

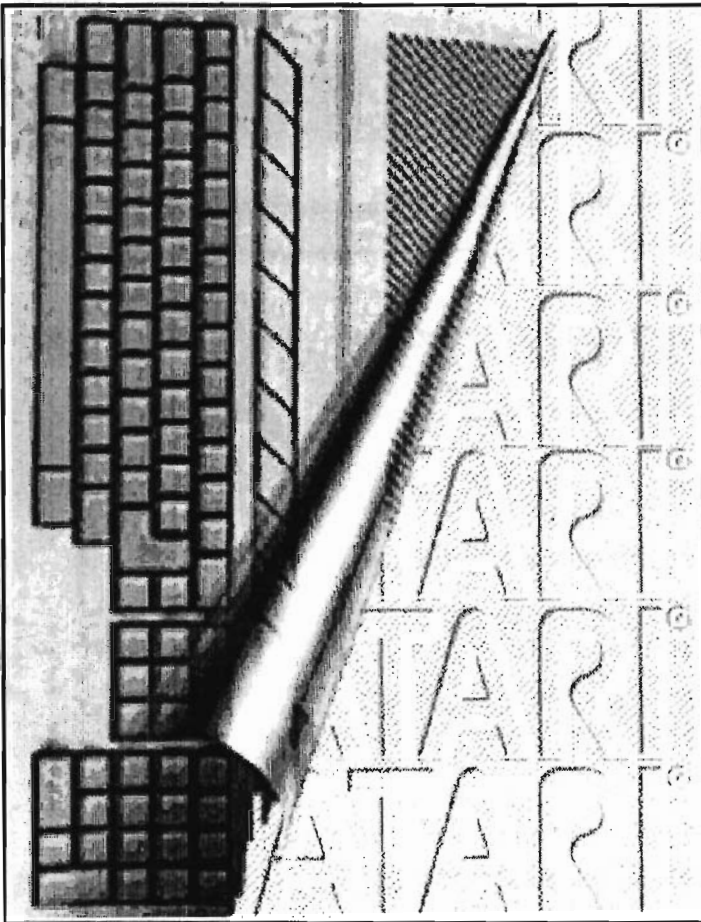
ST PLUS



Featuring in this Issue

HTML Tutorial, DTP Tips and Hints, Suzy B's CD review, Spectrum Emulation, Contacts and much, much more....

FANZINE



ISSUE 26

March

1998

£1.50 UK

THE ZONE

The Zone is home to a number of Atari and Non-Atari internet 'web' pages including:

Review
The latest entertainment's in the UK

Atari Times Homepage
Home to Croft Soft's disk mag

The Unexplained
Dedicated to all things paranormal

Colin's Homepage
Colin Polonowski's personal homepage

If you visit please take the time to fill in the guestbook and let us know what you think!

<http://www.users.zetnet.co.uk/polonowski/>

Floppyshop

PO Box 273, Aberdeen, AB15 8GJ



As most of you know, we run one of the largest and longest established Shareware libraries in the world and offer a fast and efficient service.

We normally add around 50 disks of software for the ST and over 20 for Falcon every two months! So how do you get onto our mailing list? Simple, all you have to do is buy something

from Floppyshop PDL..

* Established in 1987, we have a proven track record second to none.

* Fast, efficient turnaround on orders ensures that goods go out the same day.

* Over 3,400 Atari disks full of

PD and shareware all at just £1.50 each plus P&P .

* Every single program is detailed in our extensive Floppyshop Atari Catalogue.

Send us TWO Blank disks for a FREE copy of the Atari catalogue or £1.00 and we'll supply it.

FLOPPYSHOP PDL, PO BOX 273, ABERDEEN, AB9 8SJ
Tel: 01224 312756

CONTENTS

CONTENTS

News	4
User Group	6
Diskmags	9
HTML Tutorial	10
Emulation	13
DTP Tips	14
Stos Corner	16
Internet	17
Reviews	22
Mail Box	25
Contacts	26

BACK FOR MORE EH?...

Judging from the feedback we've had I'm guessing that you like the new look of the Fanzine, that's just as well because there's a great deal more yet to come.

Now into our second issue of the paper based ST+ things could not be better, the orders are coming in faster than anyone here on the team could have anticipated although there's room for more so, if your reading this over your friends shoulder why not order your own copy now. It couldn't be simpler and what's more, you get to have your very own copy to take with you wherever you want to.

Orders should be sent to me at the address below along with your cheques and postal orders. Although initially we didn't want to encourage subscriptions it looks like we have no choice but to accept them as a lot of you have done so already.

I look forward to receiving more of them in the future...

Dave Hollis - Editor.

Published by T.Y.M.E.

Editor: Dave (Where's me Tin) Hollis

Design/Production: Gordon (Monkey Man) Storey

Webmaster/PR: Tony (linoT) Greenwood

User Group Editor: Rich (10) Clark

Contributors: Rich (10) Clark, Dean (Don't push me) Sharples.

Tony Greenwood, Monkey Man, Steve Wilson.

Thanks go to Chris Brunsten for the Scanning, Mandy Hollis and all those who have supported us.

No part of this publication may be reproduced, stored or transmitted in any format without written permission of T.Y.M.E. ST+ Fanzine recognises all copyright and trademarks. Where possible we have acknowledged the copyright holder.

All editorial, Advertisements, letters and reviews should be addressed to one of the following points: Dave Hollis, 43 Spenfield Court, Lings, Northampton. NN3 8LZ England.
e-mail: tinman@zetnet.co.uk

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

All views expressed in this publication are the views of the relevant author and not those of the publication. All rights reserved. Copyright 1998 T.Y.M.E

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

Where the money goes....

The Fanzine is a non profit making enterprise and is being done by us because we wanted to do it. It was a team decision to explain where and how your £1.50 is spent, so here goes:

Printing is 70p per 28 page issue.

