation program. Suggested Retail \$79.95.

DATALite2: Real time hard and floppy disk doubler. Suggested Retail.... \$79.95.

THE COMPUTER GEEK

by Gordon F. Hooper of GCACE

I think I'm turning into a much-dreaded computer geek. It started with an innocent trip to a computer store, just to look around. As president of a computer users group, I feel it's necessary for me to keep abreast of what's happening in the computer world. But there should be no legal way for me to enter these places, the same as liquor stores. I cannot go in either without buying something, to the detriment of my wallet, not to mention my liver.

At any rate, I was looking around the computer store at all the IBM products, which are useless to me with my 8-bit Atari, when I spotted what was called a power center. This is basically a power bar and does the same thing, except that it sits under your monitor and has a lighted rocker switch to turn on and off each individual component of your computer system.

The thing which caught my eye was the rocker switches, each of which had an LED in it. Under each switch was a label, COMPUTER, MONITOR, PRINTER, AUX1 and AUX2. There was also one labelled MASTER. You can imagine my delight when I found that pushing each switch caused an LED to come on.

I guess this comes from growing up watching Star Trek when it originally aired. I mean the real show, with plywood sets, people who couldn't act and lots of flashing lights. You'd think after 25 years of trying they would have learned how to act, but after viewing Star Trek VI, the only thing they learned was how to go grey and get fat. Anyhow, I grew up thinking that anything that had flashing lights was new and exciting and a harbinger of the future. A display of LED's puts me into immediate ATTRACT/EXTRACT mode. The lights attract my attention and make it much easier for the salesperson to extract the money from my wallet.

51 dollars and 87 cents later, I was the proud owner of my very own power center, which I needed about as much as Ross Perot needs a Ferengi mask. This couldn't be

considered one of my more astute moves seeing as how it did the same job as my existing \$9.95 power bar, but it sure did look great after I set it up. The problem came in setting it up.

The desk my computer sits on was built by my favorite uncle when I was in Grade 5. It always was a nice desk, but as my computer-geekdom grew, I had to build small extensions on either end to house my ever-expanding computer system. Every component you add has its own power cord. Now that I have a computer, monitor, amplified speaker, two disk drives, a modem, two printers and an XEP80, there's a lot of wire behind that old desk. And I mustn't forget the power center which originally caused the problem. It too has its own cord.

I don't know how a perfectly straight cord which you run from the individual item to a wall plug or power bar can magically become tangled up with every other cord back there, but it looked like a deranged mating ritual of singularly horny snakes behind my dear departed uncles desk. The poor old guy would have been shocked.

Given that I couldn't move the desk because of the extensions I built on either side, how was I going to get the wires from the floor up to desktop level to plug them into the power center? For that matter, what the hell am I going to do when I have to move? I guess I'll just have to sell the house minus my computer room, and remain holed up there for the rest of my natural life.

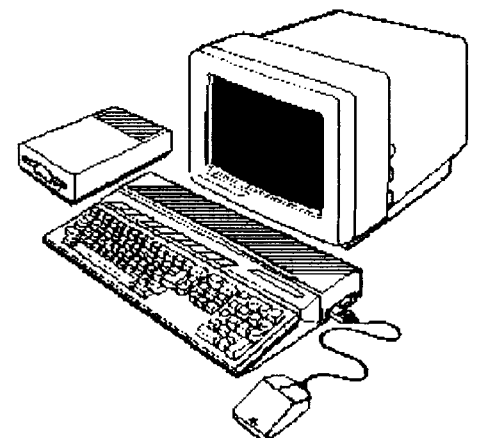
Being a budding computer geek, I tried to think of a high tech way to sort out the wires, but ended up using that venerable old standby, the metal clothes hanger. I unwound it, straightened it out and put the plug end of the components wires onto the hooked end of the clothes hanger to lift them up. I bet somewhere along the way even Stephen Jobs used the ubiquitous coat hanger in the process of making the first practical home micro-computer. Probably he ran out of wire at 4 am one morning and pressed the coat hanger in as a

substitute. I know I made an emergency electrical repair with one on my car late one night. You don't want to know what the clothes hanger was doing in my car, why I was out late at night, or why I'm now spending time at the library looking for information on venereal diseases.

After everything was connected and I had gloated for half an hour about how impressive the lights looked while pushing the switches on and off, I sat down at the computer to start composing something that paid real money, like blackmail letters or televangelism speeches. When I finished, I wanted to turn off the printer and use the other one, so with a quick glance at the power center, I pushed the switch. Oops. It was the COMPUTER switch I turned off. Too bad I hadn't saved it to disk. After swearing for a few minutes, I realized if I had been satisfied with the original power bar this couldn't conceivably have happened. Trust me to come up with a brilliant new way to lose data that costs 51 dollars and 87 cents. That must be the reason they made me president of a computer club.

Oh well, I guess I'll go out and trade in my glasses for the horn-rimmed variety and buy a plastic pocket protector so pens won't stain my shirt. Maybe I'll even go whole hog and buy a bow tie so that I look like the ultimate computer geek, an IBM owner.

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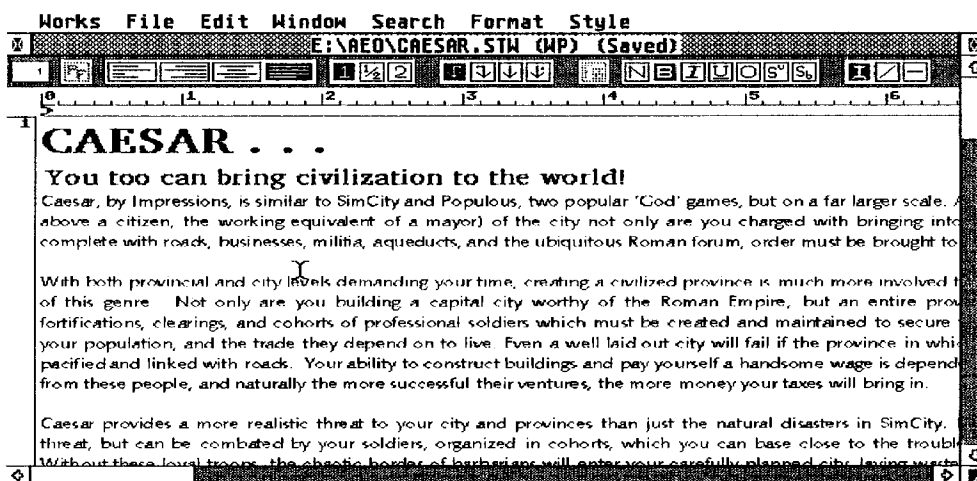
Atari Works is an extremely versatile software package that will run on the entire line of Atari computers, from a one megabyte 1040ST, to the Atari Falcon030. With two or three Speedo fonts loaded, and a small cache set up for them, Atari Works WILL run on one megabyte ST, but I would suggest the user have at least two megs, in order that more fonts and a larger SpeedoGDOS cache can be used to speed up redraws. With two or more megabytes of RAM, your system will have more free memory for larger files to be created within Works, and allow SpeedoGDOS to run faster. Saying that Atari Works is a totally integrated software package, means that its word processor, database, spreadsheet, and communications were intended to work together from the outset. (maybe it should have been called Gung Ho!) A spreadsheet can be set up or imported from one module to another, or a database can be used for mailmerge purposes. Charts can be drawn and transported at will, and word processor files will be transmittable via your send-fax modem in the upcoming terminal module.

