

ST PLUS!

Featuring in this Issue

User Groups, The in's and out's of the Internet, Interview with David Encill, Software reviews and much, much more....



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February
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A WARM WELCOME TO ST+ FANZINE

Here we go with my first editorial for this new fanzine, what can I say, there is a stack of reading fodder just waiting to be read however, before you turn the page.....

Whilst a lot of dedication and work has gone into the overall preparation we would still appreciate your input and comments, being our first issue we've decided to present it in a way most pleasing to us, after all, no-one else will see it until this issue goes on sale however, for issue two we would very much appreciate your comments and suggestions. It remains to be seen if this, ST+s first paper fanzine will take off, even if it doesn't, we'll at least have tried.

ST+ the disk magazine [issue's 1 through 24] is still available either direct from me or from the ST+ Diskmag website:
<http://www.geocities.timessquare/alley/7454/>

My deepest thanks to everyone who helped make this issue possible.

Dave Hollis - Editor.

Published by T.Y.M.E.

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Copy for inclusion in the next issue should be received no later than the end of the 3rd working week of the month.

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<http://www.users.zetnet.co.uk/paxton/stp/index.html>

News News News News

Atari Shows Off...Atari Shows On....

Sad news came across the Internet and in Nest that there wouldn't be any shows this year organised by Mike Goodman. This is due to other commitments which leave him with absolutely no time to undertake the organisation of these events.

But a few days later a glimmer of hope was seen as Mike Kerslake announced...

"Possible UK Atari shows.

Atari Computing magazine may be in a position to organise some form of Atari Show/Convention in early Summer of this year. Obviously such a show takes a lot of organising and is also very expensive. Therefore it is not something we could afford to waste time and money

on if it wasn't going to be well-supported.

My view is that we could only go-ahead with such a Show/Convention if we sold enough tickets in advance to cover the costs. To just hope that enough people will turn up on the day is a non-starter to be honest. Anyway, I'd like to get some ideas and thoughts coming back to me, so I'll ask a few questions and ask everyone that is interested to comment here, but please send actual question responses to me via e-mail to avoid cluttering up the group.

- 1) When is your preferred weekend & month; June/July/Aug/Sept/Oct/Nov (please give exact dates if possible)
- 2) Preferred day, Saturday/Sunday
- 3) Preferred location;

Birmingham/London

4) Method of transport; Car/Bus/Train

5) What sort of admission price would you pay? (3.00/4.00/5.00 ukp)

6) What would you like to see at the Show in order of preference? (demos/tutorials/sales stands/anything else?)

7) What is your main interest; DTP/Music/graphics/?

8) Where will you be travelling from?

9) Further ideas/comments

Many thanks to all that respond. Basically, unless we do get a reasonable level of prior support AC will be unable to organise an event,

So this is everyone's chance to ensure that there will be a show this year in the UK!"

So lets all get our fingers out and show support, send all ideas and question answers to one of the following:

e-mail: publish@cix.co.uk

NeST: Ataricomputing on 90:100/315

Snail Mail: Atari Computing, "Rois Bheinn", Overton Crescent, Johnstone, Scotland. PA5 8JB

Anthony Jacques is Doomed!!

Anthony Jacques of Mint related stuff, and Falcon STOS extension fame has kick-started new life into the moribund 'Bad Mood' Doom clone project, as he has obtained recently released 'Doom' source codes from ID Software, and plans to mix it in with the Bad Mood DSP rendering engine to hopefully get a complete game..

He thinks a TT version may well be possible as well, but an ST version pretty unlikely.. Any release will be freeware/PD..

'Godlynes' next to cleanliness?

The Reservoir Gods Nintendo Entertainment System (NES 8-bit) emulator is confirmed to be available in two separate versions for ST(e) and Falcon when it is released.. Mr Pink is working hard on the Falcon version, in close co-operation with Ed 'Eddies Cat' Cleveland who is producing the ST version.. It looks interestingly likely that this will be a generic emulator capable of running most games.

'Godlynes' is the Reservoir Gods official title for it seen on their web pages.. Ed Cleveland prefers the

more down to earth and less specifically branded 'NESulator'..

Three of the four different main cartridge memory mappers have been successfully converted to the emulator, which means that most NES games produced now should run on this emulator.. Ed Cleveland is debating currently whether to produce an STFM version of his part of the emulator, as at the moment it uses a fair bit of the ST's specific hardware..

HENSA goes

HENSA one of the most famous and best kept ATARI ftp sites has decided to wind down the Amiga and ATARI sections, according to sources inside HENSA this should have been done by the end of January 98 but things are running behind schedule, however expect these sections to disappear very soon.

Source - comp.sys.atari.st

Electronic Cow

Floppyshop have been given the exclusive distribution rights to the entire range of Electronic Cow music products. So far there are 3 products, MIDI Arpeggiator, Sound Chip Synth and Snippet Synth.

They're now available and in stock at Floppyshop. Check out Electronic Cow's web page for more details on their products. <http://space.dial.pipex.com/town/terrace/abi91/cownet.htm>

All At Sea Closure

As from midnight the 31st of January 1998 The All at Sea BBS pulled into dock for the last time. It had been going for nearly 3 years but Antony Lacey unfortunately couldn't keep it open any longer.

Maggie go HTML

As from issue 25 Maggie Diskmag will be available in HTML format as well as the usual 2 Disk shell. Initially the HTML edition will be available as a zip file.

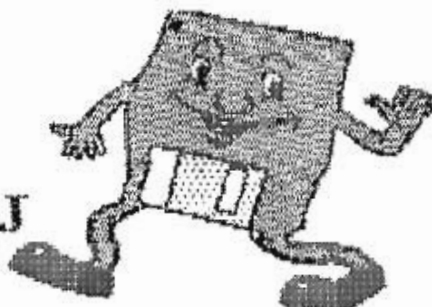
Mailing List

St+ Fanzine have a mailing list, via the Internet. If you would like to be kept in touch with what's happening with the Fanzine then join up by mailing Majordomo@spodden.zetnet.co.uk with the message **subscribe stplus** in the body.

**Any news?
We wanna hear from
you. See page 3 for
contact addresses.**

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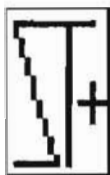
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or via e-mail to gordonstorey@zetnet.co.uk

Copy for inclusion in the following months issue should reach us no later than the end of the 3rd week of the proceeding month. There is a limited amount of space allocated for advertising so it's a case of first come first served

ST+ DISKMAG

AND THE NEW ST+ FANZINE
BY DAVE HOLLIS

WHY?....



It's obvious now that continuing ST+ in disk magazine format was going no-where, the overall enthusiasm and praise I received was never better however, praise and good will are not enough to produce a quality disk magazine on a monthly basis, the overall lack of articles both at home and from abroad has meant that ST+ had become stagnant.