Postage 26p per Issue (1st class)

Envelopes approx 2.5p

per envelopes (these were bought in bulk)

Ink for the 'masters' is

approx £20 and 1 cartridge covers about 3 issues. Each of the 4 main team members put their own money into the Fanzine to get it off of the ground. We also send overseas to our distributors in the USA, Canada, Finland and now Belgium. This costs approx £2 for postage and packaging per distributor.

As you can see each 28 page copy costs at the moment £1 to print and

send. The way things are going at present we will be increasing the page count to 32 or 36 pages at the very least. There are other improvements in the pipeline and you will see one already with the front cover.

The policy of the Fanzine is that it is non profit making and any monies made will be ploughed straight back in to make it even better.

Northants Atari Group

N.A.G. [The Northants Atari Group] 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



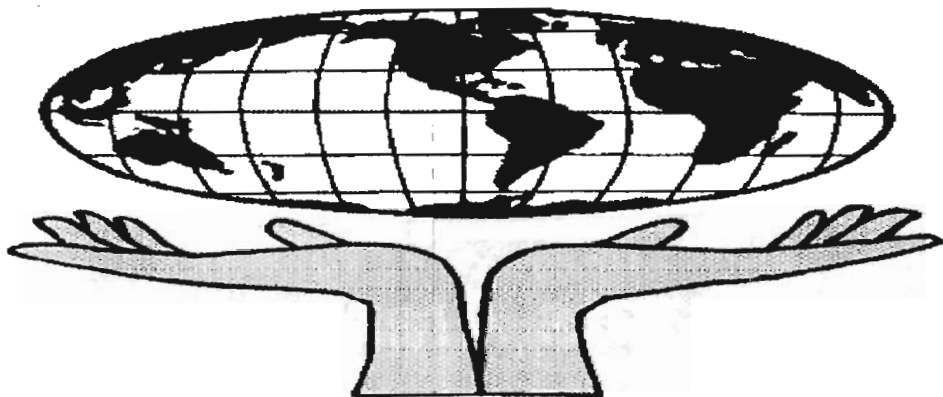
Rich 10's User Groups

Welcome to the User group section again. This month we have how my own user group, SHAG, was formed and a report from last months meet. Also there is a piece by Harry Sideras of the UK Association of Atari User Groups on how to generally set up a User Group.

Unfortunately there is only one meet report this month although this is not through lack of trying. I sent out plenty of emails and general mails on the BBS echoes but have not as yet had any response, a number of groups have promised articles but are not as yet forthcoming.

effort, just an announcement of when your next meeting is planned would be great.

I shall be making up a database of every User Group I hear of from anywhere in the world so if you want to be included please drop me a line or even if you only want to



How the SHAG group was set up is how we did it and not a hard and fast rule, it worked for us though.

Any article that is User Group related will be included, it doesn't have to be a huge war and peace

know if there is one near to you I'll try my best to locate one.

Rich 10

Send your articles to me at either
rich10.hel@zetnet.co.uk
or via snail mail to
Richard Clark
1 Rokeby Close
Bracknell
Berks, England
RG12 2NA

I have trawled the web for User Group web pages and will hopefully be listing as many as possible next month. Some of them are up to date but quite a number have not been updated for a long time, and some have moved address.

One of the best places to look for groups is on the Atari Web Ring:

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

SHAG

Stevenage & Hertfordshire Atari Group

Well how do you start a User Group. I'll use my own group as an example but there are many ways to set up your own.

So how did the SHAG start. What came first the name or the club. Nobody knows but SHAG stands for Stevenage & Hertfordshire Atari Group.

It was started by Gordon Storey and Jeremy Beadle, who thought a club in their area was needed. The question was how to go about it. They decided to put adverts in shop windows, leaflet drops and hope from word of mouth to spread the word. After getting a good response they needed a meeting place as neither wanted to host a meeting at their houses. Eventually a community hall was picked and funnily enough it was next to a pub.

The club has been going since April 1997 and new members are joining every month. We don't usually have any sort of structured system to our meets. It's

more of a bring your system and do your own thing and if someone has got a problem then let's get our heads together and sort it kind of thing. The one important factor we do have is FUN.



That's how the club started so here's what happened at the January meet. It was fairly well attended with most of the regulars attending. I was showing off my STE inside it's new Tower case, Gordon was trying to convince everyone that his Carp fishing chat with John Alan Gill was definitely Atari related. The

talk was slightly relevant as John was showing Gordon the Carp pictures that he had scanned. The detail of the scans were very good considering they had been done using a hand scanner.

Chris Crosskeys arrived with a huge piece of Kit that contained goodness knows what and proceeded to show his Falcon off.

I took a couple of photos that if they come out well enough will hopefully find their way onto the SHAG Web page (see URL below). As usual the time flew by and suddenly it was 10 o'clock and kicking out time. A mad rush ensued as everyone took down their systems and packs them away in all manner of boxes and bags and another fun meet was in the bag.

Rich 10

For more info on SHAG contact myself or Gordon at
Rich10.hel@zetnet.co.uk
gordonstorey@zetnet.co.uk
or snailmail Gordon Storey, 253 Ripon Road, Stevenage
Herts SG1 4LR
<http://users.zetnet.co.uk/monkeyhouse/shag.html>

The UK Association of Atari User Groups

What's a User Group ?

A user group is a collection of individuals, just like you and me, who get together every week, fortnight or month to share their experiences, their problems and to show off their achievements. User Groups are for everyone from beginner or expert, because no matter how long we've been playing around with computers we all still all have a lot to learn

What can you expect to find ?

Groups can vary from a few people chatting around a table in a pub or home, through informal meetings of larger with members bringing their equipment, to formal meetings with talks and demonstrations. The groups are what you want to make them.

Usually there's someone to welcome new people and settle you into into the activities and you will be encouraged to join in and become an active participant, so don't be afraid to mix in.

If you have a problem you want solving, ASK! Don't think because you are new and perhaps a beginner that the others will look down on you, because they won't - some of them are probably only just past the beginners stage themselves.

Finding a Club near you.

The first place to look is the directory on the following page. There you will find all UK groups confirmed with the UKAAUG. There are other groups out there that unfortunately haven't let us know about themselves yet, but maybe you could help find them for us...? There may not be an Atari specific group near you but there may well be a general club that has Atari users amongst its members.

