XIO3 GCACE

Garden City Atari Computer Enthusiasts

ATARI
News and Rumours

by Rowland Grant

Songbird Productions has four new Atari Jaguar games that it is trying publish. Over the next year Carl Forham, proprietor of Songbird hopes to produce Sky-hammer, Soccer Kid, Hyper Force and Protector. Most of these games were previously commissioned by Atari, and Carl has bought the rights to them. Carl also has a means of handling the Jaguar encryption so that these games will run as intended. Unfortunately the Jaguar normally uses cartridges. This makes for expensive production. Songbird has indicated an initial list price of $69.95(US) for each game. In order to avoid loss, Carl has solicted pre-orders from Jaguar enthusiasts. At least 100 pre-orders are required for each game. A deposit of $25 is required per game.If the game goes into production this is non-refundable. Apparently Carl intends to produce little more than the number of games pre-ordered.

The production schedule for the first game, Skyhammer, has been set back about six months. This is due to the sudden increase in the cost of some electronics parts by around thirty percent. Carl is hoping that prices will drop again in the near future. Of course if the number of pre-orders are inadequate, the whole project could be scrapped anyway.

Another uncertain situation is the production by Centek in France of the Phenix 060 computer. Apparently the Phenix R1 prototype will be produced in small numbers as Revision A, the developer version. That is one way to test

the computer before committing to a general production run. Centek makes accelerator cards and other devices for the Atari Falcon, so they may have the resources and capability to produce a computer. But it has been a couple of years now since Centek announced the Phenix, and now we have a prototype? The Atari market is small and getting smaller, even in Europe. Of course, the

Phenix might rise from the Atari ashes, any bets?

Mario Becroft of New Zealand says that he is working on a graphics card for the VME slot found in the Atari MegaSTe and the TT. There have been other video graphics cards such as Crazy Dots and Nova for the VME slot, but these are no longer in production. Mario hopes to have his card ready soon if there are no snags.

A number of Mario's products are available now in Canada from Ken Macdonald of the Toronto Atari Federation. A VGA adaptor for ST computers ($15) provides monochrome output. Unlike the Atari mono monitor, the VGA uses the whole screen. Atari monochrome text on a large VGA monitor should be very easy to read. A serial mouse cable adaptor ($25) allows you to plug any PC serial device, tablets, trackball or mouse into the ST's mouse port. The AT type keyboard and serial device interface ($150) makes it possible for a TOS computer to use a PC keyboard. This is a very sophisticated device that can reconfigure the keyboard. The keyboard adapter also has ports for an Atari mouse or joystick as well as similar PC devices. Finally there is an IDE interface board

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CREDITS

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MEMBERSHIP

Membership dues are $25 per family per year. Membership includes a subscription to this newsletter, access to a few hundred 8-bit public domain disks and 210 ST disks in our library and literally thousands of 8-bit and ST PD files on various CD-ROMS.

MEETINGS

Meetings are held in the Nellie McClung branch of the Greater Victoria Public Library at 3950 Cedar Hill Road (corner of McKenzie) on the fourth Thursday of each month. All meetings are at 7 pm. There is no meeting in the month of December.

EDITORIAL

I'm happy to report my TT is working again, and has become my everyday computer again. Unfortunately, I still have to use the IBM for this newsletter because I have a new printer, a Canon 5100, and it won't work on the drivers I have for the Atari programs. I am going to have to get NVDI software, which will enable me to use the printer. It should have drivers for all the currently available printers. It works by controlling the printer itself, so you don't need a driver for each individual program, as TOS requires.

The January 27th general meeting is our annual elections. Any members who wish to join our merry little band of hell-raisers is invited to phone Rowland Grant ar 598-3661 to offer your services. Don't forget there is no meeting in December!

Finally, the best of the season to all GCACE members!

For Help Call:

Club Information:	Gord Hooper	475-0857
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Bellcom Disks	John Picken	598-2386
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DOS & Operating System	"	"
Word Processing	"	"
Games	Ted Skrecky	598-6173
16/32 Bit Applications:		
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Word Processing	"	"
Games	Ted Skrecky	598-6173
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Modem & Printer Setup	John Picken	598-2386
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Other Computers:		
Apple Macintosh	John 'Towler	382-5083
Commodore Amiga	Ted Skrecky	598-6173
IBM's & Clones	Rowland Grant	598-3661
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PEEKing Around

by Gordon F. Hooper

...JOHN PICKEN has been suffering from a cold for couple of weeks. He informs me that after much scientific testing, that the best method of relieving symptoms is liberal amounts of beer applied internally...GEORGE ROSE hosted our December executive meeting, at which no business was conducted. This made it an awful lot like most executive meetings. George provided lots of food and moderate amounts of (ik. (Not that George is cheap with the beer and wine, it's just that roadchecks are on again.) He even baked the bread and made the sandwiches. Thanks, George... Attending the meeting were CLIFF BOU-VETTE, JOHN PICKEN, TED SKRECKY, BRUCE FUNK, GEORGE MCGUIRE, BOB AHRENS and me... TED, in trying to keep up with the latest games coming out for the PC, has found out once again that IBM stands for I Burn Money. His latest acquisition was a 3D video card. At least it might keep him from playing Schoolyard Slaughter on his ST... ROWLAND GRANT enjoying a symphony concert... As usual, I'm appealing for whatever nasty tidbits you have uncovered. Phone GORD at 475-0857...