AtariWorks can have several database, spreadsheet and wordprocessor files open at the same time, so you will want as much RAM as possible to work with. Speedo utilizes an efficient caching system for scaling fonts, but the more memory you can allocate it the better off you are. But no matter what system you are running Atari Works on, from a 1040ST to an Atari Falcon030, the tools will still be the same and offer you the same versatility.

This first module you will talk about is the Atari Works wordprocessor. The features of this program are particularly interesting to anyone who uses a word processor, and is frustrated by the current crop of word processors. The best way to tell you about it all is to describe my own experiences. Using Atari Works I converted my Caesar game review from a straight ASCII program into a professional presentation format, suitable for handing out as a flyer.

<<< See attached screenshot:
AW_WORD.PC3 >>>

In order to quickly facilitate access to the command functions, Atari Works supports a graphic tool bar across the top of the screen, that can be selectively hidden if desired, in order to gain an extra line or two on screen display. From left to right, the control



SCREENSHOT: AW_WORD.P13

boxes are:

- Page display: A box which displays the page number you are viewing.
- Page format selector: A drop-down menu of all the different formats saved and accessible for on the fly page formats.
- Text Justification: A set of four buttons which can select left justified, right justified, centered, and full justification.
- Line Spacing: Three buttons selecting, single spacing, one and a half line spacing, and double spacing.
- Tab settings: Four tab settings- left, right, center, and decimal tabs.
- Format Selector: A drop-down menu of all the fonts which you have preset and assigned function keys to.
- Text attributes: Seven buttons allowing you to select normal, bold, italic, underline, outline, superscript, and subscript manipulation for your text.
- Graphics: Allows you to draw solid or outline objects to be drawn as a metafile in your text file.

As you can see, the tool bar allows fast access to all the important features of a word processor, and with a single glance you can tell what you are set up to do at any time. The ease of formatting a document is fantastic and is so self explanatory that you do not need to constantly refer to a manual. Anyone who has used Word Perfect 5.1, or any other number of cumbersome word processors on the various platforms will appreciate this aspect immediately.

Importation of a ASCII document is simple. Atari Works imports the document in the font selected as a

default (from the preferences menu) quite quickly, even with the notoriously skimpy SpeedoGDOS cache I am known to use. ASCII can get tricky at times, especially with documents that insist on having a carriage return after each line. Atari Works can clear this annoyance by simply selecting all the text (either as a block with the mouse, or select all the text with a CONTROL-A) and then pressing CONTROL-M. Voila! Carriage returns dismissed!

The first thing I needed to do was change the font to one appropriate for a review of a Roman era game. I wanted something reminiscent of Roman style text, so I pressed CONTROL-A (select all) and then I hit F4, since I had assigned it to a typically Roman font. Hot keys for fonts, what a great concept! The entire text file was converted into the new font. Using the mouse, I was able to quickly highlight a section of text for manipulation. A highlighted block of text can easily cut, copied, deleted, pasted, reformatted, etc. In this case I wanted to change the title and subtitles into a different font from the main body of text. I assigned the title font to F5 and with a few quick mouse clicks I was able to highlight the desired text and press F5 to change the font once again. Being famous for typos and misspellings, I wanted to check things once again, so I ran it through the spelling checker. Since words are easily added to the dictionary, I have accrued a large personal dictionary, so words that would trip up a generic spelling checker are not a problem anymore. There were three honest spelling mistakes, and invariably the first suggested spelling was the one I needed. Not only is the spell checker fast, it also looks for phonetics, or sound alike, making it a very flexible in not only finding mistakes, but fixing them for you too!