The second place to look is your local computer shop (if you have one), followed by your local library, which usually has a reference section that keeps a database of all the clubs and soci-

eties in it's area. If there is a computer club local to you they may know of it. I hope you will be fortunate, but prepared to be disappointed - the club may have closed down or may not have Atari owners amongst its members - but they may be willing to allow you space to become a new local base for Atari users. If you are lucky and do find a club near you, please ask them to get in contact with the UKAAUG so they can be added to our database.

And if after all this you are still without a club near you, why not place an advert in your local paper calling for other Atari users to get in touch and arrange to meet every so often? With a bit of luck it will bring you the help you need and one or two new friends as well. You can be assured of support in practical terms from the UKAAUG with advice on setting yourself up as a User Group and a comprehensive list of contacts among the the rest of the Atari community.

Harry Sideras 37 Garwood Road, Yardley, Birmingham B26 2AN
email: sidcelery@cix.compulink.co.uk

DISKMAGS

by Dave Hollis

KelAUG 7: Edited by John Thompson.



Another issue of the Kelstar Atari User group diskmag rolls of the presses and into my letterbox.

The now standard custom disk labels are complimented this issue by an information slip and a two A4 page newsletter containing a few snippets from John, Bob Kell and a couple of other anonymous writers.

The disk....

A neat cyber sequence starts off issue 7 and soon after your taken to the diskmag shell. The articles within Kelaug are, I would say, improving, amongst the more entertaining articles include a review of the new Spice World film, written by Lisa Shepherd. I can say in all honesty that should KELAUG adopt more people with this standard of writing then they'll do very well for the future.

Amongst the more computer orientated articles are reviews of ST+ 24, the latest floppyshop catalogue and the recent Paris Atari show. This issue also boasts some re-printing of some ex-STen articles provided by it's now retired Editor, John Weller.

The rest of the mag is split into sections and covers everything from member interviews to playstation reviews. With a couple of PD proggies on the disk KelAUG makes a worthy addition to anyone's diskmag collection.

Overall: 78%

SNIPPETS

Maggie....

Unfortunately the much anticipated [as ever] Maggie diskmag didn't hit the release shelves in time to be reviewed for this issue.

Fear ye not however because CiH has promised an early March release at the latest.

Atari Times 13...

Colin Polonowski released Atari Times issue 13 in the 2nd week of February.

This popular HTML magazine contains, amongst other things the results of the recent AT awards, look out for some familiar names there...

Anyone new to the internet could do a lot worse than start off by checking out Colins home page at:

<http://www.users.zetnet.co.uk/polonowski/atimes/index.htm>

...and tell 'em ST+ sent you hehehe...

Do you edit a diskmagazine?...why not send it in for reviewing, you never know, you might see a renewed interest in your publication...

Send your diskmags to me, Dave Hollis at: Diskmags ST+, 43 Spenfield Court, Lings, Northampton. NN3 8LZ

An Idiot's Guide To

HTML

Tutorial by Tony Greenwood

HTML is in no way confined to the Internet or web pages, using the following guide you can make all manner of multimedia presentations for viewing on any ATARI Machine or indeed just about any make of computer in the world.

HTML IS EASY

It just doesn't look easy, however I am going to prove my point to you. To make our first web page you will need a text editor with some sort of article loaded in, anything will do so long as it is a plain ASCII text file that contains some paragraphs. Let us refer to your web browser as CAB, well what else would you be using on your ATARI? A web page is plain and simple ASCII, it's just a text document made with any text editor but contains instructions. These instructions are always found inside angled brackets like so `<html>`, thus we should never use these brackets in our normal text. So the first job is to search and remove them from your article.

FIRST COMMAND

The first thing CAB should find in your new html file is the command that simply states this is a html file, like so `<HTML>`
This should be the first

thing found in all html files. The last thing in the html file is a corresponding `</HTML>`

The above states the end of the html file, you will notice it is the same command but with a forward slash "`/`", this means end that command.

The next command that should be present is the header. This takes the form of `<HEAD>` followed by the corresponding `</HEAD>` but in-between the header command you can have various other information. The only one we really need is the title, like so:

```
<TITLE>
```

```
My Page name
```

```
</TITLE>
```

Whatever you place between the title commands will not show up on your web page, but will appear in the title bar of whatever browser is viewing your page. It is also what some search engines look for and is the title that will automatically appear in an ad-

dress book if bookmarked. So now we should have:

```
<HTML>
```

```
<HEAD>
```

```
<TITLE>name</TITLE>
```

```
</HEAD>
```

```
</HTML>
```

The above code would make a valid template for any html file. But obviously it would be a blank page to the viewer. What comes after the head? The body of course, our next command would therefore be `<BODY>` and everything after this command not contained in brackets is what will show up on your web page. The corresponding `</BODY>` command should be at the end of the document, directly before the end html. Thus a true and proper template for your first html file would read:

```
<HTML>
```

```
<HEAD>
```

```
<TITLE>name</TITLE>
```

```
</HEAD>
```

```
<BODY>
```

```
<BODY>
```

```
</HTML>
```

Note: CAB reads the commands when it finds them. It does not care how they are set out. The example template could just as easily be typed into one line, but setting it out like this makes it easier for you to read and so easier to update at another time. So a top tip would be to set it all out in a neat readable form, CAB won't mind at all.

CONTENT

Your article can now be placed in this html file, you should already have guessed that it is placed after the **<BODY>** command and before the **</BODY>** end command. If you now save this file and load it into CAB you will see your article, but the text will be all over the place, the formatting will be a mess. There are two ways to combat this and make your article readable. After **<BODY>** and just before your article you can add the command **<PRE>**. Then after your text and before the **</BODY>** you should place an end pre command like this **</PRE>**. The **PRE** Command tells CAB that the text is pre-formatted and not to attempt to do anything to the text in-between **PRE** and **/PRE**. Now save and run CAB. You will now see your article looking exactly the same as it did in your

word processor or text editor. Our template should now look like this:

```
<HTML>
<HEAD>
<TITLE>name</TITLE>
</HEAD>
<BODY>
<PRE>
```

All your article is displayed here exactly as nature intended it.

```
</PRE>
</BODY>
</HTML>
```

You now have your first web page up and running. But it is a little limiting, the drawback to using pre formatted text is that you have less control. For example, if you have text 78 characters wide and someone views your page with a smaller window, they would have to scroll left or right. Yet had we not used **PRE** and formatted the text with html commands then the text would always fit in the window, even a 4 character wide window.