Here's some more jokes collected from the (net. God bless Joke-Of-The-Day or I wouldn't be able to fill this column...

On December 31st, 1999, PC's are going to party like it's 1899.

Not all women are annoying. Some are dead.

When a man talks dirty to a woman, it's sexual harassment. When a woman talks dirty to a man, it's $4.99 a minute.

Once upon a time in the Kingdom of Heaven, God went missing for six days. Eventually, Michael the archangel found him, resting on the seventh day. He inquired of God, "Where have you been?"

God sighed a deep sigh of satisfaction and proudly pointed downwards through the clouds, "Look Michael, look what I've made."

Archangel Michael looked puzzled and said, "What is it?"

"It's a planet," replied God, "and I've put LIFE on it. I'm going to call it Earth and it's going to be a great place of balance."

"Balance?" inquired Michael, still confused.

God explained, pointing to different parts of Earth, "For example, Northern Europe will be a place of great opportunity and wealth while Southern Europe is going to be poor; the Middle East over there will be a hot spot. Over there I've placed a continent of white people and over there is a continent of black people," God continued, pointing to different countries. This one will be extremely hot and arid while this one will be very cold and covered in ice."
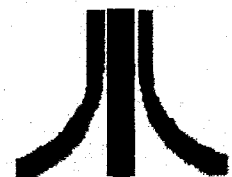
The Archangel, impressed by Gods work, then pointed to a large land mass in the top corner and asked, "What's that one?"

"Ah," said God. "That's Canada, the most glorious place on Earth. There's beautiful mountains, lakes, rivers, streams and an exquisite coast-line. The people from Canada are going to be modest, intelligent and humorous and they're going to be found traveling the world. They'll be extremely sociable, hard-working and high-achieving, and they will be known throughout the world as diplomats and carriers of peace. I'm also going to give them super-human, undefeatable ice hockey players who will be admired and feared by all who come across them."

Michael gasped in wonder and admiration but then proclaimed. "What about balance, God. You said there will be BALANCE!"

God replied wisely. "Wait until you see the loud-mouth yahoos I'm putting next to them."

"We have a ten million dollar capitalization and two stock splits. It's about time! I started this company over three weeks ago."

for ST or STe ($120). The board can control two IDE devices such as a hard drive and a CD player. The IDE interface package comes with a TOS 2.06 chip and ADHI hard drive software. It would probably work best with the STe, as the TOS 2.06 chip can directly replace the TOS 1.06 chip.

Further to my reports in the last issue, Chris Wilkinson notes that the Local Area Network port found on the Mega STe, TT and Falcon will transfer data up to 230400 baud. The software, ConNect '95 will work if the computers are configured using HS-modem. The computers can be connected by a Macintosh type serial printer cable. Chris reports that he can transfer a 1 meg file in about 1.5 minutes. Even faster transfer could be accomplished through a parallel port. There are rumours that someone in Dresden Germany has developed network software which allows any ST to network with themselves and with PC computers. The connection uses the printer ports (which are parallel ports) in each computer. Transfer rates of up to 2MB second(?) are claimed.

DOOM, a popular (and ancient) 3D shoot-em-up, has been ported to various platforms. Now Patrice Mandin has adapted Linuxdoom to the TT and Falcon. It is-called PM-DOOM and is shareware. TOS clones using PC graphics cards have difficulty running this software. However special graphics cards on the TT or Falcon have been reported to work. Doom was succeeded by games of a similar nature called Quake and Hexen. Patrice has ported these games over to the TT and Falcon too. Actually, Patrice has created a software "engine" that makes use of the available PC image and sound files of these games.

Papyrus, which may be the last word processor in production for TOS computers, is still undergoing development. The English version of Papyrus 7 is rumoured to be in preparation. Papyrus has many desktop publishing features. It has its own fonts and printer drivers, but it can use standard true type fonts and other drivers if they

have been installed first under NVDI. Mike Kerslake reports that Atari Computing was done almost entirely using Papyrus. He found that graphics and image handling was rather slow however.

Jaccard Emmanuel of France is still supporting the music capabilities of TOS computers with his Softjee software. Almost everything needed for MIDI work is available in his nine software titles. They have now been bundled in one pack for a price of 890 FF ($178 CDN). Alta Lista for the TOS computers is a utility for creating HTML documents and images for the web. The update, version 2.6 features colour icons and HTML page preview. Apparently more features are planned including hypertext instructions in English.