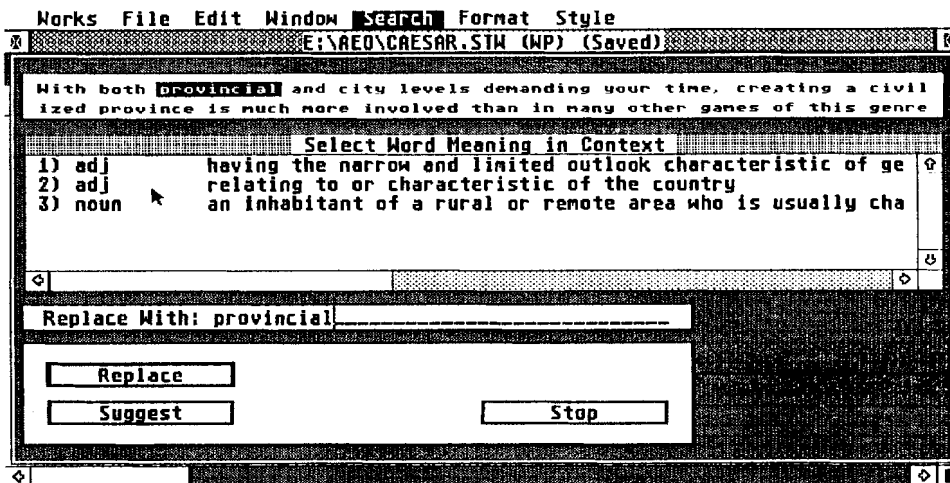
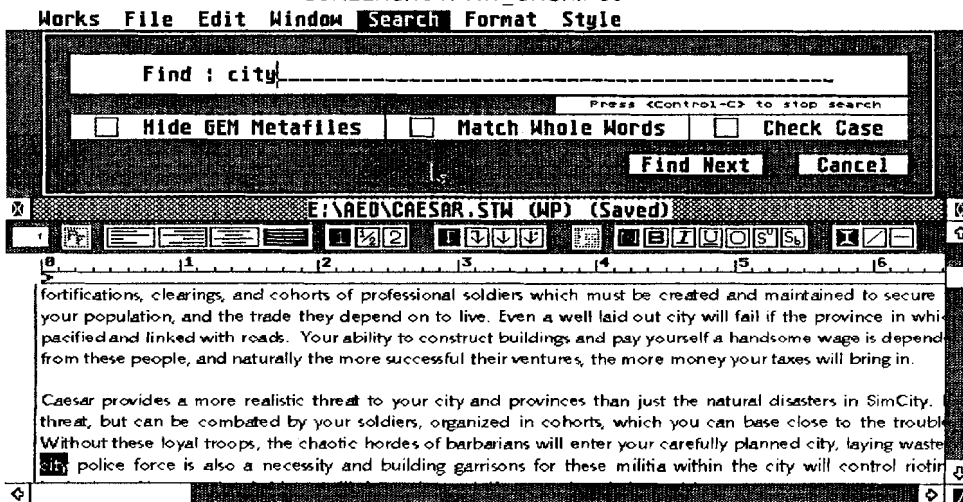
Choosing the right words to use is almost as important as making sure they are spelled right. Usually I keep a well used Roget's thesaurus next to my computer. Even though most of the upscale word processors I have used claim to implement a built in thesaurus, invariably they are cumbersome and slow. On the PC I had to use at work, the thesaurus function took so long to load, that I could go on a coffee run, and return in time to start working again! In competition against other word processors, the Atari Works thesaurus is unique. For instance after I typed the word 'unique' I loaded the Thesaurus, off my Syquest 44, it took 4 seconds! Highlighting, or placing the cursor at the end of a word brings up the word in context with a selection of definitions. You can select the one that fits the context of your sentence and quickly get a list of synonyms, antonyms, and related words. This allows you to use alternate words that are tuned to the concepts you are trying to bring across without having to fight the program, or guess where the words you are looking for are hidden. You can change to the new word by simply clicking on the one you wish to use, and hitting return.

<<< See attached screenshot: AW_THES.PC3 >>>

At this point, my wife was delicately reminding me that she was waiting to mail this masterpiece, so I reluctantly stopped experimenting. (I think she used different terminology, the word molasses-brain was used.)

After making sure the text was perfect, I printed it. SpeedoGDOS took care of the rest, using the Deskjet driver I had previously set up during installation of Speedo. As I watched in anticipation, the text emerged onto paper. This was almost too easy. I was happy that I was not being paid by the hour for this work!

SCREENSHOT: AW_SRCH.PC3



SCREENSHOT: AW_THES.PC3

In my playing around with the program, I found out how Atari Works does the basics. Not only does Atari Works support font and page layout macros, but the things that every word processor should do is implemented also. Headers and footers can be assigned via a simple GEM selector: choose the font, pick the size, assign a text attribute, and tell the program how far in you want the header/footer to be in on the page.

Search and replace is a simply performed action. With some other word processors, I have found that if you accidentally start your global search at the end of the text, it ends when the text ends. Atari Works opens a smaller window with the word you are searching for in a block of text for context purposes, and no matter where you start the search will go from beginning to end, and around again, as many times as you need to.

<<< See attached screenshot: AW_SRCH.PC3 >>>

Anyone who has used Word WriterST is familiar with the F10 key. Every time you need to rearrange text in a paragraph after minor editing, you

have to reach up and hit F10. This sometimes resulted in a less than perfect format, paragraphs would get stuck together, left margins would change.... you name it. Atari Works handles formatting in real time and automatically. Inserting text in the middle of a paragraph is fun to watch as the paragraph adapts to your changes. My biggest complaint about some graphic word processors was that it took a second or two before the text would rearrange itself, making you wait for screen redraws to occur before you can see what you document looks like. Wait till you see Atari Works!

But the word processor is not just limited to text editing, You can draw circles, squares, ovals, and lines of all shapes and with several choices as to the thickness of the line. So not only can you emphasize text with a font, but you can place it in a box, outlining whatever you have to say. GEM metafiles are supported directly for now, and an IMG import module is expected in the release version. Atari Works IS growing, and changes increasing speed, as well as the functionality of the program is an ongoing process. Overall, I have found it to run faster than the early version of Calligrapher, and better than Microsoft Write for the ST.

In case you haven't gotten what I am aiming at here, ease of use is the point I am delicately trying to make with a sledgehammer! Other programs may offer different options and features, but for what the gritty end of a word processor is, getting text into a usable document, Atari Works does this with the best interface I have seen.

In future articles, AEO will describe what it takes to set up a spreadsheet and start organizing your data into a functional database. In the meantime, if you have any questions, feel free to contact me at AEO.2 on Genie, or ABARBIERO on Delphi

See, You See, MacSEE by George Terpening, S*P*A*C*E

Have you ever wanted to use some Macintosh clip art in one of your Atari ST projects, or for that matter some ST clip art for an Mac project? If so and you are using the Spectre GCR on the ST, Gadgets by Small provides a Transverter for that purpose. The only problem with that solution is that files can only be transferred from one floppy disk formatted in ST format (IBM format) for the ST and a floppy disk formatted in Mac MFS format. The only format that I can generate using the Spectre software, the MAC operating system, or the program DC Format (by Double Click Software, available in the S*P*A*C*E ST library) is a floppy disk formatted in HFS format which the program rejects. Besides the process is not very smooth.

Enter a new product called MacSEE by Reeve Software of St. Charles. This program lets you convert ST files to/from Macintosh files. It can transfer files to and from floppy disks formatted in Mac format, but only using the new 1.44 megabyte drives. It will not work with the standard single and double sided drives. It also will let files be copied to/from Mac formatted hard drive partitions. I believe it will also work with the various removable media drives such as the Syquest drives and the floppy optical drives since they basically look to the system like a hard drive.

I have been successful copying text files and picture files from a Mac partition, but I have not been very successful in transferring those kinds of files from the ST partition to the Mac partition. When I copied a text file to the Mac partition, the file was copied across, but the system locked up. When I rebooted the system and activated the Mac system, I was able to access the text file with a word processor and there seemed to be no problems. When I copied a picture file in TIFF format to a folder in the Mac partition again the system locked up. When I activated the Mac partition and tried to open the folder I was presented with the message the folder was busy and I could not access it. The only way I was able to get rid of the folder was to rebuild the Mac partition from scratch. Luck for me I had just backed up the partition before I started the copy effort.