LET'S FORMAT TEXT

First remove the **PRE** commands, now we are back to a messy looking page.

There are two commands

we need to format the text, neither need a corresponding / end command; **<P>** and **
. One meaning paragraph and the other break, I will let you work out which. As you can see with no formatting CAB will simply print the text one word after the other. Look at your text, where a paragraph ends and there isn't a blank line before the next paragraph, add a **<P> to the end of the paragraph and it will force the blank line.

If you want to force a line to stop and immediately start another line of text then place a **
** exactly where you want the break to happen. Go through your text like this, save and run, you will find the document displayed with formatting. Now resize your window and you will see the text reformats itself to fit. Well done you have mastered the making of a html file for use on any Computer that supports html. Although you may have used CAB and something like Everest or First Word, the exact same html file can be viewed on an Amiga or a PC or many other formats.

To Be Continued.....

If you do have Internet access and using this guide for Web page making, then you should visit the following url
<http://www.htmlgoodies.com/>

**BACK AND
SUPPORTING
ATARI AGAIN**

The Computer Dungeon

PD/Shareware, new and used software, new
and used accessories, full registered Shareware
titles, video game support and more.

The Computer Dungeon, 1440 Spencer Ave. Berkeley, IL 60163
Phone: 708-547-7085 FAX: 708-547-6550
Email: comdungeon@aol.com

Visit our web page now for more info
<http://www.mcs.net/~isis/dungeon/dungeon.htm>

**THE ATARI MARKET
IS DEAD!....**

Well, for some maybe,
but certainly not at



Goodmans Intenational

With our established world-wide userbase, we will continue to bring you all the
latest and best Public Domain, Shareware, bargain priced commercial software,
Licenceware and other products for some time to come.

**COMMERCIAL GAMES FROM - £1.95 EACH
PRODUCTIVITY SOFTWARE FROM £1.95 EACH**

**GOODMANS PDL, 16 CONRAD CLOSE,
MEIR-HAY ESTATE LONGTON, STOKE-ON-TRENT,
STAFFS**

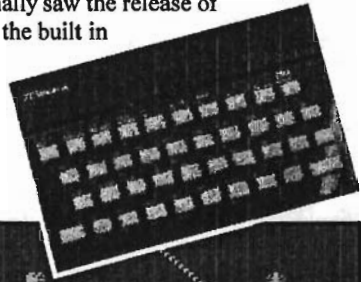


EMULATION WORLD



Continuing our tutorial on emulators, Deano has a look at the Spectrum computer and shows how you can turn your ST into one.

The Sinclair Spectrum was one of the most popular computers of the 1980s. It was invented by Sir Clive Sinclair and first came out in the form of a 1k ZX81 which could be upgraded with a 16k rampack. The next release was the Zx Spectrum (see right) with 48k and rubber keys. The Spectrum plus came next with plastic keys. Finally saw the release of the Spectrum 128k...later models saw the introduction of the built in data recorder and later a disk drive. The Spectrum was well known for its colour clash problem, which means the graphics were never very colourful. However, it went on to be one of the worlds most popular computers until it died in the late 1980s.



Top Spectrum Games

1. Jet Set Willy.
2. Manic Miner.
3. Chuckie Egg.
4. Bounty Bob.
5. Green Beret.
6. Renegade
7. The Hobbit.
8. Hypersports.
9. Mr Wimpy.
10. Minder.



Jet Set Willy screen shot

Zx Spectrum 2.07

There are a few Spectrum emulators for the ST but the best one in my opinion has to be the Zx Spectrum 2.07 emulator. It supports most Spectrum programs (known as snapshots

within the emulator). The speed on a normal ST is around 70% of a real Spectrum and the sound is quite good as well. There is an extra sub menu which gives you extra options like saving a spectrum screen

in different file formats. It also emulates Kempson and Sinclair joysticks so you can play with a normal ST joystick once you set it up. Overall, a brilliant emulator even though it's a little on the slow side.



Design and be Damned



by Gordon Storey

Where to start with a hints series on DTP....er...well the beginning I suppose....

.....Once upon a time, long, long ago, well not that long to tell the truth. The art of page design was all down to mark up, type-setting, layouts and paste-up. Oh the days of getting withdrawal from the cow gum used to paste pages up...far out man...:)

But it's totally different nowadays, with a myriad of DTP programmes and even the humble Word Processor getting in on the act and giving you more DTP like functions (called Document Processors by some), the world of design is open to everyone and his

neighbours dog.

During these series of articles, I hope to share with you what I have picked up over the years, a few tips, some common mistakes people make and hopefully the urge to get out there and design something.

Of course, what I write isn't to be taken as gospel after all one mans meat is another's poison or something along those lines anyway. But there are a few golden rules I stick to so maybe these will help you.

Fonts a gogo....

The most common mistake I've found with people who dabble with design, be it a

Flyer, Newsletter, letter-head or whatever, is to use far too many Fonts. It's far too easy to fall into this trap, with the programmes allowing the use of hundreds of different type-faces, you can't help but think that your master piece will look great with loads of different type-faces.

What you must do is try and control this urge. Your idea is to get people to read, look, buy whatever from your design and putting 50 different type-faces in it will only make it look a real mess. Don't forget that you can normally have four variants with the one typeface, Normal, Bold, Italic and Bold Italic.