Siegfried Hartmann of Germany is continuing his development of CoMa software. The new version 5.1 will send and receive fax and voice mail. CoMa also can serve as an answering machine and mailbox as well as providing a terminal with internal z-modem. The documentation is in English.

Watch it, Microsoft, our GEM can cut out your windows!

Julian Reschke of Germany has created CD handling software called "Spin". Macintosh CD's use the HFS format and Julian reports that he has developed CD drivers for TOS computers to handle HFS. One version works under MiNT and another requires the Magic! TOS replacement.

The FaST Club is still operating in Britain. It offers a list of fairly unique commercial software for the ST. I noticed they have Home Page Penguin, a utility for making web pages easily. Also they offer Positive Image 2, professional software for painting and retouching. FaST Club also carries the Floppyshop PD collection on CD plus a number of CD's of their own. FaST Club publishes ST *Applications*. There haven't been many issued in recent years, however Paul Glover says that another issue of *ST Applications* is being prepared. In the

past, *ST Applications* contained excellent articles and reviews.

Pascal Barlier of OXO in France has reported that an English version of the latest WenSuite web software has been completed. OXO disappeared from the web a few months ago, but they are now back. Past users of Wensuite found that the software was fast but needed work. Perhaps they will get it right some day.

Richard Karsmakers, author of Ultimate Virus Killer software, is organizing the *ST News* International Christmas Coding Convention 2000. *ST News* was leading ST disk magazine published between 1986 and 1996. The last Christmas coding convention was held, I believe, in 1990. Richard invites all ST users to visit http://stnews.atari.org and check out *ST News* Lamentation Pages amongst others. All issues of *ST News* are still available at this location.

Caldera Inc. is the current owner of GEM. The source code has been released under the Gnu Publishing Licence. All developments under this licence must be free and available. There is a project to update GEM and bring it into functional parity with GEM on the Atari. I notice that members of this FreeGEM project are quite amazed at the many GEM enhancements that have been developed for TOS computers. There is talk of developing portable code so that proposed new version of GEM could be available on any computer platform. The popular Linux operating system needs a powerful, easy to use desktop (X-Windows from Unix does not impress me). As a prejudiced long-time GEM user, I humbly believe that a revised and extended GEM in a multitasking environment is the best choice to put Linux over the top.

Watch it Microsoft, our GEM can cut out your windows!

Broken Windows

Contributed by John Picken

Windows 95 Defined

Windows 95: 32 bit extensions and a graphical shell for a 16 bit patch to an 8 bit operating system originally coded for a 4 bit microprocessor, written by a 2 bit company, that can't stand 1 bit of competition.

Windows Errors

1. DOS Error #01: Windows loading, come back tomorrow
2. DOS Error #02: Windows loaded. System in danger.
3. DOS Error #03: Windows not found: (C)heer (P)arty (D)ance
4. DOS Error #04: Out of disk space. Delete Windows? (Y)es (H)ell yes!
5. Windows Error #01: No error... yet.
6. Windows Error #02: Multitasking attempted. System confused.
7. Windows Error #03: Unexplained error.
8. Windows Error #04: Reserved for future mistakes
9. Windows Error #05: Nonexistent error. This cannot really be happening.
10. Windows Error #06: Unable to exit windows. Try the door.
11. Windows Error #07: Door locked--try Control-Alt-Delete.
12. Windows Error #08: Keyboard locked. Try anything you can think of.
13. Windows Error #09: Mouse not found. Press mouse button to continue.
14. Windows Error #09: Game Over. Exiting Windows.
15. Win95 Error #01: Insufficient money spent in hardware.

The Hell With Bill

Bill Gates finds himself in purgatory, being sized up by St. Peter.

"Well, Bill, I'm really confused; I'm not sure whether to send you to Heaven or Hell. After all, you helped society by helping put a computer in almost every home in America, yet you also created that ghastly Windows '95. I'm going to do something I've never done before, I'm going to let you decide where you want to go."

Bill replied, "Well, what's the difference between the two?"

St. Peter said, "I'm willing to let you visit both places briefly."

"Fine, but where should I go first?"

"I'll leave that up to you."

"Okay then," said Bill," Let's try Hell first."

So Bill went to Hell. It was a beautiful, beach with clear waters and lots of bikini-clad women running around, laughing and frolicking about. The sun was shining; the temperature perfect. He was very pleased. "This is great!" he told St. Peter. If this is hell, I REALLY want to see heaven!"

Heaven was a place high in the clouds, with angels drifting about, playing harps and singing. It was nice, but not as enticing as Hell. Bill thought for a minute, and rendered his decision. "Hmmm. I think I'd prefer Hell," he told St. Peter.

"Fine," retorted St. Peter, "as you desire."

