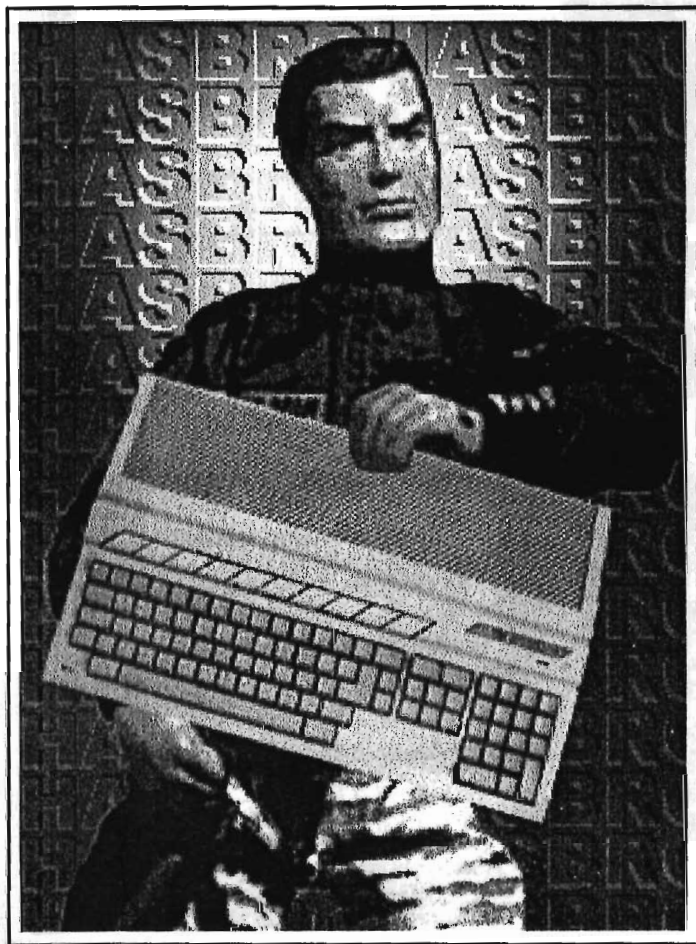


# ST PLUS



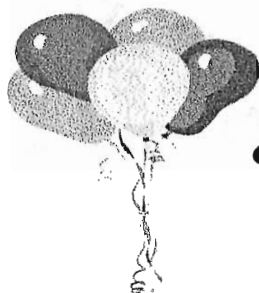
## Featuring in this Issue

Hasbro acquire Atari, Interview with Mark Butler, Diskmag reviews, Education, DTP hints & Tips, HTML Tutorial and much more....



# FANZINE

ISSUE 27  
April  
1998  
£1.50 UK



# Silly Software



Bringing Complete Silliness  
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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](mailto:deano@zetnet.co.uk)  
Web Site: <http://www.users.zetnet.co.uk/sillysoftware>

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## Ch..Ch...Ch...Changes

Hello and welcome to the latest issue of your favourite Fanzine. You will notice a few changes. The first is the change of editor and you can read about that elsewhere in the Fanzine. We also hoped to go to 32 pages but the contributions have been such that we had to increase to 36 pages, let's hope this continues for future issues.

Checkout the BIG news on page 4 as well as the new Education and DIY sections. All the regulars are there, with the continuation of the STOS, HTML and DTP tutorials plus an interview with Mark Butler.

Subscription details for the UK are different as well, you can now order directly from me. Making cheques and PO payable to ST+ Fanzine and send to: St+ Fanzine, Richard Clark, 1 Rokeby Close, Bracknell, Berks RG12 2NA England. Don't forget to state which issue you require and a forwarding address.

*Rich 10 - Editor*

Published by R.Y.M.E.

Editor: Richard (10) Clark

Design/Production: Gordon (Monkey Man) Storey

Webmaster/PR: Tony (!ynoT) Greenwood

Contributors: John Alan Gill, Rich (10) Clark, Deano (Don't push me) Sharples, Tony Greenwood, Monkey Man, Chris Brunson, Steve Wilson, Chris Swinson, Keith Dunn.

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Gordon Storey, 253 Ripon Road, Stevenage, Herts SG1 4LR  
email: [gordonstorey@zetnet.co.uk](mailto:gordonstorey@zetnet.co.uk)  
Richard Clark, 1 Rokeby Close, Bracknell, Berks, RG12 2NA  
email: [rich10.hel@zetnet.co.uk](mailto:rich10.hel@zetnet.co.uk)

Copy for inclusion in the next issue should be received no later than the 24th of each month.

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

# HASBRO ATARI®

HASBRO the world famous Toy Company has recently acquired ATARI for the relatively small sum of Five Million Dollars. Why? Has to be our first question. But for most UK readers there's also the question of...HASBRO who?

By Tony Greenwood

## YES/NO

The on line ATARI community found out that ATARI had been sold to HASBRO in early March and the rumours as to Why and What happens next came fast and furious. As information was sketchy to say the least, I e-mailed the company, as I wanted to get it from the Horses mouth as they say. However this is the reply I received....

*"Thank you for your inquiry. Please be advised that Hasbro has definitely NOT acquired all rights and Trademarks of the Atari Corporation. "*

I posted this reply to the public newsgroups along with the return address so others could e-mail them. The responses they got where even less enthusiastic with:

From: Consumer Affairs

*"We did not acquire anything from Atari."*

A phone call to HASBRO by a local ATARIan was greeted with the following response:

*"It's Just a Rumour".*

## MARCH 16th

James Burr an ATARI enthusiast in Idaho reports seeing a news item on the Bloomberg News Network (they report financial news mainly), about the Hasbro purchase of Atari. They confirmed the purchase of Atari and reported that Hasbro has plans to re-release newer versions of the older games that made Atari famous to the PC market as well as others starting with Centipede with more to follow in the Autumn. It was a 40 second report of Atari's history in the gaming market and Hasbro's intentions.

So contrary to the support staff's responses, HASBRO have bought ATARI. But did they get it all? You can see for yourself as the

documents outlining the sale are on public display at the following url :  
<http://www.sec.gov/Archives/edgar/data/941167/0001047469-98-009085.txt>

## HASBRO WHO?

Now we know ATARI is in the hands of HASBRO, just who the heck are they?

Well it would seem just about everyone in the USA has heard of them, they're one of the top three Toy companies in the world, most notably **Action Man** and **Tonka Toys**. Well to me at least these are the most well known from my childhood days (So long, long ago).



## TRADEMARKS

A visit to the Hasbro Interactive web pages show a very impressive list of well known trademarks and brands, that can be directly or indirectly associated with the company.

Monopoly®  
Beast Wars®  
Transformers™  
Trivial Pursuit®  
Star Wars®™ & ©  
Scrabble®  
Frogger®  
Pictionary®  
PUZZ-3D®  
Action Man  
Tonka Toys  
Playskool

## ATARI

The Following is taken from "Next Generation Online". Hasbro Interactive officially announced its acquisition of key Atari videogame licenses. The assets purchased by the company include games such as Centipede, Missile Command, Pong, Break-out, Battlezone, and Tempest. For only \$5 million the company scooped up the rights to over 75 Atari properties and hardware platforms. Hasbro currently has plans to develop several of these games on both the PlayStation and PC. The first of these titles scheduled for release will

be Centipede, which will hit both platforms this fall.

*"These ground-breaking games helped pioneer the video game industry,"* Tom Dusenberry, president of Hasbro Interactive said. *"We intend to bring these classics back to life by updating them with the latest technology and interactive game design, while preserving their heart and spirit."* HASBRO would seem to



have made their intentions quite clear. After their recently release of Frogger to the PC and Playstation then the above plans should not be a surprise. Whether they use the ATARI logo is yet to be seen.

## DREAMS of TOS

As for the mass of speculation in the ATARI community as to hardware? Well I

think not, as Hasbro are known for there Software interest and it is more than doubtful that they would want to get into consoles.

Freeing TOS ? A lot of people want to see the rights to TOS given away for independent developers, but why would they? Hasbro are more likely to side with my Grandad who has a garden shed full of items he will never use, but will equally never part with unless a very good offer comes along, we all know that's highly unlikely. But a company giving something away for nothing ? Dream on.....

Headquartered in Beverly, Massachusetts, Hasbro Interactive has offices in the U.K., France, Germany, Japan and Canada. For more information on Hasbro Interactive titles, please visit [www.hasbro-interactive.com](http://www.hasbro-interactive.com)

## SO WHAT?

At the end of the day ATARI has changed hands and is now owned by Hasbro, this will make little or no difference to everyday ATARI users. It made no difference when JTS took the title, what we will see is PC, Playstation and even Nintendo64 versions of old ATARI titles, Nothing more, Nothing less.