I myself often stayed up until the early hours of the morning typing as frantically as I could, ploughing literally tens of hours a month trying to get the best from the material I had at hand, unfortunately the dwindling ST+ team meant this was getting harder and harder to do, especially after considering that a vast majority of our readers sat doing nothing, not even lifting a finger to write just a few k's worth of article.

Eventually I came to realise I was almost pestering people to write in, thus began the re-evaluation of ST+ disk magazine.

Mr. Angry

The weeks would pass, sometimes with nothing to do, then, without warning I would get an influx of mail, most of this would be requests for ST+ with no sign of an article, suffice to



say I wasn't impressed.

I still believe that filling out and returning a questionnaire or writ-

ing a few lines of encouragement wasn't too much to ask, in a few cases it wasn't. However, the vast majority of our readership declined this invitation, little wonder then that the new '0% tolerance' policy of this fanzine has been taken to heart by the staff and writers.

There are undoubtedly those of you who have reservations and complaints about this new format, I will only entertain moans from those of you

who bothered to write in and submit an article to ST+ disk magazine.

The disk magazine based ST+ ran for two successful years and now, thanks to the terrific drive that emanates from Tony Greenwood and the exceptional DTP talents of Gordon Storey we've embarked on this new venture, ST+ fanzine.

AT WHAT COST?

Our pricing policy is simple, for the £1.50 we are asking we will guarantee at least 24 pages of up to date news, reviews and other articles covering as much of the Atari scene as we possibly can. The money you pay will be used for the obvious printing and photocopying process and first class postage within the U.K.

This is also a 100% non-profit making venture and you must understand, we will continue to produce this fanzine for as long as we find it enjoyable.

Dave Hollis

**All enquiries to:
Dave Hollis, 43 Spensfield Court, Lings,
Northampton. NN3
8LZ. ENGLAND.**

Rich 10's User Groups

Welcome to the first ST+ user group pages. The aim of this section is to introduce people to the joys of user groups, print reports of past meets from wherever in the world that people pass them on reports from and generally let fellow Atarians around the world know what other user groups are getting up to.

open arms and soon became wrapped up in it. Things snowballed and eventually I ended up along with Gordon doing the user group stand at the Birmingham and London Atari shows. Some of you may even have been unlucky enough to meet me :)

I've been 'volunteered' to do

Stephen Barszchak from the club was kind enough to send it to me. Why no SHAG meet report, well I wasn't there due to other commitments so couldn't write one. There will be one in the next issue if I've got room for it.

After that there's CAUG explaining their user group and PDL setup and finally there's



To start with here's a quick bit about me and the User group I belong to. I personally am the SHAGmaster at the SHAG (Stevenage & Hertfordshire Atari Group) in Stevenage, England. This entails for me helping with the overall running of the club and being the voice of the SHAG on the net and BBS's along with fellow SHAGger & ST+ man Gordon Storey. I'm a dedicated Atari man running a 4meg STE with 1/2gig hard drive, colour monitor and other. I joined the club in May 1997 after visiting the London Atari show and picking up a SHAG leaflet from the previous SHAGmaster Jerry Beadle. The club is 75 miles from where I live but I went along as a complete newbie to user groups and was welcomed with

the user group page of this mag now, so I'll be looking for articles, reports, adverts and anything to do with user groups from ANYWHERE in the world. I would like to try and make it as much international as possible and not just UK based.

All meets are different and just because a club only has a couple of members or do things differently doesn't mean that I don't want to here about it, because I do.

Enough of me, you really want to know what's in the first user group section.

Firstly there is a meet report from WRAG (White Rose Atari Group) based in Yorkshire, England, just to show what goes on at their meets. They are the first ones only due to the fact that

the latest list of user groups in the UK. This is by Harry Sideras, the UK Association of Atari User Groups co-ordinator.

In next month's issue there will be a piece on how WRAG came into being and even a club report from my own club, SHAG

See ya next month.....

If you wish to send in articles they can either be sent via email to me at rich10.hel@zetnet.co.uk or via snail mail to
Richard Clark,
1 Rokeby Close,
Bracknell,
Berks, England,
RG12 2NA



W.R.A.G

White Rose Atari Group



This is the first ever WRAG meeting report.

Well from reports this meet was going to be poorly attended, as members telephoned stating that they would be unable to attend, but suprisingly it was one of the most crowded meets to date with two new members arriving, a John Watson & Nigel Turton.

John came along to try and get help with some Programming in GFA Basic and Brian Selbie quickly took him in hand and went through things with him discussing ideas of what he could do with his project of writing a Text Editor.

Nigel who also has access to a PC for the internet, has decided to dig his old Atari out and try a project of getting connected to the internet and the WWW with his ST, Adrian (our host for the meet) kindly showed him his internet package off to him with the latest version of Cab 2.5, despite the constant 2 and 3 bomb crashes of Cab Nigel was impressed.

Mike Bedford came along minus his Falcon, and told us of his problems fitting the Nemesis board, and told us that Dave at T.U.S. and some one else that supplied the board to T.U.S. are in disagreement about whats wrong with it, and as he's having to suffer the consequence of whose to blame for the faulty board.

Paul Simmonds (Sysop Of T.G.M. BBS) brought along a Toshiba CD Rom for me so that we could start up W.R.A.G. PD, but for some

unknown reason my Hard Drive won't work with any other devices, so Paul took it back home at the end of the day to try figure out why a Micropolis 345 meg Hard Drive refuses to work with any other device apart from a 45 meg NEC drive already connect (If any readers of ST+ can help please let me know).

W.R.A.G. PD

The ways that W.R.A.G. PD was discussed and how it will work. It was/is proposed that this facility will be used to supply PD & Shareware to members and none members of the group as a free service, in that anyone who wants to use the service will have to send a standard formatted disk with a Stamped addressed envelope requesting the files from a CD Rom File list to be put on it, its will be up to the sender of the disk to ensure that he sends the correct number of disks and includes the correct postage for the return of the disks.

New files will be available from the TGM's BBs's new files list at a small charge (to be determined) per file as these will have to be requested from the BBS.

If any of your readers think the idea of our setting up a PD library like this could they please either write to me or they can netmail me at NeST 90:100/402.0 Fidonet 2:250/303.0 or Email wrag@tgm-bbs.demon.co.uk.

The PD library is just an idea at the moment and will depend on any feed back from other Atari Users, so don't for the time

being ask for anything yet as I have to get first my Hard Drive to work with other devices in the chain.

Also discussed was connecting to BBS's especially our Support BBS for the goup TGM BBS, Paul is willing and will be only too glad to set any caller or member of the group to get set up as a point or a node to make it a lot easier for Atari Users to keep in touch with other users of BBS's and is hard at work to get a gateway up and running to provide Email for users of his BBS due to Daron Brewood closing the gateway down for a while at NeST HQ for personal reasons, so if you are looking for a good Atari BBS to call with a friendly Sysop who will help users anyway he cangive TGM BBS a call on 01274 562795.