So Bill Gates went to Hell. Two weeks later, St. Peter decided to check on the late billionaire to see how he was doing in Hell. When he got there, he found Bill, shackled to a wall, screaming amongst hot flames in dark caves, waste-deep in raw sewage, being burned and tortured by demons. "How's everything going?" he asked Bill.

Bill responded, with his voice filled with anguish and disappointment, "This is awful! This is nothing like the Hell I visited two weeks ago! I can't believe this is happening! What happened to that other place, with the beautiful beaches, the scantily-clad women playing in the water?"

"That was a demo," replied St. Peter.
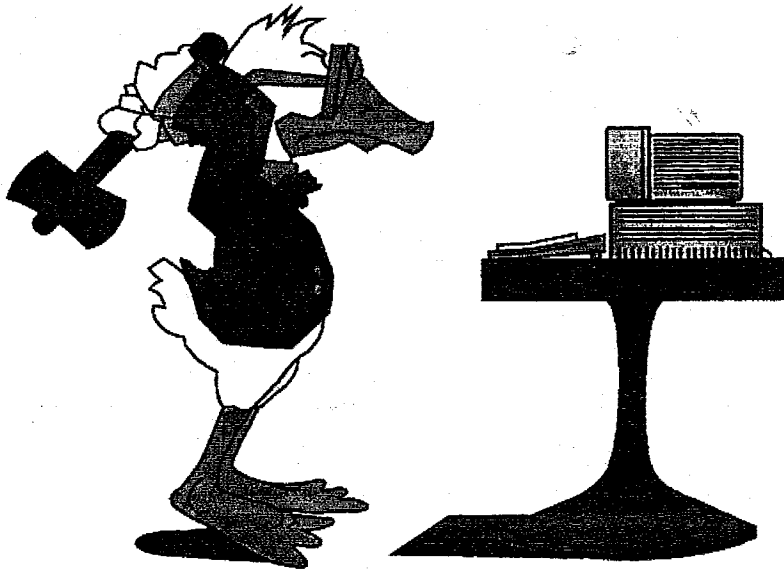
Daniel Chew E-Mail yd731@Victoria.tc.ca

For-Sale Atari Computers from 800xl,

65xe,130x3,2* 520 ST, printer, joy sticks,

zenith b/w monitor, cables, power supplies,

and software and games carts.

If you are interested in buying more Atari computers, send email to Daniel Chew at yd731@victoria.tc.ca

OASES BASIC

by Rowland Grant

Craig Carmichael demonstrated the latest developments in his OASES operating system at the September meeting. The most interesting is his new OASES BASIC computer language. This BASIC can create stand alone programs. It can also take part in, or be used by other programs running under OASES.

For instance, OASES BASIC can work with his interactive book software using time sharing. The code looks like any other modern BASIC except that all variables (st be declared before use. There is built-in sprite and picture handling. Craig demonstrated sprites moving in front of some screen objects and behind others. All went well until we tried to modify the code and run it. The demo would not cooperate as expected. We were adding objects and changing fonts by drag and drop procedures. It was all rather sophisticated. I noticed that the OASES coordinate system is 600 dots per inch regardless of the screen resolution. Usually Craig brings his Falcon. But this time he used a standard ST with a colour monitor. It looked good.

There was some talk of doing a HTML demo for the October meeting but nobody was prepared. For November John Picken promised to demonstrate the rapid transfer of data between an ST and a PC using the parallel ports. Michael Harrison outlined the requirements for using the GCACE base on his ACTS board. Using a standard terminal program, set to VT100, one must establish an identity name and password. When validated, this will allow access to the club base. It will be accessible only to club members. The dial up number for ACTS is 380-2773. At a previous meeting, Michael handed out booklets describing how to use FirstClass Client, the software that runs ACTS. Using an ST, FirstClass can be operated via command line. Graphic interfaces are available or PC and Macintosh users. The Club base is now available on ACTS. John Picken volunteered to be sysop and help organize it.

Rating Game Machines

by Doug Skrecky

While visiting brother Ted in Victoria, I happened on a old copy of the 1999 Video Game Buyer's Guide. Here's some numbers from this magazine.

Sony's PlayStation was top rated of course, with an average rating of 8.9 out of 10. A short survey asked the vital question: "ho should be PlayStation's official spokesperson?". The runner up was Crash Bandicoot with 29%. The leading choice with 42% turned out to be Lara Croft. Why am I not surprised?

The Nintendo 64 rated a 7.9 overall. Seems the smaller library of games and poorer audio held this system back. Sound familiar?

