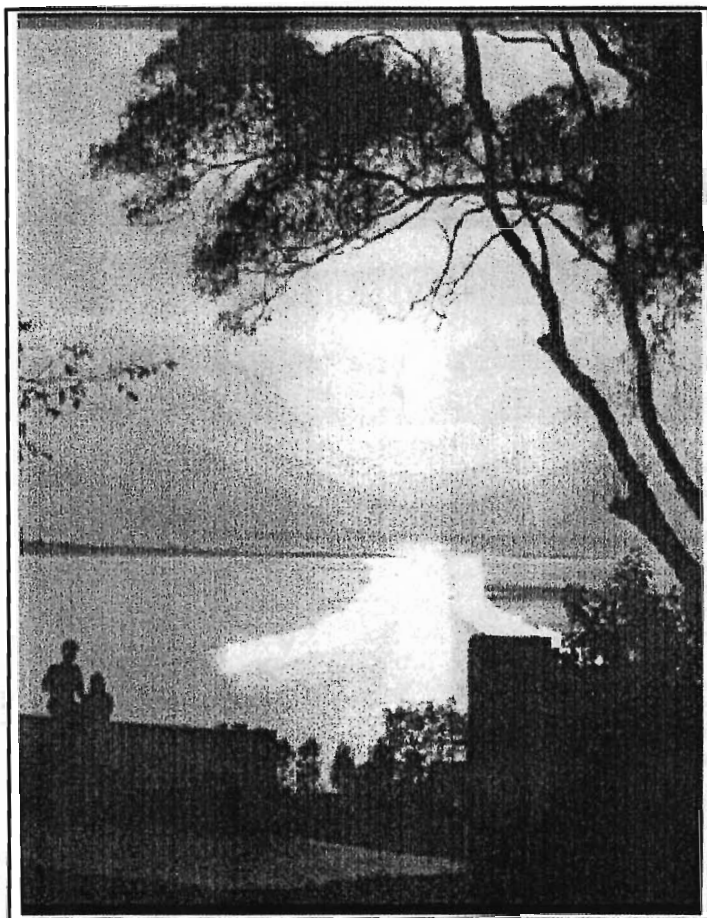


ST PLUS

Featuring in this Issue

Interview with Alexander Clauss, author of CAB,
DTP hints & Tips, HTML Tutorial, Diskmags &
Software reviews and much more....



FANZINE

ISSUE 28

May

1998

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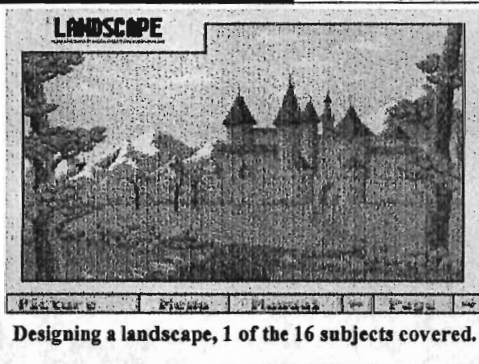
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Silly Software Presents Grafix The Easy Way The Only Art Tutor You'll Ever Need



Ever wanted to learn how to draw on your computer? Well now you can with this amazing package from Silly Software. Grafix has been designed by a professional artist with the complete beginner in mind. What makes Grafix different is that it takes its own approach to teaching with a friendly step by step guide to learning how to design professional looking art. It is the only art tutor that teaches sprite animation, and you can actually see the animations working in the program. The package comes on three disks with a detailed A5 manual. Note you must own an art package to use this program. Now fully Falcon compatible.



Price: £6.99 inc p+p

To order Grafix send a cheque or postal order made payable to D Sharples to:
Silly Software - 27 Turbary Walk - Millrow - Rochdale - OL16 4JN.

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Welcome to issue 28. When we decided to go over to a paper based format the team said they would try it for 3 issues and if it was a flop then give up. Well this is the fourth issue and we're still here and enjoying every minute of producing the Fanzine. Tony G had even forgotten that we had agreed the 3 issue idea, he's having that much fun.

So what's in it, well I'm not sure we can top last month's Hasbro news but back by popular demand is the Letters page, we've got some and I didn't even have to make them up... You may also notice that we've expanded even further with Jesper Kock becoming our Swedish distributor. Welcome onto the ST+ Fanzine train. Tickets please....

You may have noticed in the first three issues one or two mistakes, spelling, grammar and in one section no mention of where to get the disks from, I'd just like to say that these mistakes are free and our gift to you :) Seriously though, we're not professionals just enthusiasts doing our best and having fun keeping the Atari alive.....