# News News News News

## 1998 Adventurers Convention

The 9<sup>th</sup> Adventurers Convention is being held in Birmingham (UK) in the Ariel Suite of the Royal Angus Thistle Hotel, St Chad's on Saturday 24<sup>th</sup> October 1998.

It is an all format convention from Spectrums, Atari's to PC's and attracts adventure enthusiasts from all over the UK including Northern Ireland.

The organisers encourage people to bring along their computer setups and have tables ready and waiting. You can also take along items to sell but pirated software will not be allowed.

There will be competitions throughout the day and a guaranteed very friendly and informal atmosphere.

Tickets are available now and cost 6 UKP per person if you buy before 30th June, 1998 or 7 UKP on the door. You can purchase your tickets in advance from: Vicky Jackson, 128 Merton Hall Road, Wimbledon, London, SW19

3PZ. Cheques/PO's payable to V. Jackson

## Once Upon Atari: The Agony and the Ecstasy Video

Howard Scott Warshaw, creator of E.T. and Yars Revenge for the Atari 2600 is in the middle of putting a 4 part series of videos together, telling the inside story of Atari.

He says in a brief message on his web page "I was sick of hearing empty, watered down reports of what Atari was like. Atari was an AMAZING place to be, and no one has ever told the story. So I became a video producer to tell this story. Everyone interviewed in this tape worked at Atari during the late 70's and early 80's, the BIG times at Atari. You will hear everything that really happened in the words of the people who made it happen. 'Once Upon ATARI' is the only opportunity to hear the inside story of Atari exclusively from the people who worked there and made the games. People like me."

It sounds like an interest-

ing project, for more information point your browser at <http://www.netcom.com/~hsw/ouatari.html> or <http://www.netcom.com/~hsw>

## JAGFest 98

The second annual Atari Jaguar Festival is to take place on 1<sup>st</sup> August 1998, running from 9.00am till 12 midnight at Corfu Fire Hall, 116 Main Street, Corfu, NY 14036. Tickets cost \$10 in advance or \$12 on the door.



The event features an array of machines, Jaguar, Lynx, Portfolio, 2600, 5200, 7800 and more. With news, sales, head to head competitions and an 8 way jaguar network playing Aircars and Battlesphere, it looks to be a great event.

So if you're interested point your browser at

Http://www.geocities.com/  
broadway/4062/  
or email  
KevinManne@wycol.com  
for more info.

### ST+ Fanzine

As you may already be aware, from the editorial by our new Editor, Richard Clark, Dave Hollis has left the ST+ Fanzine Team. He found that he couldn't commit the time and effort needed to produce the fanzine, with all his other commitments. So Richard bravely stepped into the firing line and accepted the

role of editor as well as becoming the new contact, in the UK, for acquiring the Fanzine.

So in future, if you want to order your Fanzine (UK), make your cheques/PO payable to **ST+ Fanzine** and send it to:  
*ST+ Fanzine,  
Richard Clark,  
1 Rokeby Close,  
Bracknell,  
Berks RG12 2NA  
England.*

Don't forget to state which issue you require and a return address.

### BBS Closure

The Royston based BBS, 'The Doghouse' run by Neil Burton, dismantled the kennel and closed down on the weekend 21st March 1998.

Although he'd closed the actual public access to the BBS several months earlier, he'd kept the message bases going for his Point users and this is what was finally closed. So ending another BBS.

See ya all next month  
*Monkey Man*

## DEADLINES

**The deadline for us  
receiving articles and ads  
for May's issue is  
24th April 1998**

All submissions should be sent to one of the following:

**Gordon Storey,  
253 Ripon Road, Stevenage,  
Herts SG1 4LR  
England.  
email:  
gordonstorey@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.

Richard Clark, 1 Rokeby Close, Bracknell,  
Berks, RG12 2NA England.  
Price £1.50 Cheques/PO payable to ST+ Fanzine  
rich10.hel@zetnet.co.uk

Terry K. Ross, 101 First Street #3, Bangor, ME  
04401 USA. Price \$2.00 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.fn.org Price \$3.00

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



PD/Shareware reviews which rather reflects the nature of the Atari market these days, followed by The CyberStrider files by Denesh Bhabuta in which he looks at forthcoming shareware releases.

I particularly enjoyed the Site Seeing feature which reviews Atari-related web sites worth visiting. I think that the Internet is an important part of the Atari platform's future and articles like this help sort out the wheat from the chaff and save hours using search engines.

Criticisms: The late arrival

of the magazine which should have been out in January and most people did not receive it until nearly the end of February but hope that this is an isolated incident.

If you are into games playing, then there is not a lot in there for you, though this is probably down to the small number being produced rather than an oversight on AC's part.

Overall, an excellent magazine and despite the lack of colour, very readable and well put together. Screen shots are consistently good, with plenty of detail.

**For more information on getting a copy of Atari Computing contact one of the following addresses:**

**email:**

**publish@clx.co.uk**

**NeST:**

**Atari computing on  
90:100/315**

**Snail mail:**

**Atari Computing,  
"Rois Bheinn",  
Overton Crescent,  
Johnstone, Scot-  
land PA5 8JB**

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



## DELPHI

The ATARI chat forums on Delphi have been accesible to non Delphi members for quite some time now. All you have to do is pop along, freely register and you're in. Why, you even get a free (minimal) web page if you want it. Plenty of long standing well known ATARIans are on Delphi, discover them today at :<http://www.delphi.com>

## DIGITAL TV

Due to hit the UK in Summer or the Autumn (depending on what source you prefer) Digital TV could be a blessing in disguise for ATARIan's using standard ST's with Med or High rez displays. The proposal is that these sets will have the ability to recieve around 200 channels and will incorporate some form of interactive TV as well as Web browsing, into the so called "Set-Top Box". So you can see your pages in full color while making and uploading them with your ST :)

## EXPENSIVE

The price has always been quoted as 200 UKP and presumably you will need an ISP so existing ATARI Internet users should be able to plug in and go, so anyone thinking of upgrading their machine just to see the Web in colour may want to hang on for Digital Telly.

# PAXTON Web

With the onset of Digital TV featuring web access, plus the invasion of Set top boxes then everyone with Internet access should have a presence on the WWW in the form of a web page or a set of web pages. This is your Window to the world and everyone will be able to look inside.

With Four years experience in "Raw" HTML and Qualifications in Telematics Elements 1, 2 and 3 (Featuring web design) then perhaps **PAXTON Web** should be your choice to get you started. A personal Web page with multiple HTML and graphic files will set you back a measly 25ukp (50ukp for Business), ATARI and CAB friendly pages are a speciality while maintaining style and colour.



email [paxton@zetnet.co.uk](mailto:paxton@zetnet.co.uk)  
url <http://www.users.zetnet.co.uk/paxton>

### Your ISP provides the Web space We do the rest

Cross platform browser support so anyone can visit your page

RSAC and Safe Surf registered.

Registered with all major Search engines

3rd party Counters, Chat room, Guest book and Message boards available

MIE4 Channel support

Feedback or order forms (ISP dependant)

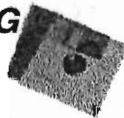
Including Javascript, DHTML, HTML Sound, Animations, Scanning service and smooth gfx

Tell us what YOU want

# DISKMAGS

by Deano

## DISKMAG NEWS



### MEGA ISSUE 2

Chris Swinson is currently working on issue 2 of the Mega diskmag. We should have a copy of issue 2 by next month for review.

### STOSSER ON LINE

Up until now internet users could only download so many issues of Stosser Diskmag from the STOS file site. Now all 29 issues are available for download at: <http://www.users.zetnet.co.uk/sillysoftware/stosser.htm> or any issue can be obtained by sending a blank disk and S.A.E to the address below.

### NEW MAGGIE SITE

There is a new web site for the Maggie Diskmag, which is an improvement on the old one. You can read Maggie 25 in Html format and even download other issues of the site.

The url for the site is.....

<http://users.zetnet.co.uk/zmoe3/maggie/maggle.htm>

### Maggie Issue 25



Maggie is a very popular diskmag and it's easy to understand why. This issue is crammed full of interesting material to read. Interviews, Scene News, Reviews, Adverts, and lots of info about the ST and inter-

net. In fact I will just say 'Go and get it'. Great shell, brilliant read, something for everybody. Excellent.

**Overall: 92%**

### UCM Issue 11

UCM (Undercover Magazine) seems to be a mix of everything. There is quite a few Atari related articles in there such as a list of FTP sites and other info. It has other articles such as Album reviews. Some articles are English, some are not. I can only say its worth a look, but not breathtaking.