Super Nintendo, Sega Genesis, Sega Saturn were all given last rites. In the portables Game Boy Pocket got an 8.0 rating, while the Nomad received a 7.0. The later rating is interesting in that the Nomad is just a portable Sega Genesis, which shows you don't have to have a powerful monster of a machine to succeed in the portable market. Atari's old lynx also seems to have gotten a better run than ther Jaguar ever did. The Nomad has two cpus, one a 7.68 Mhz 68000, plus a Z80 sound cpu running at 4 MHz and ram is 64 KB. The Game Boy Pocket has a Z80 running at 4.19 MHz, and just 8 KB of ram. Considering the Atari 800XL had 64 KB of ram, and a 6502 cpu running at 1.8 MHz, it looks like this system still could be a viable machine, if it had been re-engineered as a portable. "Why didn't I think of that - Doh!", mutters the ghost of Atari's past.

Tech specs for the home game systems are as follows. Note the rocketing numbers for the DreamCast system. What's next?

| Machine	CPU	RAM	POLYS/SECOND
Sega DreamCast	200 MHZ SH4	16 MB	3,000,000
PlayStation	33 MHZ R3000	2 MB	360,000
Nintendo 64	93.75 MHZ R4300i	4 MB	300,000
Sega Saturn	2 X 28.6 MHZ SH2	2 MB	200,000
Super Nintendo	3.58 MHZ 65C816	128 KB	
Sega Genesis	7.68 MHZ 68000	64 KB	

Improved 8-Bit Video

by Rowland Grant

My first Atari computer was an Atari 400. It came with 16K of RAM, a membrane keyboard and video output for TV only. I soon upgraded to 48K of RAM, and replaced the membrane with an almost proper keyboard. The first two upgrades were simple and required little modification to the circuitry of the 400. I delayed adding a monitor port because that would require the addition of electronic components and tricky soldering. I have heard that a colour monitor can be used by an Atari 400 if one runs the RF output into a VCR which is hooked up to the monitor. I haven't tried it yet myself, but there are reports that this arrangement gives a good image.

If I did add the monitor output port to my Atari 400, I would have to use a 5-pin DIN audio connector. These seem to be common on older European sound equipment. In fact the DIN output cable for my ancient Dual stereo amplifier (circa 1968) looks just like the Atari monitor cable I bought locally twenty years later. There should be lots of these cables available even now.

Steven Tucker, the creator of the APE interface and much software, has described one of his 8-bit Atari systems. Steven attached an 800XL motherboard to the inside top of the case of an older PC. Power is drawn from the PC's power supply. The various input and output sockets of the 800XL (except the cartridge port) were extended using appropriate cables. These were led out through spare card slots at the back of the PC case. Steven made his own keyboard interface so that he could use the PC's keyboard. Of course his APE interface was built in, and attached internally to the serial port of the PC. A fitting fate for an old PC.

As I mentioned in the last issue, the Cleveland Freenet has been shut down. However Steven Tucker did manage to save the contents of Cleveland's Atari SIG. He reports now that this material has been
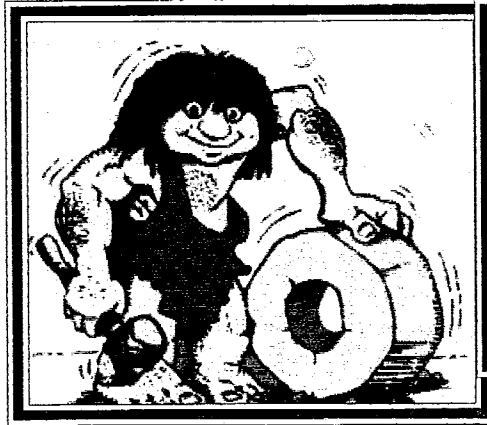
My first Atari computer was an Atari 400. It came with 16 K of RAM, a membrane keyboard and video output for TV only.

completely archived and re-indexed. Steven says that it contains tons of valuable technical information which should be easy to find with a new search engine. Now that the material has been compacted, Steven can host it at his own web site. Curt Vendel has offered to take over the Cleveland Freenet's Atari SIG at his Historical Society web site. Curt Vendel has been receiving information and technical data about Atari and Atari computers for several years now. Recently Curt noted that from the beginning, Atari engineers were trying to move Atari into the professional computer market. They produced designs and prototypes of hardware which were quite advanced for the time. However, Atari's management tried to stick to the home and entertainment market and stopped or altered the advanced projects. The successor to the Atari 800 was to be a much more sophisticated design than the Atari 1200 XL that replaced it. Even the 1200 XL was watered down as its parallel bus interface was left out. After much complaint from Atari users, the parallel bus was restored in the 800 XL.