Also discussed (once again) was where to hold the meetings, and we are in agreement that we need a permanent home for the meetings, and as more new members keep joining us, we have to find a club or pub that will provide us with a room for a Sunday afternoon so if anyone in the Bradford area knows of such a place (preferably free) cheap then please let me know.

The next meeting was arranged for after Christmas on Sunday the 11th of January 1998.

E-Mail
wrag@tgm-bbs.demon.co.uk
W.R.A.G. Support BBS
TGM BBS on U.K. (01274)
562795
R.O.T.W. +44 1274 562795
-----Online 24 Hours-----

C.A.U.G.

Coventry Atari User Group

Who are CAUG ?

CAUG stands for the Coventry Atari User Group, aimed at Atari users in Coventry and the surrounding area. Meetings are held monthly and presently this is the second Saturday of every month at the Radford Community Centre, Jubilee Crescent, between 9am and 12 noon. Currently the group asks for £5 per year membership or 50p per meeting, this is to cover things such as our room hire at the community centre, ensuring that we continue to have a good meeting place. Currently the group has around 15 members, although this is increasing.

What goes on?...

Generally we have 3 or 4 machines set up running various programs, and after an initial few minutes in which important club business is gotten out of the way we get down to playing with the machines. Usually this takes the form of demoing new products, problem solving etc... We're hoping that for future meets we may be able to have guest speakers...

What are the benefits of membership?...

First and foremost, free entry to the meets. Also free access to the CAUG PDS, a new software library which is in the process of being set up.. and also access to the CAUG magazine library which Keith Bateman is hoping to organize. For on-liners there is

also access to CAUG's own message area, kindly set up on All At Sea BBS by Antony Lacey. Members also receive copies of the CAUG newsletter. Not forgetting the access to the wealth of useful information that are the other CAUG members....

Not had value for a fiver a year I'd say.

For more info contact:

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34 Goodman Way
Tile Hill
Coventry
CV4 9UG
Tel : 01203 462453
Email :
kdunn@allatsea.demon.co.uk
NeST : 90:102/146.1

or
Keith Bateman
Tel : 01203 251578
Email :
beaky@allatsea.demon.co.uk
NeST : 90:102/146.16
Wanna find out more?...
Then get in touch...

CAUG PDS Brief Info

Below are the rules for the CAUG PDS that Keefy is running. It's available to anyone, whether a member of CAUG or not. Obviously members have certain benefits.

1. CAUG PDS is available to all Atari users.
2. Essentially a swapping service for members of CAUG, although a small charge may be made to cover any costs incurred.

3. Members of CAUG are entitled to free disc copying if they supply a disc, or a charge of 50p will apply if no disc is supplied. Also postage/packing costs if mailing applies.

4. NON MEMBERS. A charge of 75p per disc if disc supplied, otherwise £1.00 + p/p.

5. If requesting by post, please include sufficient stamps to cover return postage etc. You may also pay for the disc with the appropriate value in stamps.

Please bear in mind that Keefy is running this service with no profit to himself and purely on a voluntary basis. Although he will make every effort to ensure prompt replies, please remember a lot depends on the service of Royal Mail. I would suggest that if requesting by mail, you use a registered method of postage, as no liabilities whatsoever can be accepted by either CAUG or Keefy for non delivery etc, although every effort will be made to ensure you do receive your disc/s.

This service has been set up to provide Atari users everywhere with a means to obtain software at affordable prices. If you wish to donate any software you are more than welcome to do so, you will be reimbursed with the same amount that you donate, however, please first check that the s/ware you wish to send is not already held in the CAUG PDS library.

Atarian User Group
Rory Street
Orchard Cottage
Court Lodge
Westerham
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Canford Bottom, Wimborne
Dorset BH21 2UX

Cheshunt Computer Club
Derryck Croker
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Hertfordshire WD2 6PE

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Essex CO2 9AE

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Kelstar Atari User Group
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ICTARI
Peter Hibbs
63, Woolbridge Road
Ringwood,
Hampshire
BH24 2LX

Portfolio Club (UK)
Paul Finch
16, Cedars Road
Morden, Surrey
SM4 5AB.

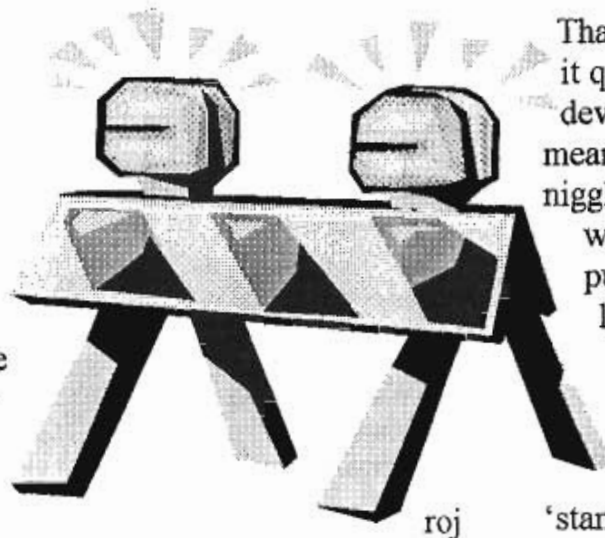
University of the Third Age
John Ash
62 Fleet Road
Dartford, Kent
DA2 6JF

DISKMAGS

MAGGIE ISSUE 24 : FALCON VERSION

Another cracking issue from the Maggie Team (CiH and Felice). Intro coded by New Beat and further shell development from Reservoir Gods. (One of the very few active coding crews still around it seems?).

The usual mix of hugely varied texts persists, and includes interviews with well known Atarians, DIY



roj
ects, reviews and silly stuff galore. My only complaints are that it freezes up under Magic, you have

to fiddle with screen settings to see the icons at the top of the screen and no quit!! .. argh!..

That said, the guys make it quite clear that shell development is by no means complete, and those niggles are really minor for what is yet another well put together issue of the longest running Atari diskmag still in existence. Just in case you're wondering, there is also a 'standard' version that runs happily on a 1Mb Atari ST/F/M/FM/e.

Keefy

NEW MERGER

Atari diskmagazines, Kelaug and ST Highway have merged, it is hoped that the new combination will at least yield more reader contribution, ST+ would like to wish Kelaug all the very best in their new venture.

Dave.



Oversea's publications

Undercover 10

Undercover diskmag, the German-based, but re-vamped (mostly) English language production has just had its tenth issue released..

Amongst the news and reviews, a review of Maggie 24, containing just a few niggling errors..

The Maggie 25 enhanced Falcon shell (mark II) is **not** being coded by New Beat Developments, all work is still being done in-house by the ReservoirGods..

Otherwise, a good effort.. This one goes happily on both ST and Falcon..