A few common Terms you may come across

DTP - Desk Top Publishing

WYSIWYG - What you see is what you get

Leading - The space between lines of text

Point (pt) - The unit used to measure type (72pt = 1")

Kerning - The altering of the spacing between characters (certain characters when placed next to each other will look odd due to the spacing between them, because of the way the character is shaped).



Fig 1

Fred Bloggs
Builders & Decorators

Unit 103, Industrial Estate, Stevenage, Herts
 Tel: 0101 987863 Fax: 0101 987865

With just these you can create a good looking piece of work that gels together nicely and yet doesn't look as if you've only got the one typeface.

In Fig 1 I uses 3 different

typefaces and just 1 in Fig 2. Now some are saying the first one looks fine, well all I can say is good luck. Like I say one mans meat etc, but too many is bad news....I know, I've been there.

Fred Bloggs
Builders & Decorators

Unit 103, Industrial Estate, Stevenage, Herts
 Tel: 0101 987863 Fax: 0101 987865

Fig 2

Space Man

Another rule that's on the top of my list is the use of white space within designs. I've known clients that have wanted 100 words put into a 40mm x 50mm advert. I had to do it because it's what the client wanted...and as you know, the client knows best.....
yeah right.

This resulted in an advert that no one would want to

look at or could even read, try it and see for yourself.

CHOP & RUN
 Mobile Hair dressing

We come to you
 Prices to Suit



Call now on
 0912 6746536
 and speak to
 Tony Gee

The use of space within any design, gives the design room to breath and stand out, see examples left and above. Same company (fictitious) but totally different effect, you choose which one stands out the best.

Cramming as much into a page, flyer, business card

or whatever may be your idea of getting all the information across but if no one takes the time to read or even look at it, you're defeating the whole object.

CHOP & RUN
 Mobile Hair dressing

For the perfect hair for that special occasion. Cut and Blow dry, perm, highlights, lowlights and even medium lights. *Cheap and cheerful prices*, No hidden extras, anytime anyplace Call T Greenwood on 0912 6746536 Fax: 6748 3847569 or visit our showroom and have a gander at the wonder cutter himself. His crowning glory is a shining example.

NEXT MONTH
 I'll be discussing layout and its infinite possibilities

In the meantime if you have any questions or tips just drop me a line at one of the address below:

253 Ripon Road
 Stevenage, Herts
 SG1 4LR England
 e-mail
 gordonstorey
 @zetnet.co.uk

STOS CORNER

FADING ARTICLE: PART TWO by CHRIS SWINSON

Welcome to the second part of my tutorial. I shall continue with my next example of screen fading which is.....

Example Three

```
10 key off : curs off : hide on : autoback off :  
mode 0  
20 get palette (10)  
30 for Y=0 to 199  
40 screen copy 10,0,Y,320,Y+1 to  
physic,0,Y  
50 wait vbl : next Y  
60 wait key  
70 for Y=199 to 0 step-1  
80 ink 0 : draw 0,Y to 319,Y : wait vbl  
90 next Y  
100 wait 50 : default : end
```

Lines 30,40 and 50 copy the picture line by line to the screen from top to bottom using the "Screen Copy" command.

Each line from the picture in bank 10 will be copied to the physic screen. This can be changed to logic if need be.

Lines 70,80 and 90 are the fade out lines. The colour is set to 0 using the "ink" command and the For/Next loop will start from the bottom of the screen to the top, as if to rub out the picture line by line until its gone. The "wait vbl" command must be used in order for the screen draws to work smoothly.

Example Four

```
10 key off : curs off : hide on : autoback off :  
mode 0  
20 get palette (10)  
30 for Y=0 to 199 step 2  
40 screen copy 10,0,Y,320,Y+1 to  
physic,0,Y  
50 wait vbl : next Y  
60 for Y=199 to 0 step-2  
70 ink 0 : draw 0,Y to 319,Y : wait vbl  
80 next Y  
90 for Y=198 to 0 step-2  
100 ink 0 : draw 0,Y to 319,Y : wait vbl  
110 next Y  
120 wait 50 : default : end
```

This program uses the same idea as program 3. It draws the picture line by line until its all there. Lines 30, 40, and 50 uses the For/Next loop to draw the picture line by line on the screen as before, but skips every other line by using the "step 2" in the loop. Lines 60,70, and 80 start from the bottom of the screen and work upwards filling in the other gaps in the picture. Lines 90,100 and 110 are the same as program three as they use the same code from lines 30 - 50, but instead of using the "screen copy" command to draw the picture; it uses the draw command to blank of the screen the way it was drawn.

Continued Next Month

Reviewing The WEBRING

By Tony Greenwood

There are currently
102 Web pages in the
ATARI Webring
I will review them in
the order that they
appear in the Webring

NAME : Thomas Homepage **URL:** <http://user.tninet.se/~jyc891w/index.html>

RING Description : Here you will find some new and up-to-date software for your ATARI Computer.

The Review

The page consists of 5 sections, MAIN, INFO, SOFTWARE, REGISTRATION and LINKS. The main page introduces you to the site, like the rest of the sections it's very colorful and well laid out. Info has a little info about the intentions etc, but the site really comes into its own at the Software section where screenshots of titles to download offer a good insight into some excellent looking programs. HTML2TEXT, STEqualizer and an excellent looking Poker sim called Poker Machine. Unfortunately the latter needs a HD so I can't vouch for it, but looks good enough to make me wish I had one. All titles are available for download and are FREEware, however there is a Registration section to eerm, register your support, plus a CAB friendly form.

The whole site is colourful, easy to navigate, contains up to date free ATARI software, is regularly updated and the webmaster has made sure the site is CAB friendly. **Definitely one to Bookmark.**

NAME New Atari Web Browser **URL** <http://www.operasoftware.com>

RING Description : Do you want a new Atari Web Browser???? Then visit this site and mail them :-) Amiga users have already sent over 2200 mails, I'm sure we can do better than that.

The Review

Unfortunately I can find no ATARI content at all, not even the required Webring code. I believe this site is here to muster support for the coders to support the ATARI platform, however they have already publicly stated in the ATARI usenet that this will not happen....shame.