I believe that this program was written on one of the new machines and probably works fine on them. If you have a system using one of the older versions of TOS (versions 1.0, 1.02, 1.04, or 1.06) then the program is of limited value unless you really need to use pictures available on the Mac platform. Since that is the main reason I bought

the program, I am happy with the program. I look forward to improvements which I am sure will be coming in the future. (MacSee available from Reeve, 220 1/2 West Main Street, St. Charles IL, 60174, Phone: (708) 513-5220, price: \$49.00)

OutBurST! - Version 3.0 by George Terpening, S*P*A*C*E

I just read an ad in the latest issue of ST Informer (December 1992) from Straight Edge Software for a new version of OutBurST! If you don't know what OutBurST is, I'll tell you. It is a program which is installed in your auto folder which will speed up printouts on a HP DeskJet or LaserJet printer by approximately 23 times if you are using the desktop publishing program Page Stream. It also speeds up printouts for programs which use GDOS such as EasyDraw, printouts from Calamus 1.09 and other programs which output ASCII text such as Word Perfect. I ordered the original version from Frank Pawlowski when I first heard about it and have been using the program on my system every since with great results! Now the last time I saw an ad for OutBurst Frank was still selling the program direct. Since then he formed Straight Edge Software and is selling the program through the company.

Why should you upgrade if you own an older version? Well the new version includes an auto-switch spooler. This spooler is turned off automatically when a program which is included in a control file is being used. If the program being used is not listed in the file the spooler will be operational. The spooler is used to speed up the printing of ASCII text files. There are CPX and plain accessory programs included which are used to configure the control file, set the size of the buffer, and manually turn on and off the spooler. The document provided with the new version provides complete and straight forward instructions on how to install the program and how to operate all of the other features of the included software. The price of the package is twenty five dollars plus two dollars shipping and handling. The upgrade price is ten dollars plus you must send your master disk. If you have not tried this wonderful utility, then you do not know what you are missing! (Straight Edge Software, P. O. Box 6407, Nashua, NH 03061, Phone: (603) 672-8150 - 6 PM - 9 PM EST)

What's New in Finances?
by George Terpening, S*P*A*C*E

Recently I had a request as the ST librarian for the club for what Public Domain programs are available on the ST to do home finances. We had only a couple of loan fee calculators at the time so I started looking. There are quite a few programs out there, so I had quite a few to choose from. I want to thank Suzy B Software for supplying some of the programs to me. The list of programs that follows by no means contains all of the financial programs available in the public domain, or in our library. They provide a sampling of some of the best. The following is a short description of some of the programs.

BANKING.PRG (Disk MIX138) **BANKING** by Tracy Garrison is Banker's Delight, is really seven financial programs all wrapped up in GEM clothing. It will tell you practically everything you need to know about your loans (or prospective loans). It will also tell you the day of the week any date is (or was).

BUD.PRG (Disk MIX138) **BUD** is Budget User Development by Bryan SToll. This program was designed to give a standard ATARI ST user the ability to create simple monthly Budgets. The author (from Mentality, Inc.) wanted to make a budget program that would use the ST and not abuse it. He succeeded! Color only. FREEWARE, but you can get your own custom version made the way you want it for only \$5.00.

BUDGET.PRG (Disk MIX138) **BUDGET** is a Budget Maker, version. 1.0 by Robert M. Balay. This program will help you make a budget for yourself. Making budgets is not a particularly exciting task, but it is almost necessary if you want to be comfortable with your finances. Knowing where you choose to spend your money can help you to put your money where you choose, and that relieves A LOT of stress. Color or mono. Documentation and a sample budget included. SHAREWARE.

CHCKBOOK.PRG (Disk MIX138) **CHCKBOOKFI** v.2.4 by Aric Friesen (dated 1992) is an easy to use checkbook program that combines keyboard and mouse commands to allow you to manipulate your finances quickly and powerfully. Sort (FAST!) all of your transactions by date, edit them, print them out, check off cleared transactions, etc. Color or mono. On-line documentation.

CHECKBAL.PRG (Disk MIX138) **CHECKBAL** by William Blair This program was developed to allow the user to enter all withdrawals, deposits, and checks written on a bank account into a file. The entries are placed in the file ordered on the date the transaction occurred. The program allows the entries to be searched using a number of criteria, and also will assist in balancing the account. Color or mono. Documentation included.

CHEKB114.PRG (Disk MIX138) **CHEKB114** by Steve MacMillan is an aid in getting today's complicated checking account under control. Problems arise in balancing your account when items are entered out of sequence due to automated teller withdrawals, interest payments, and service charges. **CHEKBOOK** can help you to balance your checkbook to the penny. Color only. Documentations included.

HOMEACC.PRG (Disk MIX138) **HOMEACCT** is Home Accountant v.1.0 by Ron Grimes. It is a very clean program that will help you keep your home finances in order. Expense and income categories, the ability to print checks, and much more. Color only.

FACCT.PRG (Disk MIX104) **FACCT** Version 2.1 was created to aid in keeping track of accounts where transactions in foreign currencies were taking place. It was also designed to handle situations where exact values of transactions were not known. **FACCT** also includes functions for balancing statements and printing transactions.

LOAN.PRG <Disk MIX010) The **LOAN** program by John Tutlis is used to compare loan payment, monthly payments, annuity future value, forecast a loan, and perform a revolving credit analysis.

MEGACHEK.PRG (Disk MIX137) **MEGACHEK** is MEGA-Check v.1.22 by Chris Muller. According to the author, MEGA-Check is possibly the most complete and full-featured personal finance manager for the Atari ST. This version is now compatible with accessories including CodeHead's MultiDesk Deluxe. It boasts over 100 functions including. This demo version contains both the mono and color versions, but it is limited to not more than 30 database records. Send in your registration fee and you will get a user validation file which will allow unlimited use. The program requires one meg or more of RAM. Documentation included. ST/STe/TT compatible.

MORTGAGE.PRG (Disk MIX137) Declining balance loan with over payment option Programmed by Alvin F Riesbeck copyright 1990. The purpose of this program is to calculate the remaining outstanding balance for each payment month of a standard declining balance loan. This program is different from most other standard mortgage programs because of the over payment option.

Will that is it. If you have any questions about obtaining the programs from the S*P*A*C*E ST Mix 'N Match library, please feel free to contact Bruce Prouse or me.