CiH

**That's it for now,
next month, I'll
once more have all
the very latest
diskmag info for
ya...Dave**

THE ELECTRIC CHAIR!

A well known Atari supporter has accepted the offer of sitting in the 'electric' chair. [Dave Encil from Titan Designs takes a seat whilst we sort out the fusebox.....]



Name?

David Encill

Age?

n/a

Occupation?

Director

What have you got to do with the Atari scene?

Developer & reseller.

What was your first computer?

Atari 400

When did you get it?

Christ knows - 1982 I think.

What is your current set-up?

You name it....

What made you enter into the world of home computers?

Star Raiders ;-)

What is your favourite computer?

I use PC, Mac and Falcon. Each are good at doing their own thing. For graphics I have to admit that APEX is the easiest program to use, and much faster than any other that I've tried on other systems.

What are your main uses for the computer?

General applications; WP, spreadsheet, DTP, graphics.... Everything but music I suppose.

What do you think is/was the most important devel-

opment for the Atari in Hardware and Software?

Leading question! As mainly Falcon developers I would have to answer in this vein, but APEX is the most popular graphics program. Hardware - I suppose the Falcon itself.

Why do you think the Atari's popularity is still so strong among it's users?

Ease of use, and a very unfussy interface that everyone can get on with.

Does the current proliferation of OS's help or hurt the Atari? (i.e. MiNT, MagiC, TOS (and TOS6?), Linux, Fenix, N.Aes, Geneva, Xaes...)

Confuse might be the better term. It does at least show the level of development that's taking place, although I personally think it would be nice if all the best features of each could be incorporated into one program (wishful thinking).

What do you think about the news of no more shows from Goodmans?

Hadn't heard this! Mind you someone did tell me that Mike Goodman's phone was no longer connected... Perhaps I should start organising them again.

However,

I've just heard that ACG are considering doing them in future.

What keeps you in the Atari market, or keeps you using Atari?

The level of interest that is still evident from users.

Why are there so many Atari clones?

I suppose it's because there's always going to be someone who thinks they can do one better, or cheaper.

How long has TITAN been running?

8 years+

How long do you think you can continue to cater for the Atari?

We will keep supporting Atari while there is demand for our products. Two years ago, everyone was saying that "the Atari market will be dead by Christmas" and this has not proved correct.

Is there still a lot of demand for Atari hardware and software?

Most certainly.

Many thanks for your time, Dave....ST+.



Hiya Dave and everyone at ST+...

The fact that you have managed a regular monthly release for two years without a break deserves recognition as well. Overall, taking the last two years into account, I would say that ST+ has made a huge positive contribution to the UK Atari scene.

Now as one of the people who was told in advance about the change-over of ST+ to a paper/HTML based publication I must say I like the sound of both new set-ups, but I am personally looking forward to the HTML based pages

Is there any more news on the idea of a cut-down HTML page displayer, for those people who haven't got CAB/Netscape etc, and have no desire or need for a full Internet browser? If not, will it be CAB-Friendly? Taking the Stosser Soft pages as a guide, I'm sure it will be..

How well will the HTML version translate to

MAILBOX!

those systems that aren't higher-spec.

Does this mean there will be no more real-time articles at NAG meets or other shows, or would the HTML version be different by allowing 'full' versions of this sort of text and other unedited articles that might not 'fit' in the paper version?

You did mention something about a variable page count, with a guaranteed minimum of 20 pages, more in a good month? Would this be enough?

Whatever you do, keep the adverts in proportion to the rest of it, please *don't* let ST+ become a tired ad-rag with old adverts and little else!

I gather you are keeping things monthly, excellent!. What is going to happen to the 'new' custom ST+ Shell?

Okay, that is enough from me for now, I'd just sum up to say that I've enjoyed the last 2 years (and the rest of it) on my Atari, and you have added greatly to that enjoyment through your efforts!!

Live long and, errrrmm...
Chris H.. (CiH)

IN BRIEF:

Thanks for your comments and questions, Chris, firstly, unfortunately the Fanzine won't be made available in HTML format.

The **minimum** number of pages will be 24. With more pages added when required, as in this first issue, which is 28 pages.

Every issue of ST+ Fanzine will only contain the very latest adverts updated monthly as I agree completely that some of the old diskmag adverts were, for the most part totally obsolete.

Of course we're not infallible, we'll still rely on reader input, if we go wrong we'll want to know about it.

Dave

*If you've got anything to say or want a question answered then write to:
Dave Hollis, 43 Spensfield Court, Lings,
Northampton. NN3 8LZ
England.
e-mail:
tinman@zetnet.co.uk*



Falcon Zone

By Keith Dunn

Welcome...

Greetings and welcome to the first ever Keefy Falcon editorial in the all new singing and dancing ST+ Rag Mag... I find myself wondering if my ramblings will look as bad in print as they did on disk. One thing is, they can't look any worse.. and perhaps a nice Calamus font and a couple of bits of clip art will make all the difference.

Anyway, that aside, I'm grateful to Dave for asking me to join his happy little band of roving reporters.. Now what can I write to fill a whole page every month?... Not a lot is probably the honest answer, but here goes anyway...

It makes me Mad!!!

Working in a place predominantly frequented by PC owners I often get laughed at for owning a simple Atari Falcon. Having shown them what the machine is capable of though, they are soon made to eat any insulting words they may have. Multitasking?... no problem, get

yourself a copy of Magic and you're well away. I'll be the first to admit its not cheap. But the difference it makes to the overall running of your system is unbelievable. I'm now almost lost without it hovering around in the background doing its thing.. Everest, CAB, LED and ST Zip all running simultaneously with no slow down whatsoever. Along with that I'm using Thing as the replacement desktop, altogether a much nicer and more polished one that either the TOS or Magic one, with lots of nice full colour icons and tiled full colour backgrounds which you can have on the Falcon. You can even plonk a picky of your favourite babe on the desktop, (have to keep an eye on the misses though).

Other enhancements are mainly Magic specific, including Stewart, Appline and others... next on the agenda a 14 SVGA monitor so I can really take advantage of all this hardware ;-).

What really makes me mad is when people have nothing but plain desktops on a

machine that can do so much more...

Anyway.. time to cut and run methinks, all very short I know, so if you want to see an improvement, get in touch. What sort of things do I want from you?..... Well, anything and everything Falcon related really. Short reviews and Falcon News in particular. I'm also after hints and tips that can make using these wonderful beasts even more of a pleasure. One thing I might especially like to see pop through my mailbox is a wiring diagram showing the connections needed to connect to an SVGA monitor. If you have anything that you feel may be of interest, then send it along to me at any of the address's below. For now though,

LLAP..

E-mail:

kdunn@allatsea.demon.co.uk

TurboNetmail:

100:1011/19.11

Snailmail:

Keefy, 34 Goodman
Way, Tile Hill, Coventry,
CV4 9UG

THE ATARI MARKET

IS DEAD!....