NAME Elysium Atari & TOS Compatible Pages

URL http://www.users.zetnet.co.uk/aseabrook/a_index.htm

RING Description : Cease your ether travelling for a while and visit Elysium, where you will find lots of Atari and TOS compatible information and LOTS of links!

The Review

One of the hardest type of web pages to maintain is a Links/Resources site and indeed this one wasn't updated for a couple of months. But the author is back and the pages have been brought up to date. If you want to find any sort of ATARI Internet address, web pages, mailing lists, they are all here, this is a top class launch pad. **Highly recommended.**



Search Engines



by Tony Greenwood

Following on from last months investigation into search engines and how to get your site noticed. We now continue our insight into the list of definitions. Last month we made a small start with Meta Tags, lets see what this month holds.

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/>

Hidden Input

You've probably figured out by now, that it will be hard to include all of your keywords in the first portion of your webpage without looking silly. Especially if you use graphics at the top of your page.

There are many sites out there that simply list keywords at the top of their page. You will be hard pressed to do this in an aesthetic manner.

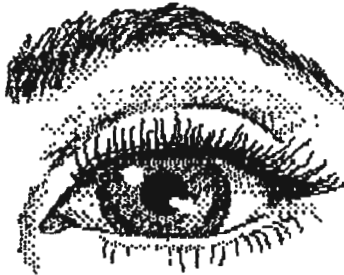
There are many ways around this, but the most invisible to the web surfer is the "hidden input" tag.

The tags need to go in the body of the web page, (that is, between <body> and </body>) and look like this:



```
<input type="hidden" value="your keyword list goes here">
```

Some search engines will recognise this whereas



others will not. The nice thing about this is that it's totally invisible to the web surfer, and the search engines that recognise it will weight this information the same as regular text in your document.

This should be the first thing after the <body> tag, before anything else. Some search engines only look at

the first 2,000 or so characters in a document, so you



need to get this in there before any graphic tags.

Warning: Some search engines will penalise your site for doing this! I wouldn't use this tactic on all of your pages. Try it on one or two and check the results. If it doesn't help, don't do it. Remember, search engines are changing the rules all the time!

Invisible Keyword Stuffing

Knowing that some search engines do not recognise (or even penalise for) the data in the <input type="hidden"> field, we are left with the problem: how do I target these engines and not alter the look of my page?

Invisible keyword stuffing offers a possible solution. This tactic, too, is considered poor netiquette and can be penalised for by some search engines.

This tactic entails typing plain text into the body of your message that is the same colour as your background. These keywords



take up space, but they are not visible to the web surfer. They are visible to the search engines, though.

For example, the background of a particular page is white. This is specified with the following tag:

```
<body bgcolor="FFFFFF">
```

You need to ensure the text of your stuffed keywords are the same colour. You

can do this by changing the colour with the font tag:
Your text here

The cryptic looking "FFFFFF" in each field is a hexadecimal value for a colour. Don't get scared off, it's really simple. In this case the "FFFFFF" refers to

the colour white. To learn the codes for other colours, just do a search for "hexadecimal color" on any good search engine and you should be able to pull up a number of good references showing the codes for several different colours.

Here are some basic colours:

```
black=000000  
white=ffffff
```

```
red=ff0000  
blue=0000ff  
yellow=ffff00
```

Remember that, unlike the hidden text field, the text still takes up space on your page. You will notice in the example above we used the phrase: size="1". This specifies that the text is the smallest possible relative

size. This way you can fit more stuffed text into a space without affecting the page layout as much.

It has been rumoured, though that some engines will penalise you for using size 1 fonts...

Play around with this and you will understand. Remember, text at the top of the page is generally more effective.

ST+Fanzine on the Web

You won't need a Search engine to find ST+ or any of it's contributors on the web because we already know where they are. The official ST+ web pages can be found at:
<http://www.users.zetnet.co.uk/paxton/stp/index.html>

From the above site you can link to Fanzine supporters web pages such as our Design and Production editor Gordon Storey, or our Distributors in the USA and Finland, Silly software from Deano as well as many others.



ST+Diskzine (Issues 1-24)

Here you will find all the information you need, including screenshots and index's for each issue. You can even download any or all issues from here.



It's Good to

CHAT

By Tony Greenwood

IRC

Internet Relay Chat to give it the correct title, is as much a part of the Internet as the World Wide Web or e-mail. A quick and easy explanation would be to say that you can go on IRC and chat to people from all over the world at the same time, pass files between each other and have public or private meetings. All on your trusty ATARI.

SOFTWARE

There's actually a choice for ATARI users. A popular one seems to be FracIRC that will work on any ATARI machine so long as it has a minimum of one meg of memory. Some of the things it will allow you to do are listed in the Features section.

CHANNELS

When you have your software up and running and

have joined IRC you will be presented with an all but blank screen, an option

*FracIRC is Shareware
The recommended fee is
between 5 and 10 UKP*

to join channel atari can be found. Once you OK that you will have a screen that suddenly starts to fill up with text, just type hello and press the RETURN key. You will see whatever "nick" you have chosen for yourself (in the set-up options in FracIRC) appear on the screen followed by whatever you typed, for example if your nick is stp then expect to see...
<stp> hello

People will respond, they're all ATARlans and thus helpful souls who will guide you through the rest of your first encounter...

Get the Latest version as well as the latest Info from the authors web page at:<http://www.roseivy.demon.co.uk/> or email the author Timpy@roseivy.demon.co.uk

FEATURES

- 10 DCC File send/receive channels
- Colour assigning to different functions
- Macros: 20 x 40 character long
- 200 line scrollbar
- Capture buffering (logfile)
- 10 channels, 5 windows (any combination of channels in each window)
- DCC window for all DCC operations
- Full background updating
- DCC chat
- Slick GEM interface
- Very easy use - keyboard shortcuts
- Text effects implemented
- Fastest scrolling IRC client for GEM
- /notify + other vital commands implemented
- works in /any/ video mode

Silly Software

Bringing Complete Silliness
To The Atari ST/STE

Coming Soon.....Mummy's Playtime

Mummy's Playtime is a compilation of kids games with a silly difference. Fishy Wishy, Bangman, Tiddleytrolls, and Choo Choo Shoe Shoot. It will need at least a one meg STE to run and it has the most sampled speech than any other ST game.