**Overall: 73%**

### Mega Diskzine Issue One

*By Chris Swinson*

*Requires at least 1 Meg*

Its been a long time coming but Mega diskzine has finally arrived. In this issue

there is a fancy menu and intro created using the STOS 3D package. There are plenty of good articles in this issue, including part one of a STOS Tutorial. In fact there are plenty of things to read and quite a lot too. Unlike some diskzines Mega covers all kinds of subjects. There is a nice mix of articles such as humorous ones, horror stories, computer stuff and more. Great Stuff. **Overall: 88%**



Do you edit a diskmag? Then why not send it in for reviewing.  
Send your diskmag to me, Deano, at: ST+ Diskmags, 27 Turbary Walk,  
Milnrow, Rochdale OL16 4JN, England.



# Falcon Zone

By Keith Dunn

## MEN AT WAR

Preview Version Falcon Only by Bonus Software

Men At War is a two player shoot em for the Atari Falcon, the preview version I reviewed had a time limit imposed on it which exited the program after it had been on for 5 mins, thankfully it was a nice clean exit, so at least you don't have to reboot. This did make it a little difficult to review though as I had to keep firing it up again.

Best run from a clean Falcon system, (the programmers say it doesn't like NVDI or other accelerators). The preview starts with a simple static screen shot accompanied by a familiar sounding tracker mod tune which I can't for some reason remember the title of... I hate it when that happens. The game itself is kind of a combination of several ideas.. my best description would be a sort of Bomberman/Tanks type game. You and your oppo-

nent are placed on a single screen play area, the idea being to get close enough to your opponent to blast him without being blasted yourself.. beware of certain walls as well, some will bounce you back off them, and others even kill you!. Bullets can also be set to bounce off the walls.. which produces interesting, and often dangerous results. You can also set the range and frequency of your fire for maximum effect.

Control is via joystick, keyboard or Jaggpad. which you can use on a selection of five battle areas with differing layouts.. more to follow apparently... In game sound is of the tracker module variety accompanied by reasonable sampled sounds, although nothing spectacular, both can be turned off, and in this version there is a choice of two mods, so at

least if you get bored with one you can try another.

I would expect that the finished version will contain many more modules, and many more arenas to fight in. In terms of gameplay, it was fun enough for a few games, but didn't really offer anything more than that. Killing your opponent gave you a point, but as far as I could tell, there was no point to it. Unless there was something supposed to happen after a certain number of kills?.. but then the annoying 5 mins timeout meant I couldn't find that out. The authors say that there is still much more to do, but I think the game needs to offer something new, which there wasn't. Perhaps more weapons, and more obstacles and traps would help. For now though, I'd say that Men At War is dormant... but has potential.



## Falcon Snippets

Maggie 25 Falcon version finally arrived, sporting even more shell enhancements, and tons of reading matter as usual. Download it now from the Dead Hackers Society web site:

<http://wombat.ludvika.se/dhs/>

or alternatively... bung a High density disk and stamp to me at my snail-mail address.

Incidentally, if you want a copy of the Men At War preview, you can also get

that from myself with the same arrangement as above

Doom versions a plenty to come to the Falcon?.. apparently the original source for Doom has now been made widely available.

Three Falcon ports are already being mentioned, including a possible completion of the Bad Mood



Doom engine. More on that when I get it.

Thats it for now this issue, if you have any news, reviews or information for the Falcon section drop me a note via Email or snail mail.

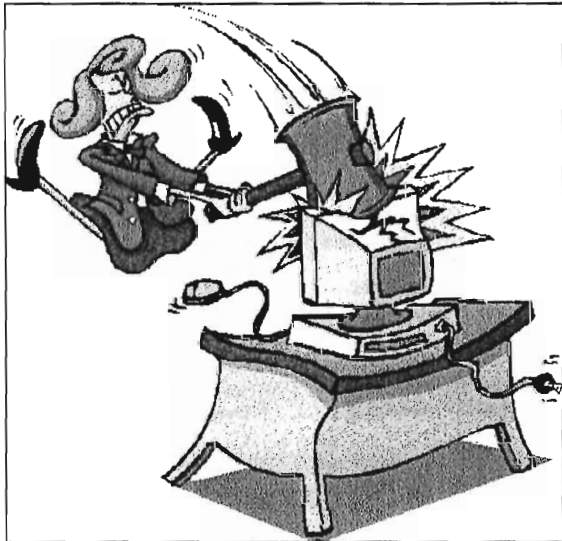
**E-mail:**  
[keefy@zetnet.co.uk](mailto:keefy@zetnet.co.uk)

**Snailmail:**  
**Keefy**  
**34 Goodman Way,**  
**Tile Hill,**  
**Coventry**  
**CV4 9UG**

# CAPTION COMPETITION

Here's your chance to win a free issue of ST+ Fanzine. All you have to do is write a caption for the cartoon. The best one in the Editors opinion wins. So get your laughing heads on and send your entries to: *ST+ Fanzine Caption Competition, Richard Clark, 1 Rokeby Close, Bracknell, Berks, RG12 2NA* or alternatively by e-mail to: [rich10.hel@zetnet.co.uk](mailto:rich10.hel@zetnet.co.uk)

Entries should reach us no later than 24th April 1998. The editors decision is final. No correspondence will be entered into.



# Mole Mayhem



After what seems like an eternity, Mole Mayhem is finally finished and available NOW!

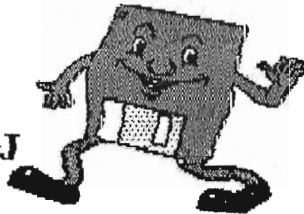
Following the adventures of Philby as he battles to save Moledonia from the evil General Burgess, you must jump your way through eighteen levels of pure fun...

Mole Mayhem is 1 Meg STE and Falcon Compatible and is available from the

Atari Times Homepage <http://www.users.zetnet.co.uk/polonowski/Floppyshop> and the Computer Dungeon.

# 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.

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**Tel: 01224 312756**

# Users Guide to the Internet Publication

I saw an advert for "Users' Guide To The Internet For Atari", promising a 100 page, plain language guide to the Internet for £6-50. Somewhat intrigued, I sent off my cheque for one. About a week later an A4 envelope dropped through my letterbox containing the Guide. I unwrapped the fairly thick A4 publication, which comes comb-bound with a clear protective cover on the front to protect against those accidental coffee spills etc and quickly flicked through the book. I was impressed.

It's a well laid out, easy on the eye publication. The only pictures were screenshots from the various Internet programs discussed in the Guide, but these are all very well done, allowing you to see clearly the setup screens etc. Additionally, the whole thing was put together on a 4 Mb Atari STFM, using Timeworks 2 and Calligrapher software and a HP Deskjet 510 printer. Very impressive and just goes to show what can be achieved with our trusty Atari computers.

I myself have had an Internet account with Zetnet for three or four months now and found the documenta-

tion provided on the supplied disks fairly helpful, managing to get everything set up reasonably quickly, apart from being unable to collect my e-mails until Richard Clark sorted it out for me (Thanks Rich !) But I have heard of other people being totally confused by everything and this is where I think the guide will find it's audience, the first time Internet user.

It covers all the major Atari Internet software including CAB, Newsie, Antmail, STiK, StinG and Oasis. Each article tells you how to set the program up and exactly what it does. I would stress the latter point, as despite reading the docs that came with some of the programs on the Zetnet disks, I was still left wondering what their purpose was. Now, thanks to this Guide, everything is clear! While most of the guide details the setting up and usage of the software, the last section contains useful addresses, both e-mail and snail-mail, plus

lists of BBS Systems, Atari User Groups, Atari-friendly Internet Service Providers and a directory of useful Web sites to get you started off. Finally, there is a list of example dial scripts for use with StiK, StinG and Oasis.

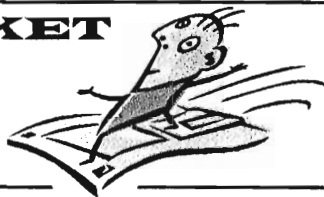
While a lot of the information is included in the documentation that comes with the software itself, it's nice to have it all in one easy to access publication, plus you get the benefit of the author's experiences which will hopefully save you from a lot of headaches. I found out a lot that I didn't know, especially about Newsgroups.

If you are thinking of exploring the Internet with your Atari, I can recommend this publication without reservation. Even if you know nearly all there is to know about the Internet it still makes a handy reference guide. At the price, little more than that of a paperback novel, you can't go wrong.

**If you want a copy, send a cheque for £6-50  
(which includes P&P), payable  
to R.E.Golding to: 95 Washford Farm Road,  
Ashford, Kent TN23 5YA  
Tel/Fax: 01233 633177 Mobile: 0961 365406**

# **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.

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

# **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](mailto:tinman@zetnet.co.uk)**



# Eduka2hun

by Kerry & Sam Clark ( Edited by Rich 10 )

Welcome to our new Educational section. All the reviews will be done by Kerry (aged 7) and Sam (aged 4), with a little editing by Dad .