THE UABASHED ATARIOPHILE

By: Michael R. Burkley *Genie: AEO.4 Delphi: MRBURKLEY*

I once read of an assignment an East Coast college professor gave one of his classes. While I'm not sure of the exact circumstances I was told he gave each student a letter and the name of a person they had never met on the West Coast. The instructions were that the student was to mail the letter to someone they knew, who would mail the letter to someone they knew, and so on until someone in the chain would personally know the addressee and be able to hand-deliver the letter. How many transfers do you think it took? How many letters got lost along the way? You would think that with just over 200 million people in the U.S.A. (this was awhile ago now) it would take an age to track down a single person and that numbers of the class' letters would be lost. First, not a single letter failed to reach its destination, and second, the average number of transfers was only five! That shows how connected we are to each other. Our circle of potential friends is a lot wider than most of us think. I wonder if it would take many more passes to reach just about anyone in the entire world. I doubt if it would!

One person in the U.S. who has made a friend in Germany is ATARIPOWER7 on Delphi. ATARIPOWER7 has been loading up Delphi with excellent programs he has gotten from Jens, a new-found friend from Germany. A short while ago I asked him to pass on to me some of the story behind those transfers. What he wrote to me could benefit us all, and I pass it on to you.

From: BOS::ATARIPOWER7 To: MRBURKLEY CC: Subj: The ditty you wanted:

Mr. Burkley:

You wanted me to write about how I met Jens Schulz, and began to receive all that nifty German software from him. Ok, here's how it all happened:

Last year, during the Summer <Had a new Mega STe> and Fall, I became aware of the quality and general superiority of German and other European software, a game Called Brisky, Paula the MOD player, alternate desktops and word processors and databases, from Germany, England, the Netherlands, well, I was beginning to feel left out.

Fortunately, Delphi had an occasional visitor, who provided us with a formal conference, Oliver Steinmeier, writer for Atari Journal. Oliver printed my name, address and internet address in the final issue of that magazine, two people contacted me, Jens Schulz, via mail, and Helmut Schilling, via Internet. Jens has done a remarkable job of keeping up contact, as a Manager for the Computer Club Elmshorn e.V. in Elmshorn, Germany, Jens and his Club have quite impressed me. At the time, some 400 members strong, with 4 ST's and planning a Falcon for the clubroom.

Jens has sent somewhat more to me than I have sent to him, up to present, June 15, 1993, he has sent a total of 10 letters to me, with a total of 13 Diskettes, the last two being high density. Incidentally, I've only sent high density diskettes, hint hint... :) three or four, if memory serves.

Everything I've received from him is in the Database in the ST Advantage area on Delphi, I'm still looking for at least one person who will make a hobby of <at own convenience> translating, and the Library listing for the CCE e.V. is in the ST Advantage databases, too. No one has taken me up on my offer to work on getting whatever specific program<s> are wanted.

Anyone wanting me to send Jens any juicy demo's of American products <current, neat stuff, remember, their level of programming maturity makes most of us over here look like a bunch of kids fooling around, no jive, just fact> get it to me! Their library is top heavy with highbrow stuff like Chemistry,

Mathematics, Astronomy, and other non-game programming. I've sent him the better games I've seen, like Evader, and Star Trek, the Klingon Wars, and Cold Revenge <Another Star Trekish game>, Gravitrion, ... If memory serves, anyway, I kept no record of what specifically I sent to him.

I'd like to see us put together a collection/contribution and send that along to Jens, to thank him and also to inspire him to send even more of their neat programming. For that matter, I'd think it possible that if enough interest is out there, that many German shareware developers would make English versions, or start including English in their shareware, I would be thrilled to help out with distribution in any way I could, and the ST Advantage databases would make a fine point of entry!

AP7

Postscript: Oliver Steinmeier, OCS on Delphi, is, I think, going to at some point in the future be attending a University in the U.S. Perhaps he could bring along a carry on bag full of... Nah, too good to be possible <grin>.

If you want to pass a message on to ATARIPOWER7 and don't have access to Delphi you can send it to me (see my e-mail addresses below). I'd be happy to pass anything on to him. By the way (or BTW as people often use), MRBURKLEY (my Delphi address) doesn't stand for Mr. Burkley, it stands for Michael Richard Burkley! I'm not that stuffy!

And now on to the programs and files (many NASA oriented, I hope you don't mind!) which I downloaded this week:

- **1600DESK** is SWABS v.1 beta by Scott Ettinger (dated June, 1993). This AUTO Folder program will allow you to display a 1600 X 603 X 16 colors on your Falcon when using a 1224 color monitor or a VGA Compatible Multisync (don't use this with a non-multisync VGA monitor--it might fry it!). This will allow you to make your desktop 314% larger than 640 X 480 (WOW!). Docs included. Delphi.

- **AI FAQ** is a FAQ (Frequently Asked Questions) from the Usenet on Artificial Intelligence. Dated May 13, 1993 and written by Mark Kantroqitz and posted by the Usenet News System. This FAQ is mostly listings and brief statements about places where AI research is ongoing. It also has a complete set of rules for the game of LIFE (not the Milton Bradley version!). GENie, in the Space and Science area.

- **BATBRAT** is a color .SEQ animation by Enrique Fuentes (dated April 26, 1993). Created using Cyberpaint this animation shows a woman driving down a road. It's night with clouds racing past a glowing moon. Suddenly, a giant bat appears, rips off the top of the car, grabs the woman and flies off. Batman drives up in the Batmobile, hops out of his car and checks the wreckage of the car. Finding no one, he looks up and sees what has happened. He shoots a line into the air, entangling the bat, and gets carried off into the sky. The scene ends with Batman being lowered by the bat into something that looks to be dangerous (for Batman). A "To Be Continued" message then appears. Use ANIMATE4.PRG to view. Boston Computer Society's BBS.

- **CANVAS17** is Canvas v.1.7 by John Gymer. Canvas is a complete graphics development package in a single program. It boasts multiple work screens, extensive modes and features including a 3D Editor and Viewer, an advanced Animation Studio, up to 4096 colors on-screen at once (on an STE - 512 on most STs), any resolutions, on-screen HotSpot zoom and much, much more! Saves files in 14 different formats! You can print out your files--even in color (on a color printer!). If you've used Degas or Degas Elite, you will know how the interface of this program works. Color or mono. Docs, online help, and

tutorial included. This looks like a very comprehensive and useful program. I recommend it. 533K uncompressed. GENie.