Well, for some maybe,
but certainly not at



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MEIR-HAY ESTATE LONGTON, STOKE-ON-TRENT,
STAFFS**

DEADLINES

**The deadline for us
receiving articles and ads
for March's issue is
20th February 1998**

All submissions should be
sent to one of the following:

**Dave Hollis, 43 Spenfield
Court, Lings, Northampton.
NN3 8LZ England.**

e-mail:

tinman@zetnet.co.uk

DISTRIBUTION

STPlus Fanzine can be obtained from one of
the following distributors, please remember
to send payment and return address when
ordering.

Dave Hollis, 43 Spenfield Court, Lings,
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Terry K. Ross, 101 First Street #3, Bangor, ME
04401 USA. Price \$2.50 US.

Timo Tiihonen, Jöllinaukio 2, 20300, Turku,
Finland. Price 13.50 fin mk

Ken Macdonald, unit 504, 2154 Dundas Street
West, Toronto, Ontario, Canada, M6R 1X3
ken.macdonald@taftfn.org Price \$3.00

or obtained from: The Computer Dungeon, 1440
Spencer Ave. Berkeley, IL 60163 USA.
Price see instore.

All prices are correct at time of print.

The ATARI and the INTERNET

WWW, ftp, Irc, News, e-mail, Web page creation, Chat, Usenet

By Tony Greenwood

Anyone with a minimum of a One meg ATARI ST can not only access but can use the Internet to it's fullest. You don't even need a Hard Drive. In fact you don't even need a Drive B, just your trusty One meg ATARI and a modem.

The logo for STiK is rendered in a large, stylized, blocky font. The letters are white with a thick black outline, giving it a three-dimensional, metallic appearance. The 'i' is lowercase and smaller than the other letters.

A Hard Drive and 2meg of memory is the recommended minimum specification's for getting the best out of the Internet using an ATARI.

Internet Service Providers

First up you will require an Internet account, ZETNET Services seem to be the favourite for UK ATARIans as not only do they offer the correct connection specifications such as a SLIP system, they will also supply you with a set-up package that includes the latest ATARI Internet software, complete with the much needed help files.

SOFTWARE

There is a whole array of software for the ATARI Internet user and most of it free.

CONNECTION

You will need software to connect you and your ATARI to the Internet, STiK is a popular answer here.

WWW

To browse or surf the Internet you need a Browser. CAB is the software and can be obtained from any good PD Library. The above mentioned STiK usually arrives in the same package.

NEWS and E-MAIL

A program aptly named NEWSIE is available and will work on a One meg ATARI with or without Hard Drive. This program allows you to retrieve your e-mail or newsgroup contents and reply offline for sending later. Fully featured and absolutely free, featuring multiple mail boxes and address book as well as full ftp capabilities.

FTP, IRC etc

All the software you will ever need is readily available from your local PD Library, or ready for download off the net once you have a minimum set-up and the facilities to grab files.

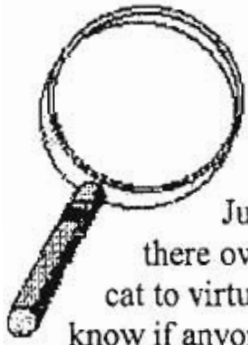
ZETNET

Garthspool, Lerwick,
Shetland, ZE1 ONP
Freephone 0800 938638

Should you Join ?

The on line ATARI Community is growing day by day, with used modems for as little as 20 UKP and the majority of software needed free, plus off peak phone charges dropping with every special offer, price is no longer a reason not to join the Information super highway. Your ATARI is more than ample to access all that is the Internet so take that first step, come and join what is fast becoming the lifeline of the ATARI Community.

One meg Non HD owners can ask their PD Library or local BBS to get an older CAB from
"<http://wuarchive.wustl.edu/systems/atari/umich.edu/Network/Stik/www116.zip>"



Search Engines

by Tony Greenwood



Just about everyone with an Internet account has the option to run their own web page and indeed most do. From Home pages about next door's cat to virtual encyclopaedias covering every subject known to man. But how do you know if anyone has visited your page? Normally by an on page web counter. But why do some pages have thousands of visitors a month, yet you only get half a dozen. This series of articles will investigate ways to make your counter spin.

The following Article Includes content By Mark Joyner, Internet Marketing Library who can be found on the WWW at the following URL, <http://www.foreverweb.com/library/>

The Top Ten

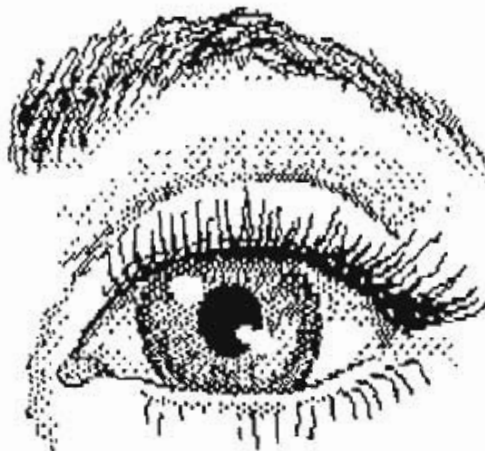
Anyone who has ever used a search engine will be aware that the top ten sites are usually shown first, then the option to page through the remainder of the sites the search yielded. As you can imagine getting your site in the top ten will dramatically increase the amount of visitors to your page. Over the next few issues I will show you how to achieve this relatively simple task.

Before we begin, here are some useful definitions that will help you understand this series and your Internet experience better:

- **Search Engine**

A site that indexes World Wide Web pages based on content. Each engine works differently. They may base the results of their searches on Meta Tags, page content, page title, or a combi-

nation of these. The search engines get their content from spider (see below) programs. Some popular search engines are Alta Vista, Excite, and Lycos.



Contrast this with a "Directory".

- **Directory**

A site that categorises the World Wide Web based on input submitted by someone. A good example of this is Yahoo. In this case, the actual web content is never accessed. When someone searches for a keyword, this is referenced

against a database of sites that contain a title and description for a particular site. Once again, this site is categorised by topic and the title and description are submitted by someone.

- **Hit**

Any time a document is accessed from a web site. If someone tells you they get 1,000 hits a day at their site, this may not be a big deal.

For instance, if they have 15 images on their page each time their page is accessed it generates 16 hits (once for each image and once for the HTML document). Ask them how they got this information and you'll get a better idea about what they mean by the statement. This information is generally useless for our purposes. It usually doesn't matter how many times a particular graphic is used.

- **Spider**

A program used by a search engine to index the World Wide Web content. Spiders are all set differently, but they all capture specific information about a page. Some capture the title and the first 1,000 characters of content. Some capture the title and "description" Meta Tag. Some look only for the "keyword" Meta Tag. Some use a combination of all of these methods.