For their first review they are going to review their favourite game, Early Learning Maths 1 from the Budgie Licenceware team.

Although this is a fairly old program neither of them were able to use it when it was released, as they were too young.

We will be reviewing both new & older software as there are very few new Educational titles around. But there are of course new Atari users all the time.

## Kerry & Sam's Five Favourite

### Educational Programs

Early Learning Maths 1&2,  
Let's Spell,  
Fun School 2 (over 8's),  
Noddy's Playsite,  
Math's Dragon

### Other Programs

Vidgrid 2, Match It,  
Scrabble, Mugshot,  
Memory Recall

## Early Learning Maths 1

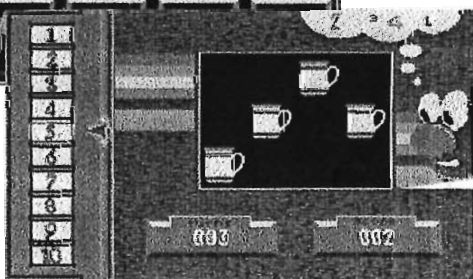
You start by entering your name, then selecting a level (easy, medium or hard). Placing the mouse

the end of each game it tells you your score and a comment on how you did. What I like most about the



Main  
Screen

1 of the  
12 games



pointer over one of the 12 game icons tells what the game is about. Clicking on one of them asks if you want instructions. They are clear and easy to understand. All the games are colourful, easy to play and they are all different. At

games are the colourful pictures and all the adding up games. Dad says - A suite of games that all kids will find enjoyable. A joystick is required for a couple of the games.

It can be obtained from all good PD libraries.



# Design and be Damned



by Gordon Storey

This month we'll take a look at Layout. What do I mean by layout? Well the positioning of text and graphics within a design.

The possibilities are endless and once again it's down to personal preference but very few seem to experiment with layouts. They stick to the same old things. Here I hope are a few ideas on the subject that may give you some food for thought.

The trouble with the layout

of a design is that it is governed to a certain extent by several factors:

- The graphics you use or need to incorporate. A wide logo wouldn't look too good using fig 2 or 3 as a template.
- How much text you have to put in. This leads back to last months space article and the use of white space. If you have to cram loads in then the layout is restricted. If you have more room you have

more freedom to experiment. So try and keep it as simple as possible.

- The size of the finished product. Fig 3 would be hard to achieve on a business card.

So really there are quite a few things to take into account that will govern how you approach your design.

## Where to Start

This is how I approach a design and the layout of it.



Fig 1

## Letterheads

You'll see a lot of letterheads that have the logo centred at the top with the address and phone numbers underneath. Maybe something along the bottom. In other words your standard Letterhead. (fig 1)

This of course works but looks like every other letter head. Why not run the de-

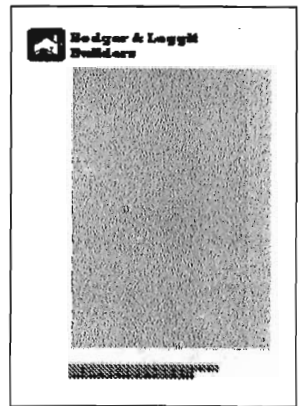


Fig 2

Of course everyone will have their own method, but I have found this the best way for me.

My main concern before I even start thinking about layout or arranging objects, is to get everything that needs to go on the page...er...on the page.

I know people who will mess about with one aspect of a design like a title and then load in the text or pictures and try and fit these around it. Chopping bits out so that it fits. This works for them but I find it so restricting and time consuming.

It's like doing a jigsaw puzzle with half the pieces still in the box. You need all the pieces out in front of you so you can see the

lot, this makes life easier.

Once all the items needed are there I will start moving them around. This is what makes DTP on a computer so good and different from the old way. Before this you'd have to visualise your design and then draw layouts to see if it looked good and worked before gathering all the bromides and typesetting together for paste up.

You usually have some idea of how you want your layout to look but always keep an open mind, be prepared to change things.

By having it all on the page you know exactly what you have to fit on, you can see it all in front of you. You'll find that suddenly the whole lot will fall into

place, just like a jigsaw. The layout will unfold in front of you. Well most of the time anyway....)

The main thing is to try and keep it simple, think of what you're trying to achieve with your design, who you're aiming it at. The possibilities are endless so experiment, take a break from the norm. See you next month.

**If you have any questions or tips of your own just drop me a line at one of the address below:**

**253 Ripon Road  
Stevenage, Herts  
SQ1 4LR England  
e-mail  
gordonstorey  
@zetnet.co.uk**

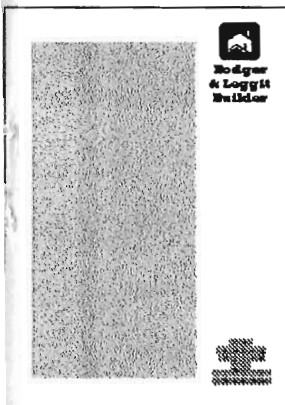


Fig 3

sign down the side of the page (fig 3) or have the Logo offset leaving a nice white gap down the page under it (fig 2). Don't just stick to the standard layout.

The worst one in my opinion and one that is really common is the cram it all on type (fig 4). You'll see a lot like this, avoid like the plague.

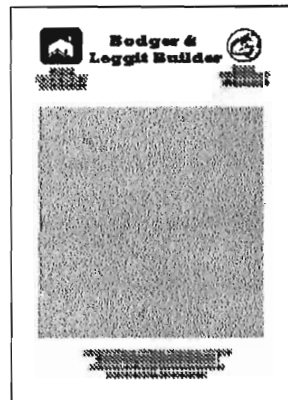


Fig 4

# Jaguar Owners Club

A new Jag owners club is being set up by John Adams of the Portfolio Club, here's what he has to say....

I belong to the Portfolio Club and edit their magazine called Portfolio Times. Several people have asked me if there was a user group for the Atari Jaguar. After checking, I discovered very little support for the console. I therefore have decided to start the Jaguar Owners Club. The idea of the club is for members to exchange game reviews, opinions, cheats and share gamely skills. A newsletter called "Jaguar Today" will be printed and I expect to compile a directory of companies still supporting the machine. I also would like to start a high score chart of various games. Members can then compete for

the highest score and there may be a prize offered quarterly for the winner.

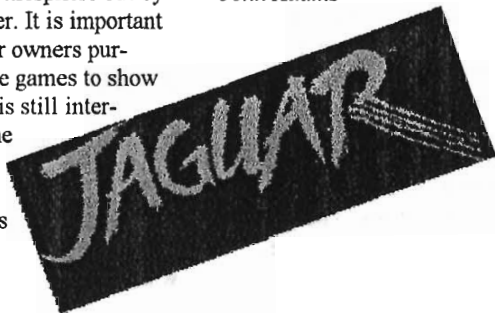
Sega has just stopped manufacturing the Saturn but there are very few new games being released for it. The Jaguar has 2 new games coming out over the next few months. Tel-egames is releasing Worms on 15/5/98 and 4Play hope to have Battlesphere out by the summer. It is important that Jaguar owners purchase these games to show that there is still interest with the console.


The club is still at the planning

stage but I would value your comments and ideas. Send them with a SAE to John Adams, 17 Abbey Gardens, Belfast BT5 7HL or email me at mailto:jadams1644@aol.com

There maybe a small charge for membership to cover postage and the printing of the newsletter.

*John Adams*



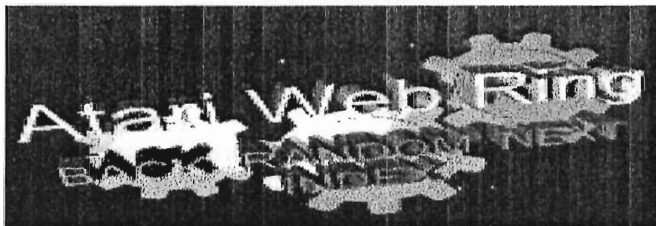


**Back Issues**

Because of our print as you order policy here in the UK we never run out of back issues, so if you missed any issue you can just send a cheque or PO for £1.50 (per issue) made out to **ST+ Fanzine** to:  
*ST+ Fanzine, Richard Clark, 1 Rokeby Close, Bracknell, Berks RG12 2NA. England.*

Don't forget to state which issue(s) you want and your return address.

If outside the UK, please contact your nearest supplier, list on page 7.