- **COLRDUMP** by Tony Barker of Australia is a SHAREWARE program that allows you to do a color low-rez screen dump to your color 9 pin or 24 pin printer. Follow the on-screen prompts to configure the print-out, hit alt./help for the screen dump, and your off! Support SHAREWARE authors! Boston Computer Society's BBS.

- **CRYPTFAQ** is the Cryptography FAQ (Frequently Asked Questions) from the Usenet. Dated May 7, 1993, this FAQ answers all sorts of questions you might have about cryptography and computers. If you've ever been interested topics from ciphers to public key cryptography, then this text file is for you! GENie, in the Space and Science area.

- **DELTA CLIPPER** is a project that will lead to SSTO (Single Stage To Orbit) spacecraft. On GENie in the Science area (Category 3, Topic 17) you will find an ongoing discussion about the Delta Clipper and related advanced booster development projects. This past week I downloaded six files containing all the collected messages from this topic from April 3, 1992 through May 11, 1993. The topic is still continuing!

- **ELECTRIC** is a .PCS 3D color landscape by Dion Kraft. Oranges, reds, pinks, greens, and yellows stand out over this picture that features a face pushing up through a floating grid. Lozenge shapes extend off into the distance and electric arcs pass between the face and the nearest lozenge. GENie.

- **EL CYMB2** is a text file and several DEGAS pictures that detail how you can build your own crash and ride cymbals for your Alesis D4 or any other drum module that will accept external piezo electric trigger drum pads. This is an update of his previous file "DRUM PAD" and is much easier to use. Diagrams are in DEGAS .PI3 (mono) format. Interesting. Some soldering required. By Mark Bombard (dated June, 1993). 101K uncompressed. GENie.

- **ESSNEWSL** is the ESS Amateur Space Program Newsletter (vol. 1 no. 1, Spring 1993). ESS is the Experimental Spacecraft Society. This newsletter has some interesting proposals for inexpensive space missions (a dust collector for the L-5 and L-4 points, a camera probe to view the Earth/Sun Trojan points, and some others), current status of JDI-0 (a sub-orbital launch planned for Fall, 1993), and a bibliography on spacecraft design. A membership form is also included. Interesting! GENie, in the Space and Science area.

- **FLARE EQ** is a very interesting article from the GENie Space and Science Roundtable Science RTC dated May 30, 1993. The guest speaker was Lowell Whiteside of the NOAA/National Geophysical Data Center. This article (in question and answer format) discusses the correlations between seismic events and solar flares. These correlations have allowed for accurate forecasts of sizable earthquakes. I found this fascinating!

- **GVN0392** is the Smithsonian's Global Volcanism Network Bulletin v. 18, no. 3, March 31, 1993 from the Usenet. This article discusses volcanic activity in Russia, Japan, Mariana Islands, the Philippines, Papua New Guinea, New Zealand, Italy, Antarctica, and much more. If you're interested in volcanos, this file is for you! GENie, in the Space and Science area.

- **HARDCHOR** is the HardChor Hard Disk recorder for the Falcon 030. It only works on the Falcon, so I can't tell you much about it! It's in German with no docs. I've been told it doesn't look as nice as WINREC13 but that it works. Delphi.

- **HS FIX14** is HS FIX - the RTS/CTS- HandShake Fix v.1.4 by Pascal Fellerich (dated 1993). This AUTO Folder program is a freeware patch for the TRS/CTS bug in TOS 1.0, 1.2, 1.4, 1.6, 1.62, and the new TOS 2.06 (why haven't they fixed that bug yet!). You don't need this file unless you have a 9600 or higher baud modem (and use it!). Docs are in German. Delphi.

- **JEROME** is a .SEQ color animation by Enrique Fuentes of

Jerome the Cat floating on a small raft on the sea. He notices a small island up ahead and paddles towards it. A shark notices him, and catches him, much to his dismay (whose dismay?-- I let you find that out!). Jerome goes on to explore the island and finds Gilligan and some of his friends in some cannibals' stew pot! Yikes! "To Be Continued..." Use ANIMATE4.PRG to view. Boston Computer Society's BBS.

- **KMP** is the Kandinsky Music Painter v.0.1 by Clemens von Reusner and Frank Rein (dated 1989). This program is a graphically oriented music program that allows you to draw a picture on-screen (with lots of different drawing tools) and then send that "picture" over to a MIDI device to be played as music. Numerous sample files included. Interesting! The program and docs are in German, but it's a fairly intuitive program. Mono only. STe compatible. Boston Computer Society's BBS.

- **LIGHTHOU** is a very nice .PCS photo-like picture of a shortish lighthouse standing at the edge of a cliff overlooking a frozen sea. The picture was originally taken from the shore below the cliff at some distance from the lighthouse.

- **LONDON** is a B&W .PCS picture of London, England. The view is from the Thames River looking toward The House of Commons (?) and "Big Ben."

- **MATHFAQ** is the Math Frequently Asked Questions from the Usenet (date May, 1993). Topics like the status of Fermat's Last Theorem (proofs of.. almost), a proof of the Four Color Theorem, Digits of Pi, The Monty Hall problem, Master Mind and other games, and much more are all discussed. I'd talk about this more, but I don't have room in this review....GENie, in the Space and Science area.

- **MC20** is a working demo (or free update if you own the commercial version!) of MEGA-Check 2 v.2.02 by Chris Muller of Muller Automation (dated June, 1993). I last reviewed this for v.2.0 not too long ago (how's that for author's updating their programs!). This version implements an improved "on-the-fly" data compression which will free up a lot of your disk space, and fixes some nasty bugs in v.2.0. The rest of this review is for those of you who don't remember the previous review! This fully working demo (with only a 30 transaction limit) will allow you to easily (well, fairly easily!) track your finances, personal, investment, and business. GEM based, it has features that I really appreciate. It doesn't require you to learn any arcane language to use it. It interacts with you in plain English, and tells you what to do in the same way. Here are just some of it's features: A built-in alarm that won't let you forget to pay your bills or create a needed report; fully automated checkbook balancing; prints out your checks on any printer; add or edit any number of accounts (limited only by your computer's memory); configurable warnings when specific account balances get too high or too low (avoid account charges and limit risks in various investments; run "what if" projections; track appreciation/ depreciation; add extended notes to any transaction; built-in address/ phone database; very powerful report generation--and all in the "background" as well, which increases your productivity, and extensive on-line help. Color or mono. ST--TT compatible. Requires at least one meg of RAM. This file uncompresses to 816K, so you will either need a hard drive or an extended format disk to uncompress it. GENie.