- **User Session**

Any time a single user logs on to a site. He can look at all the pages of the site, but it still equals only one user session.

- **Page View**

Any time a viewer looks at a particular page. This is more meaningful than a hit.

- **Access Logs (Server Logs)**

Most web servers maintain access logs. This log will contain information about which pages have been viewed how many times, what page referred the web surfer to your page, what time they came in, any errors encountered if any. Ask your ISP to set this up on your site. Most good web hosting services will offer some form of statistical analysis.

Let us Investigate the list, First up, Meta Tags

(List Continued next Month)

Meta Tags are the most basic for manipulating the search engines. Some search engines will use these Meta Tags to index web content and give this more weight than the actual content of the page. For instance, if the first line of text in your page says "John's Hot Rod Page" and the "description" Meta Tag says "Jane's Cooking Page", some search engines will think it's a cooking page and not a hot-rod page.

There are two main Meta Tags recognised by the search engines: "description" and "keywords". These tags need to be placed in the "head" section of your HTML document. That is they need to reside between <head> and </head>. If you don't understand HTML, don't be scared off by this. Just cut and paste these lines of code between <head> and </head> and you'll be OK.

The tags should look like this:

```
<meta name="description" content="Description of your document goes here.">
```

```
<meta name="keywords" content="your key words here like this">
```

It's that simple. Remember, some engines will look for agreement between the "description", "keyword", "title" and body text. So, try to use the same keywords in each field. That is, if your keyword list contains: "plumbers plumbing pipes tools", you need to make sure that you not only include those keywords in the "keywords" Meta Tag, but also the description, title and body text. Remember though, every search engine is different. Some search engines will use only the first line of body text. That is, the text that comes right after the <body> tag in an HTML document. Others still will use a combination of this and weight your page on consistency. That is, if the same content is in your title, first body text lines, "description" and "keywords" then your page will be given more weight in a search.

The ATARI Webring

<http://atariwebring.home.ml.org>

<http://www.users.zetnet.co.uk/rgoring/atari/>

By Tony Greenwood

your page covers. You are then sent the code for your page as well as a password and site ID. You can then use this at any time to alter your URL or information if you need to.

Q.Are there any Rules?

Your page must in some form be ATARI related. Also that you show the

Q.What is a Web Ring?

A Web ring is simply a collection of World Wide Web pages that all contain something in common. Usually the theme of the page, in this case ATARI.

Q.How does it work?

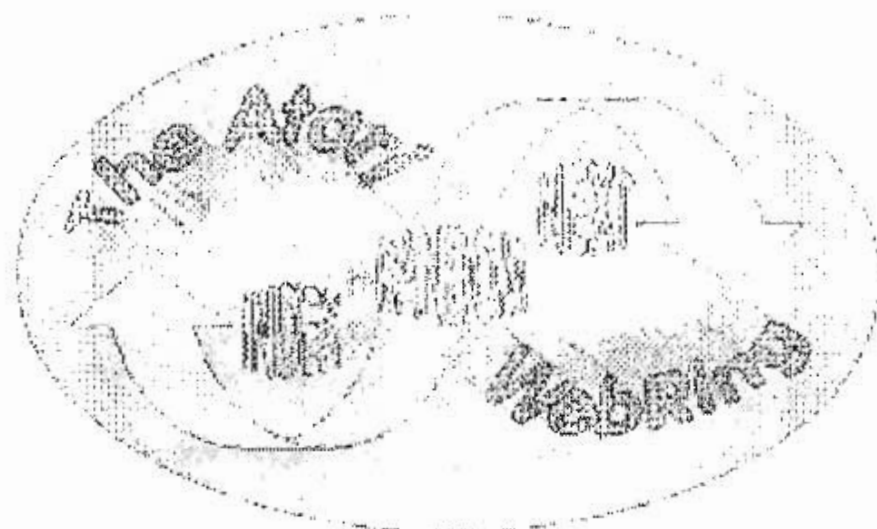
Each web page contains a short set of HTML code and an (optional) graphics file that allows the visitor to select a destination.

- **Next** takes you to the next site in the ring.
- **Back** takes you to the site listed immediately before the page you are currently viewing.
- **Random** could send you to any site in the current ring.
- **List** will take you to the ATARI webring Index page where a list of all pages in the ring, complete with descriptions can be found, you can then manually choose a site to visit.

The ATARI Webring is
the brainchild of long
time ATARIan
Roy Goring
rgoring@zetnet.co.uk

Q.How do I join?

To add your page to the list is simple and free, Just pop along to the ATARI webring home page and fill in



the on line form. Your details will be added to the list as soon as it has been checked and accepted. If your browser does not support forms then feel free to e-mail Roy who will be more than happy to help you get your page in the ring.

Q. Then what?

When joining the ring you can enter a description of the site to be included in the list, this gives the potential visitor a chance to see what area of ATARI

Webring links and that your site does not include anything pirated, illegal or offensive. In other words plain common sense.

Q. Who else is there?

At the time of writing, there are 87 ATARI related pages in the ring. Over the next few months I will be reviewing all these pages in the order that they appear on the Webring list. As the list is very popular amongst the ATARI Community we can guarantee you a wide range of pages, All ATARI related.....

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NORTHANTS COMPUTER CLUB

THE NEXT N.C.C. MEET WILL BE TAKING PLACE ON
13th through to the 16th FEBRUARY.

N.C.C. [The Northants Computer Club] is a general gathering of like minded computer users, there are no hard and fast rules on what to do save for having a good time. There is NO ENTRY FEE, NO MEMBERSHIP FEE, all you need to do is turn up on the day(s) AND HAVE SOME FUN!! ;))

IF you want to eat 'in' then a small 3 pound payment to the food cupboard fund will be expected, otherwise, there's a chippy and McDonalds no more than 5-15 mins respectively walk from my house.

Sleeping arrangements are, as per any show really, bring a sleeping bag/blanket etc. and sleep where you can. For more information

Tel: +44-01604-416951 e-mail tinman@zetnet.co.uk



ATARI Educational?

By Tony Greenwood



THE FUTURE

Computers are not only here to stay, but more and more becoming a part of our everyday lives, look around you, computers everywhere. Now think ahead to when your children are your age. If they are not computer literate then they will be lost.

SCHOOLS

There are simply not enough Computers to go around, it must be the same everywhere. This is not due to a world shortage of machines, more a world shortage of money and most school budgets do not stretch to one computer per desk per student. So it is up to the parents to do their bit.

SOFTWARE

Unfortunately the ATARI is not exactly renowned for its educational software, there are titles of course, the famous Fun School series that made it to the Amiga and now the PC, or what about The Magic

Story Book that appeared on TV in the Rolf Harris Show. These are of course exceptions. There are lots of other titles but these take some finding and it isn't easy finding a good title amongst the rubbish. But does it have to be dedicated Educational titles?

advantage of "Save Game" or "Multiple Games" or even long distance play over the Internet. Ask your local Public Domain Library or search the net for any education titles. STOS Typing Tutor has long since been renowned as the best of its kind.