.....It's ALIVE, ALIVE I tell you !!!!

Rich 10

Published by R.Y.M.E.

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

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News News News News

All Formats Show

Richard Spowart AKA Felice came onto #atari IRC on Saturday night 25th April and announced that the Atari shows are now in the form of an all formats show, ie Atari, PC, amiga

etc. The show is being held in November at Bingley Hall, Stafford, Staffordshire, just off junction 13/14 M6. As of yet no date is certain or entrance fee set. Evidently Atari Com-

puting will have full news in their next issue. Why the change to an all format is not known.

The last few Atari shows were very well attended with all concerned going home happy.

DEUCE 98

The Atari Users of North Texas (AUNT) Computer Exposition will be coming again to Dallas this November in conjunction with the monthly DFW XChange Super Saturday activities at the beautiful Dallas Infomart. Show date is planned for Saturday the 14th. As with the last three DEUCE shows, the actual show date will be finalized 120 days prior to the exposition. The exposition, along with the Super Saturday activities, charge no admission fees and are open to the general public. The one day exposition is planned to begin at 8:30 AM and run until 4:00 PM. A Friday evening pre-show get together and a post show get together are also being planned.

November is still a great time to visit the Dallas

Metroplex. The DFW Xchange Super Saturday activities are a monthly computer extravaganza where thousands of computer enthusiasts get together, share their computer interests and enjoy some of the best computer and high-tech electronic buys in Texas. This November will be special for us Atarians because many of our finest developers and dealers will be participating in the activities.

The Dallas Infomart facility, a replica of the famous 1895 world fair crystal palace, is located in the heart of the Dallas commerce district at 1950 Stemmons Freeway (I-35E). The facility is leased by the DFW Xchange each month to provide a community service to all com-

puter users in the Metroplex area. The Atari Users of North Texas is one of many participating user groups that help support this community service by sharing our Atari computer interests, general computer expertise and providing user assistance to our local Atarians and the interested general public.

Vendors are being lined up. Systems for Tomorrow, chroMagic, Crawly Crypt Corporation, and Emmulators have already expressed their interest in participating again in the show. Vendors interested in participating can contact David Acklam at (972) 242-9655 or on-line at d.acklam@genie.com. You can also visit the AUNT home page at <http://www.startext.net/homes/aunt>.

Rebirth of Atari 2600

Rumours abound about Hasbro re-releasing a portable 2600 for around \$20. The new model will have over 100 games already in the system, including such classics as Pac-Man, Demons to Diamonds and 3D Tic-Tac-Toe. With the promise of new games coming later on cartridge, this looks like the portable games machine to have....retro or what...)

NEWSwatch update

NEWSwatch retrieves and sends news articles in NOS and Oasis2 format, and provides a STiK/STinG compatible layer between the following news clients and the internet; Oasis2, Okami 1.29 and higher, Oasis1.3x, NOS and Snews. Version 2.00 of NEWSwatch is now available from <http://www.the-gap.demon.co.uk/>

The major changes in version 2.00 are that it now works with news servers that don't allow retrieval via the NEWNEWS command, and it also works with news servers that require authentication via the AUTHINFO command. Contact Gary Priest email: gary@the-gap.demon.co.uk

for further info.

Weird Noises

Electronic Cow have released 2 new music orientated programmes for the STE, TT and Falcon. The first is the EC-909, a virtual analogue drum machine. It features 16 original Roland TR-909 drum sounds, real time editing, triggering via an external midi device, saves in AVR or AIFF format and exports in standard midi format.

The second is Scribble Synth an additive synthesizer for all Atari machines. Basically you scribble

a sound on the drawing pad and let the programme transform the doodles into a smooth, additive synthesis-type waveform, ready to load into your Midi sampler or Tracker program.

Cost for the EC-909 is £25UK and Scribble synth is £16UK. P&P on both is £2UK, £3 Europe and £4 ROW. We'll hopefully have some reviews next month so stay tuned. More details are in their ad elsewhere in this issue.

DISTRIBUTION

ST+ 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. E-mail: rich10.hel@zetnet.co.uk
Price £1.50 Cheques/PO payable to ST+ Fanzine

Terry K. Ross, 101 First Street #3, Bangor, ME 04401 USA.
E-mail: tross3@hamtel.tds.net Price \$2.00 US.

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

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

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

J.Kock, Kockens BBS, Nevisborg 5C 2tr,S-245 45 Staffanstorp
SWEDEN email: kock@kockens.pp.se
Contact for price

All prices are correct at time of print.