Do you like .MOD music files? In the past few months several hundred have been uploaded on Delphi. This past week a Gross plus amount was uploaded by ATARIPOWER7. Actually there were one gross (144) plus three other .MOD files uploaded by him. That was over 10 megabytes of compressed files (I haven't uncompressed them all yet--or listened to many of them (where's the time!), but I will!

- **MONUMENT** is a .PCS picture of a desert scene. Free standing Buttes, windblown tumbleweeds, and a lonely tree go together to make this a very nice picture. Some flickering (more than most, less than others).

- **MVG TIFF** is two modules by W.D.Parks (Dr. Bob) for use with his Multi- Viewer Graphica (MVG) (dated May 23, 1993).

The first module will read a bi-level TIF file into MVG. The second module will write an .IMG file as a TIF file. The docs say that there is a third program designed to determine the type of TIF file you have, but it's missing. Docs included.

- **NBIA0593** is the NBIAP NEWS REPORT, May 1, 1993. This article details news about the burgeoning impact of biotechnology on our society. It reviews Congressional hearings on the safety of genetically modified foods, patent law, cures for plant parasites, grant programs, new rules for field testing of genetically modified organisms, and much more. This is another interesting article. GENie, in the Space and Science area.

- **NBIA0593** is the NBIAP NEWS REPORT, June 1, 1993. This article details news about the burgeoning impact of biotechnology on our society. It tells about the six transgenic crops currently being grown, tells about ABRAC (the agricultural Biotechnology Research Advisory Committee), the relevance of Agricultural Colleges, a brief review of "The Dark Side of Molecular Biology," the genetic basis of insect resistance to chemical insecticides discovered, and much more. GENie, in the Space and Science area.

- **PACMAN** is a nicely done color .SEQ animation of a jolly-looking Pac Man being chased by those too-familiar hungry ghost monsters. Don't worry though, PM wins in the end! By Enrique Fuentes. Boston Computer Society's BBS.

- **PACKAGE** is a .SEQ animation by Enrique Fuentes telling the story of a Package From Space!!! The package lands right near Mel who is sitting on a park bench enjoying a soda (or Pop, Tonic, or whatever, depending on where you live!). Mel opens the nicely wrapped package and out pops a cute little space critter (S.C.)--which promptly eats Mel's nose. Not liking it, it spits it out and runs off, with Mel in hot pursuit. The S.C. then proceeds to eat a cat, run into the Atari building and eat someone "vaguely" familiar, run into Mr. Tramiel's office and..."to be continued. Color only. Use ANIMATE4.PRG to view. From TOAD HALL BBS.

- **QUASARFAR** is a text file entitled Quasars: Near Versus Far by Tom Van Flandern (dated April, 1993). The author uses this text file to argue the premise that Quasars, while ordinarily assumed to be objects far towards the "edge" of the Universe are actually relatively nearby objects. Evidence ordinarily used to prove their extreme distance (large redshifts and others) may be interpreted to prove Quasar's distance, but that that interpretation is not necessitated by the data. He seeks to show that by the principle of Occam's Razor, the evidence points to the nearness of Quasars. Interesting reading. Not convincing to me, but well thought out, evidenced, and interesting. Having Quasars "nearby" would certainly cause a paradigm shift in astrophysics! GENie, in the Space and Science area.

- **SELECTRC** is Selectric™ Version 1.03 by Stefan Radermacher (dated March, 1993) This is a feature-full replacement file selector for the ST/STE/ TT (TOS 2.06, too). A nice interface, with many options and controls. It includes an .ACC that allows you to call Selectric from within any GEM program or from the desktop. German Docs included (but I have confidence in you, you can figure it out). Very well done. Shareware. Color or mono. TOAD Hall BBS.

- **SPACEFAQ** is a text file edited by Jon Leech (dated May 3, 1993) that contains all sorts of information about space exploration (mostly NASA). This is full of interesting material like the present location of the Saturn V plans (at Marshall Space Flight Center on Microfilm), the effects of the Shuttle on the Ozone layer (minimal), the status of planetary science, the "Face" on Mars (interesting!), and much, much more. Recommended. GENie, in the Space and Science area.

- **SPACE 63** is the text of a letter President Kennedy wrote on September 23, 1963 to The Honorable Albert Thomas, Democrat of Texas, who questioned the legality of Kennedy's proposal for a joint lunar mission with Soviet participation.

Kennedy wrote this gracious letter explaining both the legal aspects of his invitation and its political opportunities. There is one major typographical error the copyist introduced in this letter. I'll leave it up to you to find it. Interesting. GENie, in the Space and Science area.

- **SPEEDO 1** is the complete text of the Speedo GDOS topic from Nov. 1, 1992 through June 10, 1993 as found on GENie and the Atari Roundtables. Speedo GDOS is Atari's newest graphics subsystem enhancement for TOS, and their replacement of the older GDOS. Now you can have outline Fonts, graphic rotation, and much more--all with Speedo GDOS! The conversation is still going on on GENie!

- **SPORTS** is a demo of a diving competition program. You choose your diving platform (1 meter and 3 meter springboards and the 5 meter platform). The demo only allows you one style of dive per platform, but the full game allows a multitude of dives. You control this demo with the joystick. Unfortunately there is no docs and I can't really figure out how to use this demo. That hasn't stopped me from trying. I succeed at times and then wonder what I've done! A demo isn't too good without docs! It doesn't even tell the full name of the program! Can anyone give me some clues on how this works? STe and TOS 2.06 compatible. Color only. Boston Computer Society's BBS.

- **SRCHME2** is Search Me v.2.1 by David Becker (dated June 11, 1993). Search Me 2 is a word search puzzle generator that creates word searches just like the ones in the newspaper! You can use the dbWRITER dictionary the dictionary included in this file (a very down-sized version of the dbWriter dictionary), your own custom dictionary, or your own list of words. You can save and load puzzles to disk (a dozen are included), print them out, save them as DEGAS pictures or play them right on the ST! You will need a monochrome monitor (or a mono emulator with a color monitor). Word length can be from 2 to 15 letters with up to 78 words per puzzle allowed. Now include special characters in your puzzles! GEM based, with a new custom grid interface, this program is very easy to use. Docs included. Thanks to D.B. for another great program in a great series of programs. This version fixes a bug in v.2.0 that prevented the printing of some loaded games. GENie and Delphi.