**Tony Greenwood**  
carries on  
working his way  
through the  
**ATARI Web ring**

**NAME :** ATARI Portfolio World **URL:** <http://www.uq.net.au/~zzmdemyg/atari/index.html>  
**RING Description :** ATARI Portfolio World has Applications, Utilities and Games for your Portfolio. As well as Accessories to Purchase.

#### **The Review**

First you have to pass a main screen, these are like Front doors, you get a Logo and minimal information, you click then enter the main site. The saving grace is that this front door loads quite fast.

The main pages are frames that welcome you to the Australian ATARI portfolio world. There's 5 sections to click on; **HOME** the page you are on that has some info and links to screen shots of a Portfolio. **FILES** containing around 3meg of stuff for you to download. **NEWS** that doesn't actually contain any news? There's a link to **e-mail** the pages authors and a very good **LINKS** section that contains Portfolio web pages and portfolio FTP sites. The whole site is aimed at 800x600x256 surfers. If you have an ATARI Portfolio then this is the place to go, Portfolio users should **Bookmark now**.

---

**NAME** Toxic Mag Homepage **URL** <http://www.chez.com/toxicmag>

**RING Description :** The Toxic Mag is a French Diskmag for all ATARI Computers. Now it is translated into HTML format so come and read it now!!

#### **The Review**

The first page you see is the French version of the site, but right in front of you is a link to the English mirror. Here you are greeted with a similar bland and uninspiring page. There's a table with a few options, one is to read or download Toxic. The download of issue 14 did not work for me so I decided to read on line. Only a couple of articles are English, the rest are in French and although a large selection are ATARI related, there's a heck of a lot that isn't. I have no doubt that Toxic is an excellent read, but unless you can read French then you may be disappointed at this time, as more conversions to English are expected then it is one to go back to and **Keep Checking**.

---

**NAME** Two Worlds Touching **URL** <http://WW1.finitive.demon.co.uk/>

**RING Description :** A place full of strange and wonderful things including Dorf and the Curious Creatures as well as some Atari downloads and links.

#### **The Review**

A strange place indeed. Linking from the web ring gets you one index, but choosing HOME page from within the pages gets you a different one? These pages are full of utter madness, not surprising from Ade considering his public obsession with Turtles :) Dorf (who or whatever that maybe) seems to feature highly, there's plenty of madness to read and hey! There's even an ATARI section where you can download a nice Spectrum emulator or use the ATARI links, hmm if you have time and like to read something different, then **Give It a Go**.



# 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, 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/>*

## The Title

Another great asset is your page title. I don't mean a title like you see directly above, I mean the "title" tag in HTML. It usually shows up at the very top of your web browser next to the browser logo.

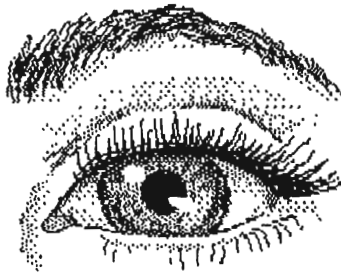
This tag is in the page head (between `<head>` and `</head>`), and looks like this:

```
<title>Your Page Title Here</title>
```

Once again, you want to use as many keywords here as possible. Just be sure not to make it look tacky. If it looks unprofessional, people won't think that much of your page.

When most search engines display your page data as the result of a search, the `<title>` tag is the first thing they display. This makes it double important to ensure the tag looks professional.

If the tag says something like "tools tools tools plumbing plumbing plumbing", the type of person you are looking for probably won't even click on the link even if it does show up first in the search engine.



It's up to you to creatively include your keywords in a professional looking title. The title can be long (not too long, though), but it had better not be just a keyword list. Have a friend look it over to see what they think.

**Remember: don't target more than four keyword phrases per page and don't repeat excessively.**

## Title Repetition

For example, rather than simply having the following title tag:

```
<head>
<title>Online IQ Tests.
Test your intelligence with these I.Q. Tests online. See if your brain measures up.</title>
</head>
```

You can make the tag look like this:

```
<head>
<title>Online IQ Tests.
Test your intelligence with these I.Q. Tests online. See if your brain measures up.</title>
<title>Online IQ Tests.
Test your intelligence with these I.Q. Tests online. See if your brain measures up.</title>
<title>Online IQ Tests.
Test your intelligence with these I.Q. Tests online. See if your brain measures up.</title>
<title>Online IQ Tests.
Test your intelligence with these I.Q. Tests online. See if your brain measures up.</title>
</head>
```

Test your intelligence with these I.Q. Tests online. See if your brain measures up.

Online IQ Tests.

For some search engines, the second example will be weighted five times more than the first. Someone searching for "IQ test" will be more likely to find the document using the second tag example in a search.

Warning: Title repetition is (like hidden input and keyword stuffing) considered bad netiquette. Some search engines may penalise for it. However, some people have found this technique to be quite effective... Use prudence and caution.

## KNOW THE ENGINE

We could spend some time here and spout off some of the standard wisdom about what search engines use what rules to index documents.

But in my experience, this information is generally unreliable. Most search engines are very secretive about the indexing rules they use. Some will publish one rule and use another. Some change their rules all the time.

The only reliable way to figure out how each search

engine works at any particular time is to compare search results.

What do they have in common? Do the first documents all have extensive keyword meta tags? Do they have long descriptive titles with lots of keywords?

Using this method, you can figure out what a search engine is looking for at this particular time. Modify your pages to accommodate this and then submit. Once your pages are spidered, it will probably be a while before they are automatically reindexed. So, it's OK to change your page once you are sure it has been spidered by that particular engine. Why change it? To submit to the other search engines of course.

## BEST KEYWORDS

Hmmm. Good question. What keywords will bring in the most people? Well, as I mentioned before, this depends on what your goals are. Chances are you are not just looking for visits, but relevant visits. By this we mean, you want to attract visitors who will be interested in what you are offering.

Lists have been circulated showing the "most searched for keywords". They gener-

ally consist of words like: sex, naked, women, gay, adult, erotica etc....

The theory goes like this: If I fill up my page with words like that, I'll get more visitors. Since these are the most searched for keywords, my page will be the most viewed.

Well, this is erroneous thinking for two reasons:

The number of people trying to use this strategy is so high that it is highly unlikely that your page will come up first or even 100th.

If someone is looking for pornography, do you think they will spend more than a second on your plumbing page? It's probably a boy that doesn't have enough money to buy your products anyway.

This is not to say that no one has used this strategy effectively in the past. They are the exception, though. Rather than water down your list with words that are unrelated to your content, use words that are relevant. It's up to you to find these words. Ask your friends and co-workers for ideas.

You are only limited by your imagination.

# The Big Bad Scary Internet

By Tony Greenwood

## E-mail VIRUS

At some point or another, either in your private e-mail, newsgroup or mailing list, you will see a warning posted about various e-mails carrying Virus that will wipe your Hard Drive. The warning usually tells you the subject of an e-mail that you must not read. A prime example being the current scare doing the rounds this month. It tells you to beware of any e-mail proclaiming **You have won a Holiday**, will damage your HD.

## POPPYCOCK!

Well this is of course poppycock, for a couple of reasons. First and most important, a Virus is a program. It is program code in one form or another and must be run to work, e-mail is plain and simple ASCII and no matter what you write, will not harm your HD or anything else. However it is possible to attach a program to an e-mail, but this will show in your

software as an attachment. You would still have to manually run it yourself and only a fool would run a program sent by e-mail that they had no idea who the sender was, or what the program is.

## ATARI ?

Most of these scares are aimed at the PC user, but it is conceivable that the ATARI community could be hoodwinked with a similar scam. Either way, remember two things,

**“Actual e-mail is ASCII  
and cannot damage your  
Hard Drive”**

**“Never run any program  
sent unsolicited to you  
and always check any  
program downloaded  
from a newsgroup”**

Ho yeagh, and don't believe everything you read on the Internet.....

**Next Month we go SPAM  
Busting!**

## Spotting a Hoax

- It's a warning message about a virus spreading on the Internet. It's usually from an individual, occasionally from a company, but rarely from the cited source.
- It warns you not to read or download the mentioned e-mail, and preaches salvation by deletion.
- It describes the virus as having horrific destructive powers and often the ability to send itself by e-mail. It usually has lots of words in all caps and loads of exclamation marks. It urges you to alert everyone you know, and usually tells you this more than once.
- It seeks credibility by citing some authoritative source as issuing the warning. Usually the source says the virus is "bad" or has them "worried."
- It seeks credibility by describing the virus in specious technical jargon.