I like to think that the very poor video output of the Atari 800XL was due to the rush in getting a replacement for the failed 1200XL. For instance where the Atari 800 and 130XE have separate chroma output, the 800XL has none. Also the screen images on most 800XL's are fuzzy. Colour text is almost impossible to read. I have several Atari 8-bit computers including an Atari 400, 800, 130XE and two 800XLs. One of

my 800XL computers has a very fuzzy video output, the other is a bit sharp. Apparently this was caused by careless design made worse by the manufacturers using the wrong components. About six years ago Ben Poehland published an issue of *Atari Classics* devoted to the repair and enhancement of Atari video. By removing one capacitor, adding another elsewhere and substituting a few resistors on the motherboard of an Atari 800XL, the video can be much improved. A wire and a resistor can restore the chroma output as well. There have been rumours about Atari cutting costs by removing components, but in this case it would have cost them nothing to do it right. I had been thinking of trying Ben Poehland's video upgrade on my 800XLs for some time. Last summer I bought a 30 watt soldering iron and the necessary parts. I attached the component wires by forming tiny hooks at the ends and crimping them to give a good mechanical connection. I then soldered the whole works at one time. The chroma hook-up is on the underside of the motherboard and had to be done separately. The results were spectacular. My 800XL gave readable text on a colour monitor. I then tested up my 130XE for comparison and was surprised to see an even better image, or anyway a brighter one. I suppose Atari did finally get it right with the XE. Of course the video of the 130XE can be improved too, especially the colour intensity. But I think I'll leave it as is.

Wife 1.3 Upgrade

Submitted by John Picken

WIFE 1.3 UPGRADE

Last year, after hearing how great it was for so long, a friend of mine upgraded from Girlfriend 3.0 to Wife 1.0. He has found Wife 1.0 to be a resource hog, leaving him very little free space for other applications. Wife 1.0 is also spawning Child-Subroutines, which further consumes valuable system resources. His system performance and resources seem to diminish with each passing day.

At first, he thought Wife 1.0 might be infected with a virus, but other users have assured him that Wife 1.0 is behaving normally and this behavior should be expected due to the nature of the application. My friend also discovered that Wife 1.0 installed itself in such a way that it can monitor all other system activity. He now finds that some programs such as PokerNight 10.3, BeerBash 5.1 and PubNight 7.0 cannot run at all. If he attempts to launch them, Wife 1.0 complains about a sharing violation and crashes. He finds this behavior strange since he could run these programs just fine before he upgraded.

At installation, he found Wife 1.0 provides no option to bypass the installation of undesired add-ons such as MotherInLaw 55.8 and BrotherInLaw Beta release.

Some features he would like to see introduced in the upcoming Wife 2.0 release:
1. A "Don't Remind Me Again" button.
2. A Minimize button.
3. An Install Shield that allows Wife 2.0 to be uninstalled at anytime without the loss of cache or other system resources.
4. An option to run the network driver in share mode.

I have decided to forego all the headaches associated with Wife 1.0 by sticking to Girlfriend 3.0. However, even that option has many problems. Apparently, you cannot install one version of Girlfriend before you completely uninstall the old version first. To make matters worse, the uninstall program for Girlfriend doesn't work very well, leaving undesirable traces of the application in the system. If the newer version finds a reference (text / image file, address) to the old version, Girlfriend will completely freeze until you reboot and remove the stray reference. I am told this is a long standing bug which I should have been aware of.

Also, versions of Girlfriend have conflicts over shared use of the I/O port. You think they would have fixed such a stupid bug by now. Another thing that stinks -- all versions of Girlfriend continually popup little annoying messages about the advantages of upgrading to Wife 1.0.

BUG WARNING

Wife 1.0 has an undocumented bug. If you try to install Mistress 1.0 before uninstalling Wife 1.0, Wife 1.0 will delete all MSMoney files and seize your cache before doing the uninstall itself. Then Mistress 1.0 will refuse to install, claiming insufficient resources.

BUG WORKAROUNDS

If you can afford it, try installing Mistress 1.0 on an entirely different system and never run any file transfer applications such as LapLink 6.0. Another possible solution would be to run Mistress 1.0 via an ISP under an anonymous name.

Club Cenacle Folds

by Rowland Grant

CLUB CENACLE ATARI CLOSES.

The following is a translation of the editorial from Cenacle News-letter No.14 November 1999.

It is not without a certain emotion that I bring to a close this "final" Newsletter. It concludes a great (Atari) 8-bit adventure, during which we have shared our passion for the (Atari 8-bit) computer.
Today, rare are the members who do not have a second machine (ST, PC or Mac), and if certain of them have decided to preserve their 8-bits, it is mostly due to nostalgia, for not being able to summon the resolve to discard the machine on which so much time has been spent.

Like all those who caught the virus since 1982 with the first game consoles, then with the first 8-bits, we have the impression that the (current computer situation) is out of control. And if we are today very far from the simple innocence of that time, at least we can

always say that we were there.

While the Club organization is due to disappear at the end of the year, the remaining members who continue to use their machines can keep in touch with each other... by E-mail.

On behalf of the (club executive) I again thank the remaining members who have supported us to the end, and with whom we

Uploading Files To FreeNet

by Ted Skrecky

I have finally got around to doing an update to the GCACE Atari ST Software Library. Version 4.6 of the catalogue has been issued which contains 7 new disks worth of STuff. There is a good assortment of material on these disks which I have aquired from various sources such as the Internet and from my collection of Atari CDs. These disks will be available for copying at club meetings. If you are unable to attend meetings, phone-Gordo as I have given him a copy of all the new disks and he can make copies for you.