Have a look at any of the many Chess packages, what better way to teach your children mouse control. Scrabble? Typing and spelling, Battleships for planning and remembering.

All these titles can easily be found as board games, but using them on the computer not only introduces a child to the keyboard and mouse, you also have the

Any titles with a filename starting with KV are a good bet and written by the Knowledge Vine, featuring interactive stories, coloring books and the like. All PD Libraries stock their titles and they can be found on many ftp sites.

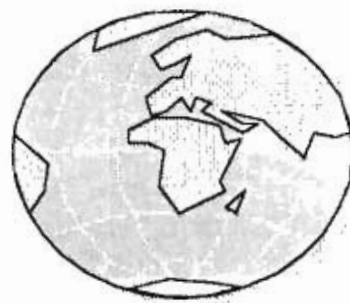
Titles are written in GFA Basic and should work on most machines.

STOSSER

Personally I have made SPOT IT, an electronic version of 'Spot The Difference' game and Never Ending Coloring Book, that appeared on ST Format and ST Review magazines some years ago, freeware and easily available.



EMULATION WORLD



Do you miss your old computer? Wouldn't you like to play those old classic games again. Well now you can. Dean takes us into the world of computer emulation.

Let us take a trip back in time and remember the computers we used to use before we got our Atari ST's. Back in the eighties most of us were using either a Spectrum 48k or a Commodore 64. In schools the BBC was a popular machine with games such as Grannies Garden. Other people would use computers like the Oric or the Dragon 32. Remember waiting ages for a game to load from tape from a data recorder and after a while you get a tape loading error, meaning you have to wind the tape back, adjust the volume control and try again. A game which didn't load would normally be due to the sound being too low on the tape or the data recorder itself having something wrong with its tapeheads. Most games came on tape for around about £9.99 or £1.99 for a budget version but that didn't stop people from copying them by using the tape to tape method. After all you only had to copy the screeching noise from



Maze War running on an Atari 400/800



Doomsdark Revenge running on a Spectrum 48k

the tape. Different computers would load games different ways such as the Spectrum with multi-coloured lines at the sides of the borders while the BBC or Acorn would use a countdown method. Later on disk drives were used as an add on but most users still used data recorders which were either built in like the Amstrad and Spectrum +2

or connected by a lead like the Commodore 64. Now, thanks to some very clever programmers we can enjoy some of those classic moments on the ST, thanks to programs called Emulators. The aim of these programs is to make the ST believe it is another computer by copying (or emulating) the hardware of the other computer. To get your software running under the emulator you would have to use the supplied conversion software that comes with it. If you don't have your old games or data recorder then not to worry as there is usually some example programs in the PD libraries or on the Internet you can use. But because of the copyright you should really own the original games. So there we are, a blast from the past, thanks to emulation.

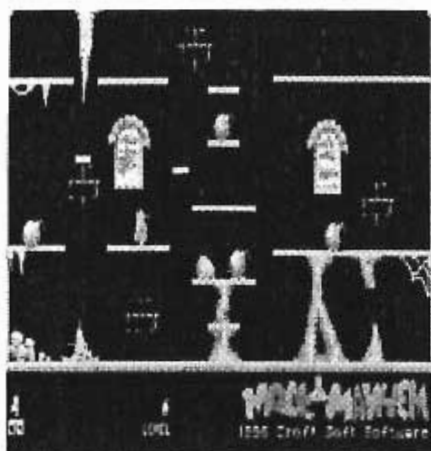
NEXT MONTH

Next month we will be looking at emulating the Spectrum on the ST. We will also be looking at the Spectrum emulators along with some software.

Software City



Looking for new software to use on your ST but don't want rubbish? Deano puts on his reviewing cloak and attacks the latest software to hit the PD scene.



MOLE MAYHEM - CROFTSOFT SOFTWARE

Mole Mayhem is a cute looking platform game where you move your little supermole around the screen to defuse the bombs. The graphics are passable and the animation is quite detailed. Especially when the mole hides under its cape when the bomb explodes. The control takes a bit of getting used to but its easy when you do. On the later levels some bombs are hard to get to but this makes the game more of a challenge. One bad point is if you die you have to defuse all the bombs all over again. Overall, not a bad game.

ST+ RATING: 72%

PD NEWS

Silly Software are working on a new game which is called Mummys Playtime. It is their first game with their new artist 'Chillum'. It is a compilation of three games called Go Fish - Gin Mummy - and Bangman. It features a lot of sampled speech and a few surprises. It should be ready for release by March. Watch this space for more info.

If you would like your own software reviewed in this page then send it to
Software City
27 Turbary Walk
Milnrow Rochdale
OL16 4JN

PH PLAYER - WILLIAM WONG

PH Player is a gem Sample Player for the Ste and Falcon. It plays various sample formats through the DMA chip and erm, that's about it. You just load a sample, click on the play button and listen to your sample. This program would be more interesting if more options were added to it, such as Sample Loop or information about the sample being played. If you want a simple sample player with no features then this is for you. Otherwise avoid.

ST+ RATING: 21%

ATARI TIMES 12 - CROFTSOFT SOFTWARE

From the makers of Mole Mayhem comes Atari Times. A disk based magazine with a difference.....it uses HTML documents rather than text ones. This issue holds a fair amount of reading material including an interview with a famous Atari user, the second part of a tutorial on HTML and other interesting bits and pieces. As the magazine is an HTML zine you will need a browser to be able to read it. It works quite well using Cab. To be honest there isn't that much to read when compared to other zines but still a good read. Well worth a look for any Atari User.

ST+ RATING: 76%

Adamas Web Browser

reviewed by Simon Osborne

With the Internet scene heavily taken off on the Atari platform, HTML and web pages seems to be the 'in' thing at the moment. Atari users had CAB, a Netscape type program, to view HTML pages (or the WEB), and also the new wensuite (that unfortunately has a lot of problems). So it's no surprise that there is now a new browser that threatens to take the crown away from CAB as the 'best browser', and that program is called: ADAMAS.

Adamas is the web browser that forms part of the possibly new PPP Internet connection package for the atari called Draco-

nis. At first glance, adamas seems to be rather like cab, but the author is currently in development of major features that will wipe the floor with the opposition. Full HTML 3.5 and Internet Explorer/Netscape commands. Plug-in support for third-party programs (like on PC) fast de-coding of graphics and displaying of web pages.

The program is currently in a freeware demo status, but it is expected to be Shareware once a release version is available. So how does the program cope with a HTML page. Well in true consumer testing style (as seen on Watchdog), we put it to the test alongside

CAB and fed it with the fantastic and great 'Falcon City' web page (available at <http://www.fortunecity.com/skyscraper/trumpet/151/>) (he he, great to have a free plug).