ELECTRONIC COW



Electronic Cow
are pleased to announce
the release of two new
software packages for the
Atari!



Scribble Synth

A software-based sound synthesizer, draw in frequency envelopes with the mouse! Requires min 1 meg, 640 x 400 display, STE Price: £16 UK plus P&P (£2 UK, £3 Europe, £4 ROW)



EC-909

An analogue drum machine emulator for the Atari STE/TT or Falcon. 16 original Roland TR-909 sounds STE and TT, (min 1 meg) or Falcon (min 4 megs), 640 x 400 display. Price: £25 UK plus P&P (£2 UK, £3 Europe, £4 ROW)

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Tel: 0411 544133 or 01426 261347

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UK DISTRIBUTION:

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Tel/Fax: +44 (0)1224 312756.

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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

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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 5.

February 1998
Issue 25



March 1998
Issue 26

April 1998
Issue 27



Don't forget we never run out.....

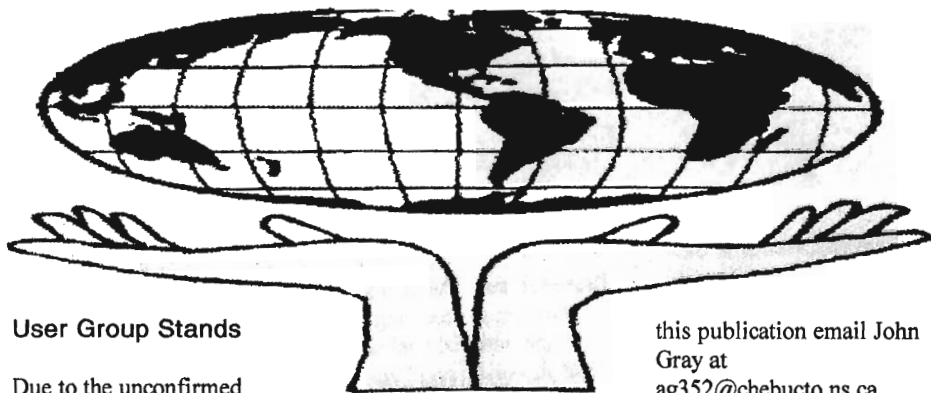
Rich 10's User Groups

It's User Group time again. After last month's threat of this section being sidelined it's back again. So what do we have, well a SHAG report because it was our first birthday as a user group and we had a party, cake, cake and more cake.

There's even a picture of all the SHAGgers who attended, if you can bear to look...

Also after seeing a posting by Trevor Cordes of the Winnipeg User Group in Canada about a sale of Atari items to raise

money for their group, it got me thinking about how User Groups are and can be funded. So I asked him how the sale works, his reply is on the following page. There are also details of a new User Group starting up in the Warwickshire area.



User Group Stands

Due to the unconfirmed news about the show in November we don't as yet know whether there will be a User Group stand as there have been at the last couple of years at the Atari shows.

Hopefully next month I shall be able to bring more news about this as I will be trying to find out more details.

Canadian Publication

Filtering down from CSAS, John S. Gray wrote: "XEST is on holiday until

next September as a cost-cutting measure. In the meantime keep your eyes peeled for the next big joint publication from 4 Atari user groups, expected to be out in May. For more details about XEST and

this publication email John Gray at ag352@chebucto.ns.ca

Winnipeg Sale

Details of the Winnipeg User Groups sale can be obtained from Trevor Cordes at: trevor@cyberspc.mb.ca

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.nai@zetnet.co.uk or via snail mail to:

Richard Clark, 1 Rokeby Close, Bracknell
Berkis, RG12 2NA England

Birthday Time for the SHAGgers



*Would you
trust these peo-
ple*

*Celebrating
SHAG's first
birthday*

SHAG
Stevenage & Hertfordshire Atari Group

It's Tuesday, it's April and the date is the 8th. It must be SHAG's first birthday, party time, well almost. It's also the AGM as well... Yawn, Yawn.

As usual the meet was well attended as you can see from the picture, yep that motley crew are SHAGgers.... unfortunately Big Bob couldn't make it otherwise I'd of had to use a panoramic camera. Sorry Bob. Down to business. The usual array of ST's, Falcons and a PC running pacifist. We allowed PC's in a couple of months ago, so long as they only ran an Atari emulator. Well what were people up to you ask. Peter Willis was deep in conversation with Chris

Brunsdon about Midi, JAG and Gordon were boring everyone with fishy tales, Peter R, Alison and Paul M were chatting about games.