I still use my Atari ST for many things and one of them is for connecting to the Internet via the Victoria Freenet. For sometime I have been running an external Z-Modem program with my Interlink telecomm program in order to download files from the Internet to my hard drive. Although Freenet does have an option for uploading files using Z-Modem, I have never been able to successfully upload even one file while using this protocol. Another option for uploading is something called Kermit. I have tried versions of Kermit in the past with my ST but never had any luck in getting anything to work until now. I started jumping up and down for joy when I discovered that Version 4E(070) of C-KERMIT, while being run as an external program from Interlink, will fully complete the uploading of a file to my personal work area on the Freenet.

Not long ago the Freenet did some upgrading which created problems with respect to sending text files directly into the buffer of Freenet's Pine text editor. In order to send newsletter articles to the Editor of XIO3, I used to do an ASCII send of the text directly into Pine and it would print to the screen the text as it was being entered into Pine's buffer. However, the new version of the Freenet caused a double-spacing effect to occur. For each line of text that was uploaded, a blank line would follow. I tried making various changes to my terminal settings but could not fix the problem so I needed a new way to get material to Gordo. As it happens, Pine will read into its buffer any text file that is in my work area on the Freenet. Now that I have the ability to upload files to this area with the help of C-KERMIT, the problem of getting properly formatted text into Pine has been solved.

For the next few paragraphs I will explain step by step the process of uploading a file to the Freenet and getting it loaded into Pine. First of all, once connected to the Freenet and at the main prompt, select "1) Electronic Mail (e-mail)", then select "7) File Services..." and then select "2) Manipulate Files in your Directory...". Now, type "U" for upload, select "1) Using Kermit" and then type the filename of the file to be uploaded (eg: freenet.pst). The Freenet will then print the following message to the screen: "KERMIT READY TO RECEIVE". C-KERMIT can be run as an external program so, if Interlink is being used, just first flip over to the terminal side and move the mouse to the top of the screen and select the drop-down menu that says "File". Next, click on "Execute Program" and then the file item selector will appear. Locate "CKERMIT.TOS" and run the program.

Once C-KERMIT has loaded, a command-prompt will appear. The documentation that comes with this program is not easy to understand but I have managed to figure-out what to do. Firstly, the modem speed must be set. Although I have a 14.4 modem, I always set the speed at 19.2. To do this, type "set speed 19200". Everytime that C-KERMIT is executed as an external program from Interlink, setting the speed manually must always be done before a file can be uploaded. I have heard it is possible to create a .INI information file containing the speed info but I don't know how to do this so I always get lots of typing practice by repeatedly typing "set speed 19200". The next, and last thing that must be done, is to tell C-KERMIT what file to send. This is achieved by using the "send" command. I have a file in the main C: directory of my hard drive called freenet.pst so to send it I type "send c:freenet.pst". With MSDOS, it would be normal to say "c:\" followed by the filename but with C-KERMIT the "\" is dropped. Also, I must say I have never been able to figured-out how to send a file if it is located in a folder. Typing "send c:interlink\freenet.pst" does not work. So, any files that are to be uploaded to the Freenet should not be placed in a folder. After the "send" command has been entered, the file transfer between the computer and the Freenet automatically begins. Once completed, to exit from C-Kermit, type "exit" at the command-prompt and you will be returned back to the terminal side of Interlink.

Now that the file has been uploaded, it is time to move out of the work area on the Freenet and reload Pine. Once in Pine, and compose a message. Move the cursor to the start of where you would normally start typing a message and hit "Control-R" and type-in the filename of the text file located in the work area (eg: freenet.pst). One thing that is important to note is that the filename is case sensitive. If the file in the work area is "freenet.PST", you must type "freenet.PST". Once the return key has been hit, all of the text in the file will appear in Pine's buffer. The text will be formatted properly so all that needs to be done now is to send the message. Mission accomplished! C-KERMIT is available on disk #215 of the GCACE ST Library. If you need any help with respect to uploading files with C-KERMIT to the Freenet, you can phone me at 598-6173.

Well, I don't have much else to say will just wish everybody a Merry Christmas!. If you have been good this year, I am sure Santa Claus will come and leave a bright, new, shiny Milan Atari clone under the Xmas tree for you. However, if you have been bad, it will be Satan Claws who will be paying you a visit and he will stick you with one of those truely awful Intel clones. You will then spend the rest of your life resolving IRQ conflicts, trying to get the mouse driver to work in Windows 98, trying to get sound out of your sound card even when Windows says everything is working properly and dealing with many

have had the pleasure of participating in this adventure.

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Translator's note.