# STOS CORNER

Welcome to the STOS corner. This month we continue with part three of the Fading Tutorial by Chris Swinson. If you would like to write a STOS related tutorial for the STOS corner then send it in ascii form to this address:

27 Turbary Walk, Milnrow, Rochdale OL16 4JN - England

Have Fun.....Deano

## Example 5

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

This program is another way of doing what example four does. This time the picture is drawn from the top and from the bottom of the screen at the same time. Here we only use one FOR NEXT loop to do the job. Line 40 copies from 0 to 199 from the picture in bank 10 to the screen one line at a time. This also skips every other line. Line 90 copies from 200 to 0 by using 200-Y in the SCREEN COPY command. This will

take off Y from 200 making the picture copy from the bottom of the screen to the top. Lines 70-100 are identical to the above but again, use the DRAW command to blanken off the screen the same way as it was drawn.

## Example 6

```
10 mode 0 : key off : curs off : hide on : auto-  
back off  
20 get palette (10)  
30 for Y=0 to 100 step 8  
40 screen copy 10,0,Y,320,Y+8 to  
physic,0,Y  
50 screen copy 10,0,199-Y,320,199-Y+8 to  
physic,0,199-Y : wait 8  
60 next Y : wait key  
70 for Y=199 to 0 step-2  
80 ink 0 : draw 0,Y to 319,Y  
90 draw 0,199-Y to 319,199-Y  
100 wait vbl  
110 next Y  
120 wait 50 : default : end
```

This program is almost 100% the same as example 5 except that it copies blocks of eight pixels all in one go.

**The Fading Tutorial will continue next month. If you would like to email Chris then his email is.....[mega01@globalnet.co.uk](mailto:mega01@globalnet.co.uk)**

# Rich 10's User Groups

Hi and welcome to this month's user group section. What there is of it....

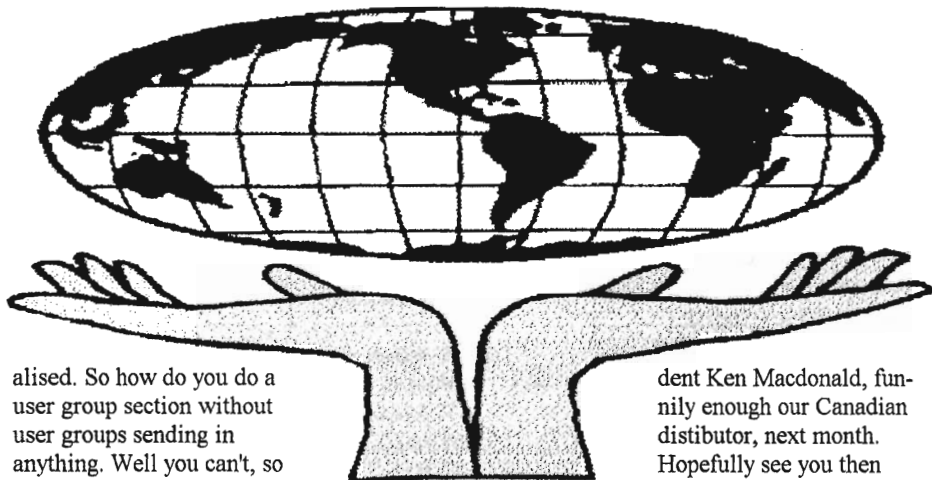
Unfortunately nobody seems to want to send in anything in the way of info about their groups, and it isn't for the want of trying on my part. We've had promises of articles but nothing at all has materi-

be removed from the Fanzine and become an occasional section.

This disappoints me personally especially as my own User Group (SHAG) seems to be in a strong and healthy position with a good membership base and healthy turnout each month, which is partly due

can't believe that other Atarians don't want to advertise their groups, so please send in something.

The piece on the following page from TAF was taken from a posting by Dan Dreibelbis on the internet. Hopefully there will be a more in depth article on TAF written by their Presi-



alised. So how do you do a user group section without user groups sending in anything. Well you can't, so if nothing comes in next month then the section will

to continued advertising. I

dent Ken Macdonald, funnily enough our Canadian distributor, next month. Hopefully see you then

*Rich10*

## SNIPPET

The Cheshunt Computer Club has now got a web site. See List on next page for the URL

SHAG celebrates it's 1st birthday at the next meet, so Happy Birthady

**If you want to advertise your User group on these pages or tell us about what happens at your meetings then send your articles to me at either [rich10.hel@zetnet.co.uk](mailto:rich10.hel@zetnet.co.uk)**

**or via snail mail to:**

**Richard Clark, 1 Rokeby Close, Bracknell  
Berks, RG12 2NA England**



# T.A.F

Toronto Atari Federation



On Wednesday, April 15th, the Toronto Atari Federation will be putting on a very special presentation with Ray Williams of Steinberg Canada and Club Cubase! Featured at this meeting will be a demonstration of Cubase Audio 16, the 16-track hard disk recording/sequencer package for the Atari and C-LAB Falcons that puts together a comprehensive recording studio solution in your own home.

Ray will also be giving tips and tricks that will help users of Cubase get the most out of their sequencing and arranging, and should also have product for sale as well.

We're honoured that Ray has volunteered his time for this presentation, and we know that this will be a VERY informative meeting for all MIDI and recording enthusiasts. This meeting is definitely not to be missed!

Toronto Atari Federation User Group meetings are held on the Third Wednesday of the Month in the North York Memorial Community Hall on the Lower (or Concourse) Level of the North York City Centre Library at 5110 Yonge St. at Parkhome Ave. Parking garage inside the complex. Those using public transport can take the TTC's

Yonge-University-Spadina line to North York Centre Station. Meetings start 7:30 PM, \$2.00 to non-members. Membership is \$35 CDN a year, and includes a subscription to the club newsletter PHOENIX and full use of the TAF Online BBS. A membership in TAF IS Atari support!

TAF Online!  
BBS - 416-421-8999  
TAF home page:  
<http://www.interlog.com/~schrist/taf/>  
TAF PHOENIX page:  
<http://www.outer-net.com/~redfrog/phenix.htm>  
Dan Dreibelbis, TAF VP -  
416-766-4743 or email  
[dreibel@idirect.com](mailto:dreibel@idirect.com)

## HOMEPAGES of ATARI USER GROUPS

Here a start to the list of User Group Web pages that was promised last month.

**SHAG** - <http://users.zetnet.co.uk/monkeyhouse/shag.htm>

**MACE** - <http://connexus.apana.org.au/~julian/mace/mace.htm>

**Edmonton** - <http://207.15.3.318/each/>

**BIUG** - <http://www.biug.org/index.htm>

**Atari Bay Area Computer Users Society** - [www.crl.com/~sinasohn/abacus/abacus01.htm](http://www.crl.com/~sinasohn/abacus/abacus01.htm)

**Swedish Atari Club** - [http://www.pedserv.gu.se/janne/sak\\_eng.html#klubbe](http://www.pedserv.gu.se/janne/sak_eng.html#klubbe)

**Western Australia Atari & PC** - <http://users.dx.com.au/waapuc/welcome>

**TAF** - <http://www.outer-net.com/~redfrog/atari/phenix.htm>

**Cheshunt Computer Club** - <http://www.cix.co.uk/~derryck/index.htm>

# An Idiots 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,**

## MORE

Last month we successfully converted a text article into html format. But it was plain simple text, we could do with adding colour, size and text properties, so we will.

## ATTRIBUTES

Most commands can have optional attributes added that will significantly change the look of your html file. The most important would be the html file defaults, these are set in the BODY command, attributes that can be added are:

```
TEXT=colour  
LINK=colour  
VLINK=colour  
ALINK=colour  
BGCOLOR=colour  
BACKGROUND=picture
```

e.g.:

```
<BODY TEXT="red">
```

The example shows us setting the whole text to red, you can use any or all

the possible attributes in the one BODY command. Note each html file must only contain one BODY and corresponding /BODY command. There are other commands to change the text colour throughout the file, here we are just setting the defaults, so setting TEXT = red would make all text red unless otherwise stated.

LINK sets the colour of the Hyperlinks we will be making at another time.

VLINK sets the colour of the Hyperlink if its been used once. ALINK sets the colour of the Hyperlink at the moment it is clicked on.

BGCOLOR sets the background colour of the page, this can be replaced by the BACKGROUND command that sets a picture as the backdrop, this is usually some sort of tile. CAB would take whatever file is chosen and tile it in as much of the window on

display, this is usually done quite fast and can add stunning effects when used correctly. Using a bright background picture or colour coupled with bright text will have a disastrous effect.

So lets assume we want a Black background with white text, we want our links in red, but used links in blue, and clicked links in yellow. Our BODY command would look like this:

```
<BODY TEXT="white"  
BGCOLOR="black"  
LINK="red"  
VLINK="blue"
```

```
ALINK="yellow">
```

## COLOURS

The above uses words to set the colours, this leaves you the author with less control. It may be simple to use, but lets investigate the real way.