Finally the time came for the AGM. The committee stood down en bloc and were re-elected en bloc surprise, surprise. The finances were discussed and we seem to have a very healthy bank balance. How to spend it was the main question. More extension leads, buying some commercial programs for lend-

ing out and hiring a coach to the Atari show were suggested. The extension leads are a definite buy, you can never have too many. The others were held over for a later date. After the AGM came the cake. Half a dozen large gateaux were quickly consumed, with Peter Rousselange quickly showing how he came by such a trim figure. (Sorry Pete). Eventually everyone went back to their puters with happy smiles albeit covered in cream.

You can check out more about SHAG
at their web page:
<http://www.users.zetnet.co.uk/monkeyhouse/>



Fund Raising



After seeing a posting from Trevor Cordes of the Winnipeg User Group it got me thinking about how groups are funded. Depending on how well attended your group is depends whether you can survive on subs alone. My own user group SHAG is well attended and has a healthy bank balance so at present we can survive on subs alone but others need to use other methods. I emailed Trevor and asked him to explain how their fund raising sale went and worked.

So Trevor tell us about it...

"Sure thing. Our club has raised about \$400 US\$ in the past 6 months with our fundraiser. What we did was we took all the software/hardware/mags donated to the club over the years, made a list and put it on the net. We also took whole lots of items on consignment from members and ex-members.

We sell the unwanted items for them and the club keeps 25%. Everyone

benefits this way and its worked out suprisingly well."

Thanks Trev.

The traditional method is subs but with dwindling numbers and more people changing platforms different options need to be tried. Trevor's way is one way, I'm sure inventive Atari-ans can come up with others.



NEW USER GROUP

Carl Turner explains the beginnings of a new user group.

The group was initially started by myself and Peter Fenwick, who decided to try and start an Atari User Group in the Stratford upon Avon area. We first got in touch with each other after receiving the "Atari Wrinklies" disczine. On the disc was a list of all the people who are in the club. As there was another member in the area, I decided to get in touch with Peter, as there was another Atari user nearby who he knew,

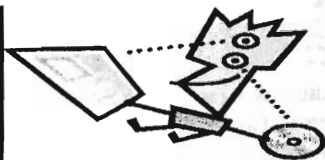
apart from one other who only lets their kids use it. So after a couple of emails back and forth, we decided to try and start up a user group so that other Atari users could help each other out and try new things out using our Atari's.

Our Group is looking for new members. As this is a very new group, there are only 3 of us (Me, Peter & someone from work). All types of Atari subjects will be discussed, such as the connecting to the 'Web', getting emails, attaching files to emails,

different types of hardware which can be used with Atari's, different applications/programs that can be used, how to use the Atari for DTP, spreadsheets, any problems that we are having with the Atari. In fact, anything Atari related will be discussed, things that others use their Atari's for eg MIDI that other's in the group hadn't really thought about before. The group will, initially, hold it's meetings at Peter's pub - 'The Bird in Hand' in Newbold on Stour. Dates to be confirmed. For more information E-mail: cturner@zetnet.co.uk

DISKMAGS

By Deano



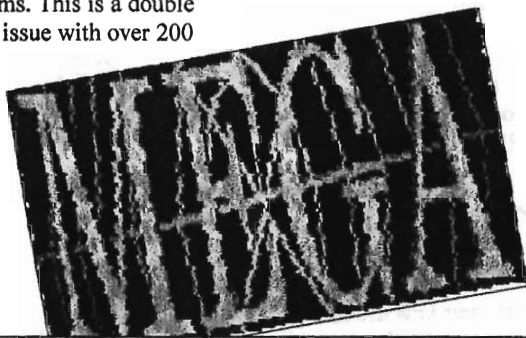
Mega Diskzine Issue Two by Chris Swinson

Mega diskzine is a diskmag that covers all kinds of subjects under the sun, including horror stories, humour, Sci Fi and even info on cars and dreams. This is a double disk issue with over 200

articles and you can see a lot of work has gone into it. It starts off with a few nice intro screens before it enters the main menu (see below). The menu is based on the gem desktop and works very much like gem. You click on a folder and it

opens up a list of articles in the form of file pictures... with each folder holding the name of its contents. As you move the mouse over the files you get a fuller explanation of the article which is useful and a nice touch. Select an article (or file) and you enter a nice looking doc displayer which includes pictures with text...a technique Stosser Software came up with originally. Overall, an excellent diskmag with lots to read and an impressive easy to use shell.

ST+ RATING: 85%



STOSSER URL CHANGE

In the last issue we stated you could get all issues of STOSSER diskzine from the internet. The url for the site has changed to:
<http://www.users.zetnet.co.uk/sillysoftware/atari.htm>.
Or you can send a disk to the address below for issue 1 - 29.