- **STRANGE** is a text file by Kevin Krisciunas entitled "Strange Cases from the Files of Astronomical Sociology" dated May 27, 1993. The author, and astronomer himself, wonders "if the term "eccentric astronomers" is repetitively redundant. Do astronomers become eccentric as a result of environmental factors such as sleep deprivation and jet lag, or do inherently eccentric people go into this business so as to have somewhere to fit in, sort of?" This text file details some of the ways some famous astronomers have been, well, "eccentric." Amusing (and true!). GENie, in the Space and Science area.

- **STS57KIT** is the Press Kit for the Space Shuttle Mission STS-57 (dated June 1993). Endeavor and her six-person crew will run experiments designed by students, operate a payload which may improve crystal growth techniques and demonstrate possible on-orbit refueling techniques. It will also rendezvous with and retrieve the European Space Agency's European Carrier (EURECA) satellite is scheduled to take place on the fourth day of the mission. NASA is also leasing space to a privately-developed mid-deck augmentation module known as SPACEHAB. The primary objective is to support the agency's commercial development of space program by providing additional access to crew-tended, mid-deck locker or experiment rack space. This access is necessary to test, demonstrate or evaluate techniques or processes in microgravity. Lots of other interesting material as well. GENie, in the Space and Science area.

- **SUPERCON** is a text file by Loren Petrich entitled, "What Is Superconductivity?" I found this file both well written and accurate. The author defines his terms, briefly yet clearly describes both the theoretical and practical aspects of both low

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and "high" temperature superconductivity, and leaves me wanting to read more. GENie, in the Space and Science area.

• **WATERMUS** is a MIDI (.MID) file of Handel's water music. Handel has a distinctive style in his music which I like very much. Boston Computer Society's BBS.

• **WIRES** is a digitized sound sample (.SPL, ST Replay?) of "Curly" of The Three Stooges.

I hope the above keeps you all busy for some time! Remember ATARIPOWER7's request for files to pass on to Jens in Germany. I also know that he's looking for people to do translation work. Would any of you German speakers out there care to help out! Let me know. We're all in this together, remember!

One final reminder: While I usually only mention one place where a file may be found, most files find their way around to many different services. Keep looking for your favorites, and you'll find them. It wouldn't hurt to sign up on Delphi or GENie, either!

All of these files can be found on one or more of the following on-line services: GENie (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). You don't need to pass a letter on to someone to pass it on to me. Just drop me a line at any of the above addresses!

Michael lives in Niagara Falls, NY. He is a former Polyurethane Research Chemist and is presently the pastor of the Niagara Presbyterian Church.

S*P*A*C*E Club News

Starting in October if everything goes as planned we will be doing a monthly newsletter for SPACE members that will be available for pick up at each main meeting, (the first Saturday of each month), all newsletters not picked up at the meeting will be mailed out the following Monday.

The new newsletter will be 5.5" X 8.5" manual size and will have approximately 14 pages plus cover. This will be like the NEOSTAG and DACE exchange newsletters we receive.

I'm sorry we had no SPACE picnic this year, by the time I remembered to make a reservation there was no vacancies till September. Next year we will have a club picnic for sure, if club members want one.

If you hadn't noticed Sub-SPACE the clubs BBS is no longer online. Mike Isakson the SYSSOP has moved on to other interests. Thanks Mike for a Great Job! at your own expense.

But fear not BBS's, we are working to get Sub-SPACE back online in October.

Hot News!!

The club is looking at having a mini fair/swap meet in October. We are going to ask Purple Mountain Computers, (Gemulator/Floptical Drive), Oregon Research Associates, (Diamond Back/Diamond Edge/DATALite 2), ST Informer/ A&D Software, (ST Informer magazine/Universal Network/Universal Item Selector), MIGRAPH Inc., (Touch-Up/Hand and Page scanners/OCR), Medical Designs Software, (MultiWriter Word Processor), Marcel Software, (Marcel Word Processor), Xanth Corp., (Atari dealer), I.B. Computers, (Atari dealer).

This can only happen with club members help. We need a location in Seattle/Federal Way/Tacoma. We need a location where dealers can make sales. We need members to loan or show equipment at the fair. We need members that would be willing to host a developer or Dealer for an evening.

If you know of a location we can use for the fair or can help out in any other way please contact a club officer.

your Prez John

Classified Ads



Atari 520 ST with 2.5 megs, 30 meg hard drive, 3.5" DS/DD disk drive, Monochrome monitor, Atari & Generic mice, Wordwriter wordprocessor and misc. software. Package deal preferred \$500. Call Eliza Donley (206) 847 5849. (Graham)

Atari 1200XL, 1050 disk drive, Star NX10 printer, B & W monitor. Call Jim (206) 851 2935 (Gig Harbor)

Atari 520 ST with SS/DD ... \$75, External DS/DD disk drive ... \$60 and lots of software from \$5 - \$20. Call John Cassias at (206) 244-7438 (SeaTac).

Atari 520 ST with 2 megs memory, two DD/DS floppy drives, two 20 meg hard drives, (one Atari and one Supra), two monitors, (Color and Monochrome), mouse timekeeper. Computer may need some work ??, having trouble printing. Lots of software with original disks and books. Make me an offer! Call Miriam or Elmer at (206) 493-1518 (Lacey) (If not home please! leave message).

Help Wanted!! If you have a CD-ROM connected to your Atari 1040 ST, I would like to talk to you. Please call collect if long distance. Call in Evenings John Martin (206) 542-7336 (Richmond Beach)

S*P*A*C*E


Libraries Galore!
ST Libraries for Rent:
Programmer's Library
Graphics Library
\$10.00 per 2 weeks

ST Mix 'N Match Library

Have us build you a custom disk from our selection of over 1400 programs in our freeware/shareware library. A disk listing all of the programs available can be obtained from the club library disk sales person.

Bruce Prouse (Phone: 206-927-2661).

PSAN Atari Activities - July 1993

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				1	2	3
Happy Fourth !! 	Access Pizza Sig. 7pm at Xanth Corp. Bellevue		KCACE's, 7pm Round Table Pizza Silverdale	A2-D2 6 pm Richland Public Library		
4	5	6	7	8	9	10
A2-D2 1 pm Richland Public Library						R-Atari, 7pm at home of Tom Lawless
11	12	13	14	15	16	17
	Access Pizza Sig. 7pm at Xanth Corp. Bellevue			GACE 7pm Saanich Public Library Victoria B.C.		SPACE Picnic See inside for details
18	19	20	21	22	23	24
25	26	27	28	29	30	31

PSAN Atari Activities - August 1993

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

The Atari Falcon Has Landed !!!