TEXT="#FFFFFF" This will give you white text

and `TEXT="#000000"` will result in black text, this is Hex or Hexadecimal, you don't need to know the ins and outs. This is an idiot guide so here is the simple explanation. The # tells CAB we are using Hex, there then follows six figures, split these into 3 sets of 2 figures, each have a hex value minimum of 00 then 11 then 22 up to 99. Hex then reverts to letters and instead of 1010 we have AA then BB up to a maximum of FF. The first two numbers set the value for **Red**, the second two set the value for **Green** and the last two for **Blue**. Thus setting all values to 00 00 and 00 would in effect mean no colours ie black. Setting the values to FF0000 would mean as much red as possible, no green and no blue. A good example would be FF00FF that results in full red, no green and full Blue, this results in purple. 990099 would mean the same, but less of each colour, dark purple would result. You should now be able to play

around with the figures to get various colours. To go a step further, each two figure number does not have to be the same, for even more fine tuning you can have F73A20 and so on. All the above can be used in all the properties that include colour, or color as spelt in html, note the lack of a U.

### CHANGING

The BODY Properties set the defaults to be used throughout the document, but you can change the text colours whenever you want. Let's suppose you have the sentence "The Cat sat on the mat" but you want the word Cat in Green. You can use the FONT command with the color properties, "`<FONT COLOR="#00FF00"> Cat </FONT>`" sat on the mat. All text after the FONT command setting the colour will be in that colour until it finds the next /FONT then it stops doing what you told it, then reverts back to the defaults set in BODY, good eh?

### SIZE

At some point you will want to change the font size, having all your text the same size can look boring, the default size is also known as the Base.

You can change the font to higher or lower than the base size at anytime. It's the same FONT command as we used to change colour, but now to change size, taking our example sentence, let's make the word mat a different size.

"The Cat sat on the  
`<FONT SIZE="7">mat`  
`</FONT>`

Try different sizes between 1 and 7. Unless otherwise set then the basefont default is normally 3, so anything above 3 and the font gets larger, below that and it's smaller.

You can of course use the FONT command and combine the color and size properties, so to have a large red word saying Hello you would use,

`<FONT COLOR="RED" SIZE="7">Hello`  
`</FONT>`

The above can be used on full paragraphs or sentences or just one letter to make fancy paragraph starts. So have a play and I'll see you next month.

**CAB (Crystal ATARI Browser)**  
 Is available from most good PD Libraries  
 and is FREEware up to v1.5 and then Commercial.  
 For your all formats Multimedia presentations, Catalogue, Diskmags etc the Freeware version will suffice. For Internet Browsing the latest version is always recommended, but not essential

# THE ELECTRIC CHAIR!



A well known Atari supporter has accepted the offer of sitting in the 'electric' chair. [Mark Butler of B Ware fame, takes a seat whilst Rich10 sorts out the fusebox.....]

**Q. Name ?**

*Durr !*

*OK - Mark Butler.*

**Q. Age ?**

*34 I think !*

**Q. Occupation ?**

*British Telecom pay me to play with their Computers and building servers - Heaven !*

**Q. What have you got to do with the Atari scene now ?**

*I'm still developing Lottery Companion and supporting registered users of that program - Version 5 for the Atari and the PC via emulation is being worked on now.*

**Q. What was your first computer ?**

*ZX81, Then Spectrum 48k, Atari 600, 800, 130, 520ST, 520STE, 486DX33,*

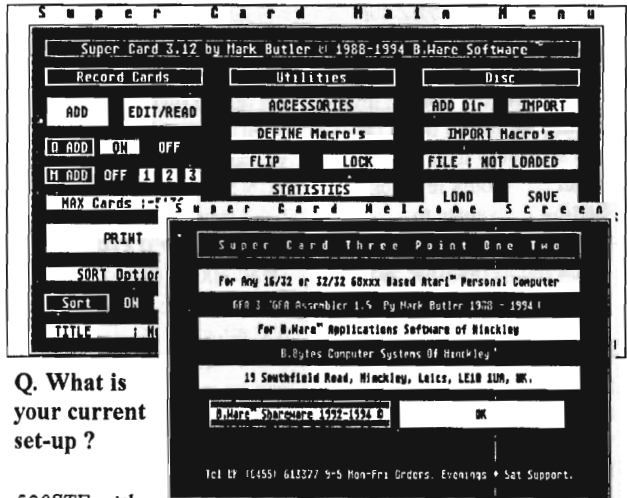
*486DX120, Pentium 166MMX.*

**Q. When did you get it ?**

*1981 !*

**Q. What made you enter into the world of home computing ?**

*I Just like playing with them - Electronic Meccano ! - And you don't have to*



**Q. What is your current set-up ?**

*520STE with 4 Megs, SM 124, 100 Meg Power Drive, Happy Cartridge, PentiumP166MMX, 48 Meg, 3 HD's total 2.8 Gig, HP 5P scanner, HP 690C Printer, CD ROM, ZIP Drive. Sounds via a SB 3120 amp to speakers found in the loft !*

*spend hours dismantling the models before you can build a new one which really used to piss me off !*

**Q. What is your favourite computer ?**

*I'm still very fond of the Atari - A Mega PC with*

*CD Writer, 3D Graphics and other goodies would be nice also.*

**Q. What are your main uses for the computer ?**

*Atari - Programming and Super Card database. PC - Internet, Word-processing, Scanning Repairing and printing photographs, Kids educational programs and Super Card via TOSBOX Atari emulator, Very occasional game, Encarta and similar encyclopaedic products.*

**Q. What is your opinion of Atari emulators on PC's ?**

*I like TOSBOX as it works very well and is also cheap. I've had very little success getting any other emulator to work.*

**Q. Will they prolong the life of the Atari ?**

*Atari Software definitely - But the Hardware will likely gather dust, especially if your PC outperforms it.*

**Q. Why did you start writing programs ?**

*Fun - The challenge and satisfaction of sorting a tricky programming problem and seeing your work being used and re-*

*viewed favourably in magazines.*

**Q. What made you start your own Software company ?**

*Seemed a good idea at the time - And was a good way to meet other Atari users, many of which I still keep in touch with.*

**Q. Did changing from Commercial to Shareware prolong the life of your products.**

*Most definitely - Super Card went ballistic with approx. 1000 users, but then died a death. Nothing has touched it since. It's a shame that we didn't do it earlier with the educational software.*

**Q. What is your favourite program that you wrote ?**

*I guess Super Card, but Lottery Companion is fast catching up.*

**Q. Why do you think the Atari's popularity is still so strong amongst it's users ?**

*It does most things and reliably - I've got through three PC's but still the STE sits there unchanged.*

**Q. What keeps you in the Atari market ?**

*Hard to say - Some kind of loyalty to Atari users I guess - Not to Atari itself as they were crap even when the machine was in it's heyday.*

**Q. How long do you think you will write for the Atari market ?**

*As long as the occasional Five or Ten pounds lands on my doormat and users keep coming up with ideas. Family and Job pressures have increased enormously in the last few years, And time with my family obviously takes priority. And then there's the matter of time and a half on Saturdays and double-time on Sundays !*

*Writing programs long ago stopped being a commercial proposition. The only thing that keeps me spending hours programming for a few sporadic tenners is the support and enthusiasm of the users that register my programs.*

*One day that will stop and so will my programming for the Atari platform at least.*

**Thanks for your time Mark...**

*Who will be brave enough for the Electric Chair next month....*

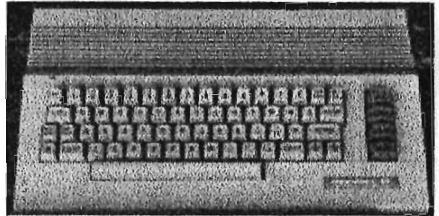


# EMULATION WORLD



Looking back on the good old days with one of the most popular home computers of all time.....the Commodore 64.

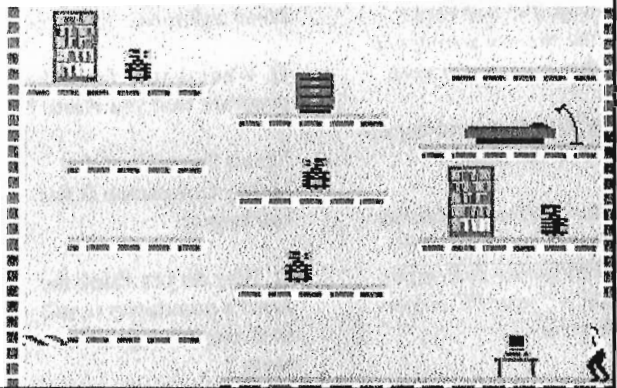
The Commodore 64 (or C64) was made in 1982. It boasted 64k of memory and an impressive sound chip. In the eighties, the C64 was about as popular as the Spectrum, with lots of titles, a better improvement over the Vic 20 which Commodore made first. Later came the C128, a 128k version of the C64 released to try and beat the competition over the Spectrum 128k. The C64 used tape loading which showed a counter as the loading time. The Commodore 64 scene is still alive today, with thousands of users all over the world as well as Newsgroups, Internet Sites and even C64 shows. A very popular computer indeed.