For more information on Silly Software programs, write to...Silly Software - 27 Turbary Walk - Milnrow - Rochdale. Or e-mail deano@zetnet.co.uk
Web Site: <http://www.users.zetnet.co.uk/sillysoftware>



You're reading this, so could your customers

Advertising in ST+ Fanzine is

FREE

Sizes available

Half page (Landscape): 128mm x 90mm - Half page (Portrait): 61mm x 185mm
Quarter page.....61mm x 90mm

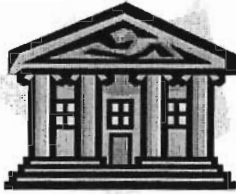
Just send your advert in Pagestream or Microsoft Publisher format, or plain ascii
with any Graphics you want included to:

Gordon Storey 253 Ripon Road, Stevenage, Herts SG1 4LR
or via e-mail to gordonstorey@zetnet.co.uk

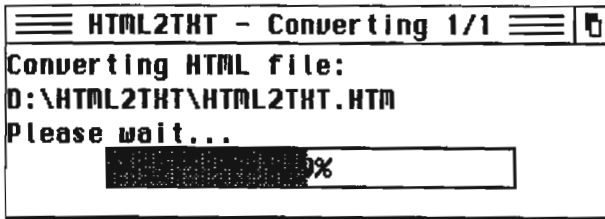
Copy for inclusion in the following months issue should reach us no later than the end of the 3rd week of the proceeding month. There is a limited amount of space allocated for advertising so it's a case of first come first served

Software City

by Deano



PD or not PD - That is the question. Lets look at the latest software to hit the ST Market. A Pacman Clone, a Poker game, and even a HTML converter are here.



Program: Html To Text Converter (One Disk)

Author: Thomas Sahlin

This is a useful program for anyone who wants to turn a Html file into an ascii text file. Can convert a few files at once and even formats the text file

so it looks like the original Html file. Very easy to us....great program. **ST+ Rating: 80%**



Program: The Poker Machine (Three Disks)

Author: Thomas Sahlin

The Poker Machine has an interesting twist, the reason being is that its a Fruit Machine game and a Poker game rolled into one. The DEAL button works like a handle and deals your cards and you gain credits on what cards you get, such as two credits for a pair. Sound and graphics are nice and the game is very playable with lots of options. Well worth a look. STE, HD and 2meg required.

ST+ Rating: 87%

Program: Cr^pman (One Disk)

Author: Synengy Software Development

This game is just like the classic Pacman with a few added extras such as fancy backgrounds, in game sequences, and other nice touches. The graphics are very professional and the game is quite addictive. Sound is good as well. It may be a conversion of an old game but it will keep you playing for a long time.

Rating: 84%

The programs featured on this page can be obtained by sending the required number of disks to the address below.

Use the same address to send in your software for review.

Software City, 27 Turbary Walk, Millnrow Rochdale, OL16 4JN England

Suzy B's Software

ATARI

Software Treasury #2

By Tony Greenwood

CD Review



FIRST CONTACT

I recall my first ever visit to a BBS and being astounded at the amount of ATARI software at my disposal. All I had to do was download it. Then when I arrived on the Internet this became tenfold. Until you see it, you really cannot grasp how much software is out there for our platform. The problem for UK residents with the last two options is the time it takes you to sift through it all and find the software you want, then download it. This costs you money for every minute on line, Lets face it the 8.3 filename limitation does not lend itself very well to detailed descriptions.

THE ANSWER

You can have all the advantages of a BBS file system and the pure volume of an Internet ftp site on one CD. But with a couple of major pluses. One payment is the first obvious answer, you get your CD and have all the time in the world to sift and route to your hearts content. I have in my drive at this moment the **SuzyB**

Software Treasury Vol 2 and looking at the File info it shows Disk space used as: 668.893.800. Nearly Six hundred and seventy meg of ATARI related files, all **ZIPped!** Thus resulting in over one gigabyte of files, that's over One thousand meg. I will let you work out how many disks that would be, certainly enough to start your own PD Library or start your own BBS.

DESCRIPTIONS

The real bonus is that every file comes with its own separate description that can be read before unzipping anything. There is a major catalogue type file for the full CD, descriptions for each category (of which there are a heck of a lot) and then a separate review of every single file. All the descriptions are put together by long standing ATARIans with at least

Nine years experience of cataloguing and reviewing ATARI software.

PRESENTATION

Maybe not the most important aspect, unless you're buying it as a present for someone (hey neat idea). However you will be astounded with the SuzyB CD's as they arrived in well presented cases adorned with plenty of ATARI logos that would look great in any collection. Even the actual CD has great artwork and presentation.

CONTENT

I don't know what to say? Just about everything is here. It is very up to date and certainly too much to list. Just think of a subject and the Software is on this CD, it's that simple. Software takes up the bulk of the CD, Followed by artwork and sounds.

Floppyshop

UK Distributors of Suzy B Software.
PO Box 273, Aberdeen, Scotland AB15 8GJ
e-mail sdelaney@zetnet.co.uk

DA's Layout



**INTEGRATED TOOLS FOR
Any publishing job**

Titan Designs

6 Witherford Way Selly Oak
Birmingham B29 4AX UK

Tel: +44 (0)121-693 6669

Fax: +44 (0)121-414 1630

E-mail: Titan@zetnet.co.uk

Web: <http://www.zetnet.co.uk/~titan/>

COMPETITIVE Upgrade!

Titan Designs now offer competitive upgrades to All existing Calamus®, Pagestream®, Didot Pro, DA's Vector/Pro or DA's Layout (pre v6.0) users. Offer expires on April 30th 1998. Only one Upgrade per qualifying serial number.