The results were good, Cab was quicker at loading the page, but Adamas displayed the pictures quicker. At the moment, the program is good, but soon could be better than Cab, and as CAB is commercial Adamas could become THE atari web browser. Cool!

Find out more at:
<http://dc2.uni-bielefeld.de/atari/>

Flaysid v2.0 by Simon Osborne



Remember the good old days? Do you remember waiting over 8 minutes for a game to load from cassette, and once loaded you listen to the great music offered by these games? Well now, you can re-live these events (well, apart from the 8min loading) with Flaysid, the C64 mu-

sic chip emulator.

Yes, now you can play the music's from all your favourite games like STAR PAWS and COMMANDO.

The program is a major step from version 1 as it handles the music much better than before, and is almost better than PlaySID2. But what does it

do? Well the program loads a snapshot of the C64 soundchip and plays it back exactly like the c64. So yes ok it's a music player. It can handle most music and can handle play-routines like vibrants and Galway Noise.

So the program is brill and the music plays well, and I like it.

STOS CORNER

WELCOME

Welcome to the first ST+ Fanzine STOS Corner.

The plans I had for this new page was not only to bring you the articles and tutorials by myself but also to bring you things by other STOS users. Up to now only one person has replied to help out and he is called Chris Swinson, who was a regular contributor to the late STOSSER diskzine. This month he takes the spotlight with his tutorial on Fading Screens so thanks a lot for that Chris. We hope to see more of your tutorials in the future.

If you would like to submit your own articles, tutorials or tips to this section then write to:

STOS CORNER
27 Turbary Walk
Milnrow Rochdale
OL16 4JN
England

Or Email.....
deano@zetnet.co.uk

STOS FADING EFFECTS BY CHRIS SWINSON Part One

Welcome to my tutorial on Screen Fading Techniques. This tutorial will explain and demonstrate some interesting but simple ways to fade in and out a screen. Here I will show you ten of the most common fade routines. First you will need to get hold of a Neo or Degas picture and load it into a memory bank in your routine. I have chosen bank number 10 for my examples.

Example One....

```
10 key off : curs off : hide on : autoback off : mode 0
20 get palette (10) : appear 10, rnd(10)+1 : wait key
30 appear back, rnd(10)+1 : wait key
40 default : end
```

The program explains itself really. It uses the STOS command APPEAR with a random number to choose what effect the screen will appear with. When you press a key the routine will fade the screen to black. As the picture was displayed on the logic screen the back screen contains no picture and is therefore black. So by appearing the BACK screen the picture fades to black.

Example Two...

```
10 key off : curs off : hide on : autoback off : mode 0
20 dim C(15) : get palette (10) : wait vbl
30 for A=0 to 15 : C(A)=colour(A) : next A
40 for A=0 to 15 : colour A,0 : next A
50 screen copy 10 to physic
60                                                                 fade
10,C(0),C(1),C(2),C(3),C(4),C(5),C(6),C(7),C(8),C(9),
   C(10),C(11),C(12),C(13),C(14),C(15)
70 wait key : fade 10 : wait 100 : default : end
```

The above program is a little more complicated. It needs an array with 15 elements to put the palette colours in.

Continued Next Month

NEXT ISSUE 1ST WEEK OF MARCH 1998

Well, that brings us to just about the end of this, our first fanzine issue, we certainly enjoyed putting it all together even if it was a lot of hard work.

My thanks once more go to Gordon Storey for printing and publishing this fanzine and also Tony Greenwood for his tireless efforts and idea's to get this fanzine off the ground. Of course my thanks also go out to everyone who supported us by either contributing and/or ordering this first issue.

Remember, if you want to

become a member of the 'Stop Gordon Fishing' campaign then do so by writing in, only if we all keep him too busy to go fishing will we ever get him to stop eating his home made (and I might add, disgustingly smelly) fish food 'Boilies'.



[well, as good as] for allowing me time for this endeavour.

Dave Hollis

Next issue in ST+

We can always guarantee filling every page on the fanzine, every month without fail however, if seeing your article in print is something that appeals to you write in, see the 'deadlines & Distribution Ads for more details. As ever though there will be the usual reviews, news and latest goings on in the world of the Atari, hopefully more interviews will follow as well, exact content will however not be known until issue 2 is released. One thing for sure though, you can assure your article and/or advert is included by writing in now.

IT'S DATABASE TIME

We would like to keep an eye on how well we are doing, to this end we would like to see as many completed forms (see below) returned as possible, please take just a few moments to help us help you. Photo copies are acceptable if you prefer not to cut your fanzine.

Send all completed forms to: **Dave Hollis, 43 Spensfield Court, Lings, Northampton. NN3 8LZ England.**

Name:

Address:

Country:

e-mail:

Comments:

Stosser

Voted By the ATARI Community as
Best Non-Profit making ATARI organisation of 1997

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Contact By Mail
Dean Chadwick
138 Townfields rd
Westhoughton
Bolton BL5 2NT

STOSSER Software produce quality award winning titles for the ATARI range of Computers. The sadly demised ATARI World magazine bestowed awards on us and more recently the ATARI community gave us 4 Top awards for 1997. Hopefully we can go on to make more and better games in 1998. One thing you can count on is that STOSSER Software will continue to support ATARI as long as I can Program.

Visit us on the World Wide Web at "<http://www.users.zetnet.co.uk/paxton/index.html>"
e-mail Tony Greenwood (Programmer) paxton@zetnet.co.uk
e-mail Dean Chadwick (Graphic Artist) dchadwick@zetnet.co.uk



Diamond Ice (ATARI Computing mag 85%)
Featuring fast smooth 8way scrolling, a platform game that includes a puzzle, meet and interact with various cartoon type charactors such as "The devious Bruvvers" or "Eric and Ernie". Collect, Carry and use objects. A Massive game that needs at least One meg and is enhanced on STe or Falcon. TT Comptable'



H.E.R.O. 2
Re released and enhanced for STe and Falcons. Needs at least 4Meg of memory. Will work from a HD or Floppy disk system. Comes on 3 disks.



Heartland
The fastest and Smoothest game Featuring 8 way scrolling that you will find on the ATARI ST. The game is simplicity itself, just run around and collect coins without getting injured. Fast, fun and simple, it works on One meg ATARI's upwards and features enhanced sound if run on STe or Falcons. A must game for the Kids.

Want some games?

All titles are available on receipt of a Disk and some feedback from Dean Chadwick at the address in this advert. You can also order any or all STOSSER titles from all good Public Domain Libraries. Games such as Island Strike, Vidigrig, Spot it, Multiplayer Pakman and many more.

Current Projects

Thinker is to be a many level puzzle game with all the usual excellent animation and artwork, some nice sounds and a decent puzzler for your collection. **Atarimad Cheater** as the title suggests is be a comprehensive collection of cheats, STOSSER Software will supply the shell.