I think it was Boris Pasternack, on being complimented for his translation of Shakespeare into Russian, who said that the task required a moderate understanding of English and a complete mastery of Russian. While the Cenacle newsletter editorial is clear and eloquent in French, I found my skills in English wanting in the translation. I have taken liberties. My apologies to the author.

R.G.

more problems that even veteran techies haven't heard of yet. The only real solution for dealing with Intel clone problems, I have found from experience, is to get a big steak knife and plunge it into its motherboard while shouting "assimilate this" and then go back to using an Atari!

The following is a list of the recent additions to the ST Library:

AGTRAK12.LZH 38K #213-AG-Tracker Version 1.2. 11/92. MOD player that will play single or multiple(jukebox) songs. Works on all STs. More options for STEs. Requires a colour monitor to run.
EPRO23A.LZH 357K #213-This patch archive will update Version 2.1, 2.2 or 2.3 of ExtenDOS Pro to Version 2.3A.
EPRO24A.LZH 168K #213-This patch archive will update Version 2.3/2.3A/2.4 of ExtenDOS Pro to Version 2.4A.
GRINDERS.LZH 61K #213-2 player Blockade game with lots of options. (Eg. flames, cleaner robots). Hit CONTROL-C to exit game.

GZIP107S.LZH 86K #213-GNU Zip Version 1.0.7. File archiver.
TCPIP.LZH 49K #213-Atari ST SLIP FAQ or How to connect your Atari to a network or The Atari Guide to Network Connectivity. Version June 7th 1995.

BATTLE.LZH 444K #214-Battle Zone. A Worms clone. 1 or 2 player game. Use various weapons to kill the enemy worms. Lots of different landscapes to wage war on such as Atari ST land. Worth having a look at.
CZPHONIX.LZH 44K #214-CZPHONIX Version 1.3. This is a Casio CZ101/1000/230S patch librarian and editor.
FILM.LZH 280K #214-Film File Enquiry. Search by film title, film type, year made (only up to 1985), director's name, actor/actress's name.

CHEATS.LZH 36K #215-Text file on cheats for the Atari Lynx hand-held game system. Last updated: May 30, 1993.
CKERMIT.LZH 115K #215-C-Kermit communications protocol for the Atari ST. Version 4E(070). Jan 29th, 1988.
CPOKER.LZH 47K #215-Draw Poker/ Double Down Version 2.01. Mono or low-rez colour.
DISKDRIV.LZH 14K #215-Two text files concerning connecting a non-Atari 3.5" disk drive to an ST.
MORSEMAG.LZH 29K #215-Morse Magic Version 1.81. Morse Code tutorial and utility package.
MUNCHIE.LZH 250K #215-Mrs. Munchie Version 1.35-SW, Mrs Pacman clone. Note: Do not place files in a folder.
SBCAL221.LZH 130K #215-Sub Cal. Version 2.20. October 5, 1992. This is a calculator program. It will compute arithmetic

expressions.
SBREAK.LZH 76K #215-Super Breakout Version 1.1a. Mono Only.
SNAP_3_0.LZH 3K #215-Snap Version 3.0. This program is a terminate and stay resident (TSR) program. Replaces the normal ALT-HELP function. Saves the current screen displayed as a Degas format picture.
TSH911G.LZH 33K #215-TomShell Version 0.911G. Command Line Interpreter (CLI). Last revised September 2, 1992.
TXLIBR21.LZH 46K #215-Yamaha TX81Z Editor Librarian. Version 2.01.

COLAWAR 1DSK #216-The Cola War .AVS Sound & Animation demo. Very Good.

MIAMI VICE 1DSK-#217-Miami Vice .AVS Sound & Animation demo.

HELLGATE
NEW FOR ALL YOU VIOLENT TYPES

HELLGATE 1DSK-#218-Hellgate Unregistered Version 1.50b. 3D action game like Wolf 3D. Note: Do not write-protect the disk.

D. IMMINENT 1DSK-#219-Destruction Imminent 3D action game like Wolf 3D. This is the full version of this game.
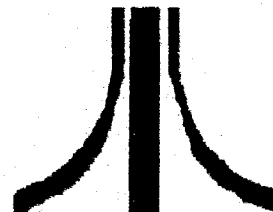
GCACE Financial Report
October 1999

Income

Dues	
ST+/PD disk sales	2.00
Coffee	
Donations	
Interest	

Total Income	**2.00**

Expenses

Newsletter printing	24.61
Newsletter postage	27.57
Other postage	4.64
Room rental	21.40
Coffee expenses	
Office supplies	
Magazine subscriptions	
ST+ printing	
ST+ royalties	
Service charge	1.20

Total Expenses	**79.42**

Monthly cash flow	**-77.42**
Year-to-date cash flow	**-26.64**

Bank Balance	964.42
Prepaid room rental	21.40
Coffee float	5.00

Net Worth	**990.82**