Product	Regular	Special
DA's Layout.....	£222 ⁰⁰	£109
DA's Layout PRO	£363 ⁰⁰	£219
DA's Layout EPS *	£468 ⁰⁰	£299
DA's Layout Pro Designer. ...	£711 ⁰⁰	£499

Add £20 for upgrading from Calamus v1.09/n
Please call for details on the package options.

DEADLINES

**The deadline for us
receiving articles and ads
for April's issue is
25th March 1998**

All submissions should be
sent to one of the following:

**Dave Hollis, 43 Spensfield
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.

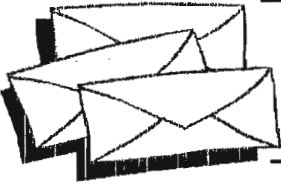
Dave Hollis, 43 Spensfield Court, Lings,
Northampton. NN3 8LZ England. Price £1.50
tinman@zetnet.co.uk

Terry K. Ross, 101 First Street #3, Bangor, ME
04401 USA. Price \$2.50 US.
tross3@hamtel.tds.net

Timo Tiihonen, Jöllinaukio 2, 20300, Turku,
Finland. Price 13.50 fin mk
tt4038@turkuamk.fi

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

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



MAILBOX!

Somehow it would seem that people are finding time to write in, in between reading ST+ that is.....

Well, the first issue has come and gone, time now to see how well we fared in your eye's. My deepest thanks to everyone who took the time to put finger to keyboard and send us their views, your comments will only serve to enhance the look of future issues. Here is a quick selection.

Outstanding, over and above anything I could of hoped to expect. The entire ST+ team should take a bow for they have proved the critics wrong, there IS life in the Atari yet and the new Fanzine just goes to prove that!. I look forward to the next issue with great anticipation....

I got the first issue this morning, and to say that I'm impressed is an understatement...Just thought I'd let you all know !!! Well done and keep up the good work!
C.Polonowski [Atari Times]]

Dear ST+,
What an issue, it's about time people woke up and realised that there are publications just waiting for them to buy. Here's hoping for as much success with the fanzine as you had with the diskmag...
A.Rowland.



Dear ST+.
I must say I was delighted with the first issue of the Fanzine, just what the market needed here in the U.K.
P.Williams
ST+ replies:
Thanks for your comments Paul, you'll now notice that we are in fact a world-wide publication thanks to the efforts of our oversea's distributors....

Got something to say or ask?
Please keep that feedback coming in wether it be a question, criticism or what ever either through snail-mail or via the internet to one of the addresses below

Dave Hollis 43 Spensfield Court, Lings, Northampton NN3 8LZ England
Or via e-mail to: tinman@zetnet.co.uk

CONTACT CORNER part 1...

The following list is as up to date as possible, if you do not see your details here and you would like them added then forward all relevant information to the usual address. If on the other hand you cease to be then please let us know so we can remove your details, your cooperation will be greatly appreciated.

If anyone knows of any addresses that should be here please submit them providing they are active and support the Atari platform.

MAGAZINES AND DISCZINES

ST+
43 Spensfield court
Lings
Northampton
NN3-8LZ

Atari Computing
73 Bentinck Drive
Troon
Ayrshire
KA10-6HZ

ST Magazine
La Terre Du Milieu-216
Rue De L'essert
74310 Les Houches
France

Atari Times
c/o Colin Polonowski

The Croft
Hope Road
Nibley,Nr Yate
Bristol
BS17-5JH

Maggie
Cih/Maggie
26 Robinson Road
Rushden
Northants
NN10-0EH

Undercover
Moondog of Tnb
c/o Eric Henschler
Veichau 1a
06618 Veichau
Germany

REPAIRS AND UPGRADES

Analogic Computers U.K
Ltd
Unit 6, Ashway Centre
Elm Crescent
Kingston-Upon-Thames
Surrey
KT2-6HH
Tel-0181 546 9575

A S P
40 Evelin Road
Abingdon
Oxon
OX14 1JR
Tel-01235 534 152 (after
6pm)

Atari Workshop
119 Arthur Road
Windsor SL4 1RU
Tel-01753 832 212

Fast Atari Repairs
142 Tanner Street
Tower Bridge
London
SE1 2HG
Tel-0171 252 3553

16/32 Systems
173 High Street
Strood
Kent
ME2 4TW
Tel-01634 710 788

System Solutions
17-19 Blackwater Street
East Dulwich
London
SE22 8RS
Tel-0181 693 3355

The Upgrade Shop
Unit F2,Venture House
Cross Street
Macclesfield
Cheshire
SK11 7PG
Tel-01625 503 448

Titan Designs
6 Witherford Way
Selley Oak
Birmingham
B29 4AX
Tel-0121 693 6669

Part 2 of this contact database will appear in next issue folks, in the meantime our thanks to Steve Wilson for compiling this list.

NEXT ISSUE 1ST WEEK OF APRIL 1998

Well we hope you've enjoyed this second issue as much as we have in putting it together again. We'd like to thank all of those people who have given us encouragement and support. We have been very pleased and even a little surprised at the response from everyone.

In next months issue we have lined up an interview with a mystery guest, along with more from the Internet, Public Domain scene, diskmag[s] [complete with Maggie review] and much, much more.....

We're hoping to start a regular D.I.Y section that'll include everything from adding a serial port upgrade to your ST that'll enable up to 28.8k for less than a fiver to fitting the ADspeed 16Mhz STe accelerator card written by my good self.

If the gods shine on us we'll also have news on the 'maybe' Atari computing organised Atari shows, news on this front is sparse at best however, a letter to Mike Kerlake might shed some light so stay tuned and we'll see you next month...

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 Spenfield Court, Lings, Northampton. NN3 8LZ England**

COMPETITION TIME

Fancy winning not only a copy of David Brabens original, and not to mention classic Elite but also the sequel, Frontier: Elite II....?

All you have to do is write in explaining why you should win these fabby goodies and the best answer will...er, win?

Send your answers to:

**Compo Time
ST+
Dave Hollis
43 Spenfield 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

O
F
T
W
A
R
E

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 characters 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 Compatible'



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, Vidigrd, 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.