## Top C64 Games

1. Impossible Mission
2. Little Computer People
3. Chuckie Egg
4. Rescue On Fractaluse
5. Cyruss
6. Spy vs Spy
7. Mayhem In Monsterland
8. Summer Games 2
9. Battleships
10. Trivia Pursuit

## Screenshot of Impossible Mission on Commodore 64



## C64 Emulators

There are two C64 emulators. One written in STOS called Commie64 which is very poor and couldn't even understand the PRINT command in its basic. The other one is the C64 emulator, a German program which actually works quite well. The speed of the emulator seems quite fast and smooth and I could easily type out and run a small basic program. However, the downfall is that all the instructions are in German so it's a case of either getting a translator or just playing about.



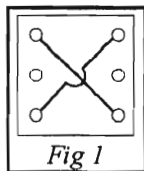
# CRASH, BANG, WALLOP



## A BIT OF D.I.Y

There may come a time when you'll need to boot from drive B, this can't normally be done but Chris Brunsdan has come forward with a simple DIY project that will allow you to do just that. First off you need to read the Disclaimer box. Then get all the items listed in the Tools box together.

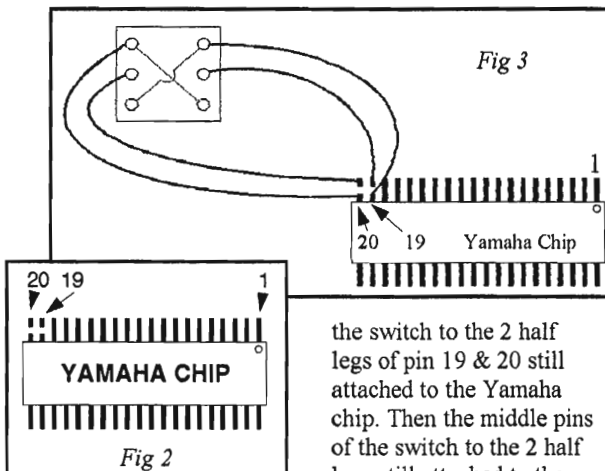
The first part of the project



can be done without opening your ST up. You need to connect up

the opposite corners of the switch with 2 piece of wire. They must not make contact in the middle see fig 1.

Now open up your ST, remove the disk drive and locate the YAMAHA chip. It is on the circuit board under where the Disk drive



was positioned. Locate pin 1, usually indicated by a small circle next to it on top of the chip. Follow that side along to the other end and you'll come to pins 19 and 20 (fig 2). You need to cut these 2 pins in half and carefully bend them out so you can solder to them. **Be very careful when doing this.**

Now solder the top pins of

the switch to the 2 half legs of pin 19 & 20 still attached to the Yamaha chip. Then the middle pins of the switch to the 2 half legs still attached to the PCB. Fig 3 shows you this. Don't get the sides mixed up. As you can see 1 side of the switch goes to pin 19 and the other goes to pin 20. Find a place on your case where the switch can be located and drill a small hole through the case. Fix the switch in place and reassemble your ST. You can now boot from your B drive.

### TOOLS

Cross head screw driver, Pliers, Hand Drill, Soldering iron, solder, Wire (multi coloured if possible), Mini On-Off-On switch (Maplin code FH05)

### Disclaimer

Only attempt this if you are used to soldering and messing around inside your ST. St+ Fanzine and the author take no responsibilities for any damage caused by your attempting this project.

# CONTACT CORNER Pt 2 by Steve Wilson

## USER GROUPS AND CLUBS

Fast Club  
P.O Box 101  
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Tel-0115 945 5250

Portfolio Club  
16 Cedar Road  
Morden, Surrey SM4 5AB

Atari Wrinklies Club  
Jim Hornby  
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C A U G  
Antony Lacey  
9 Owenford Road  
Radford, Coventry CV6 3FQ

C A U C  
Martin Rayner  
"LINDISFARNE",  
61 Rayner Road,  
Shrub End, Colchester  
Essex CO2 9AE

Calamus User  
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Cheshunt Computer Club  
Derryck Croker  
196 Coates Way, Garston, Hert-  
fordshire WD2 6PE

Ictari  
Peter Hibbs, 63 Woolbridge  
Road, Ringwood  
Dorset BH24 2LX

Manchester Atari User Group  
Mark Dyas  
10 Apollo Way, Netherton  
Merseyside L30 7PH

M C C  
Ray Styles, 4 Brookmead Road  
Cliffewoods, Maidstone  
Kent ME3 8HP

Northants Computer Club  
Dave Hollis, 43 Spensfield Court  
Northampton NN3 8LZ

N U G  
Ken Ward, 45 Colebum Road  
Lakenham, Norwich  
Norfolk NR1 2NZ

S A U G  
Mike Bird  
15 Eastcott Road, Swindon,  
Wiltshire SN1 3LT

S H A G  
Gordon Storey  
253 Ripon Road, Stevenage,  
Herts SG1 4LR

S T A G  
Alasdair Goold  
Rhois Bheinn, Overton Crescent  
Johnstone, Renfrewshire  
Scotland PA5 8JB

S W A U G  
Brian Coplin  
20 Bryn-Y-Mor Crescent  
Uplands Swansea SA1 4QH

S W U G  
Barry Main, 39 Pallinson Drive  
Mainstone, Plymouth  
Devon PL6 8RU

T B A G  
Darren Emmitt  
17 Draycombe Drive, Heysham

U O T T A  
John Ash, 62 Fleet Road, Dart-  
ford, Kent DA2 6JF

W A G  
Roy Goring  
Goring Grange, Brockhampton  
Havant PO9 1NT

W C C  
Alan Owen  
1 Lidgate Close, Wigan, Lan-  
cashire WN3 6HA

W R A G  
Stephen Barszczak  
14 Camberly Mount  
Holnewood

## SOFTWARE AND PDLs

Fast Club  
P.O Box 101  
Nottingham NG2 7NN  
Tel-0115 945 5250

The Console Centre  
Shire Link  
Halifax Road, Birchcliffe  
West Yorkshire HD3 3BS  
Tel-01484 544 926

Top Byte Software  
3 Salisbury Road  
Maidstone, Kent ME14 2TY  
Tel-01622 763 056

999 Software  
1 Portland Avenue  
Burton-On-Trent, Staffs  
DE14 3GD Tel-01283 500 944

Chaos PD  
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Floppyshop  
P.O Box 273, Aberdeen  
AB9 8SJ Tel-01224 312 756

Goodman PDL  
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Meir Hey Estate  
Longton, Stoke-On-Trent  
ST3 1SW  
Tel-01782 335 650

L A P D  
P.O Box no.2, Heanor  
Derbyshire DE75 7YP  
Tel: 01773 761 944 (orders  
only)

Phoenix Enterprises  
(formerly warpzone pdl)  
Tel-0117 941 2021

# Rich I O Winds Up



We hope you have enjoyed reading the Fanzine. From the response we are getting you seem to like what we are doing but if there is any subject you would like covered then please contact us and we will endeavour to put it in or alternatively, why not write an article yourself. It could be about that favourite piece of software you just can't do

without. A game review, hardware review, your all time top ten programmes in fact anything Atari related that you feel might interest or benefit other Atarians everywhere.

You don't have to be Shakespeare, this is a fanzine put together by enthusiasts, not professional journalists, so why not get

that word processor going and send something in, everything is welcome.

Of course any comments you have good or bad are gratefully received so that we can continue to improve the Fanzine. It's your Fanzine so please feel free to comment and contribute.

## SUBSCRIPTIONS (UK)

We never intended to take subscriptions for more than 1 issue at a time but it seems people require this option anyway. So if you want to send orders for more than one issue we will happily except a 3 issue subscription. Please make it clear what issue you want to start from. The details for ordering are on page 7.....Happy reading.

### 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: **Richard Clark, 1 Rokeby Close, Bracknell, Berks RG12 2NA England.**

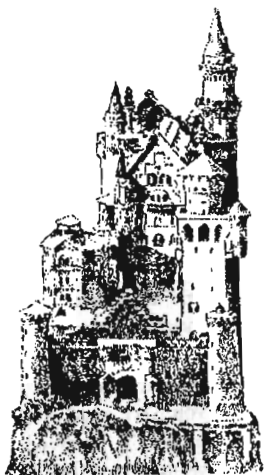
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