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

SOFTWARE CITY



And so the king dropped to his knees before the gods.

He prayed for a sign.

He wanted the best PD for his ST. The heavens opened, and lo and behold, the latest PD to hit the scene.



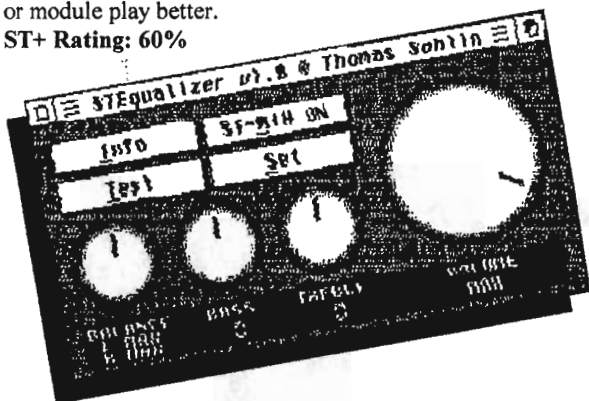
STEqualizer By Thomas Sahlin - STE/ Mono Only

Stequalizer is a program that allows you to alter the settings of your Ste soundchip. You can alter the bass, the treble, and the volume, and save the settings for later use.

A good program if you want to make that sample

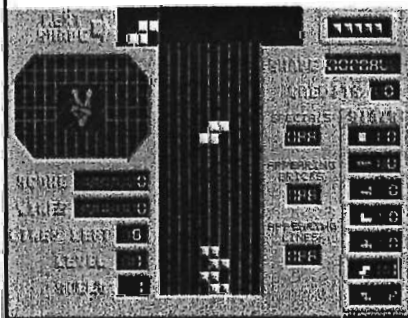
or module play better.

ST+ Rating: 60%



Super Tetris - By Digital Dan

If you haven't heard of Tetris then you haven't heard of one of the most popular computer games in history. Super



Tetris works in the same way as the original but with plenty of extras. I can only say this is a worthwhile investment for anyone.

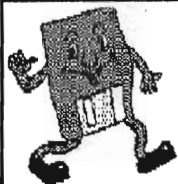
ST+ Rating: 80%



Where To Get Them

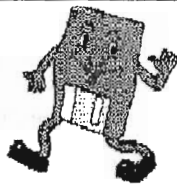
STEqualizer and Super Tetris can be obtained by sending a blank disk and SAE for each title to the address below or you could just send £1.00 UK per title.

If you would like your own software reviewed in this page then send it to
Software City - 27 Turbary Walk - Mowrow -
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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.



EMULATION WORLD



This issue we look at another popular home computer of the eighties. The computer which was intended to beat the Spectrum.....The Oric

The Oric 1 was released in 1983 and only lasted a year before the Oric Atmos came along, which boasted better games and more roms. It had 64k ram and 16k rom, a cpu speed of 1.0 Mhz, and a three voice sound chip. It was released by Oric Products International limited who wanted to give the Spectrum a run for its money. There were in fact, three versions of the Oric computer, and even today, like the Spectrum, the Oric is still supported.

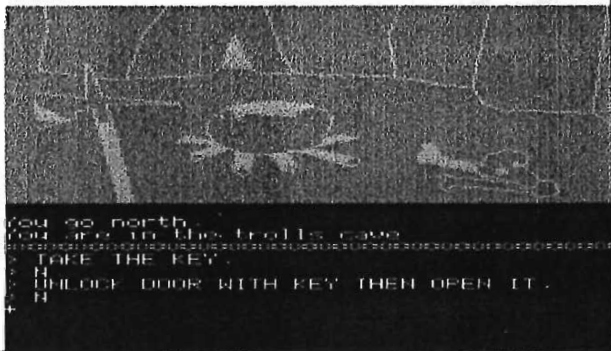


Read the history of the Oric 1 at <http://www.ensica.fr/~frances/oric/BOOK/chapter1>

Top Oric Games

1. The Hobbit
2. Defence Force
3. Zorgons Revenge
4. Styx
5. Ghost Gobbler
6. Chess
7. Starfighter
8. Road Frog
9. Hunchback
10. Circuit Oric

Screenshot of The Hobbit on the Oric



Atoric 0.4

Atoric 0.4 is in fact the only known Oric emulator for the ST and Falcon. In order to use it you must first gain a rom image from an original Oric, and it is possible to connect your ST or Falcon up to a data recorder for file transfer.

The problem with the emulator is speed. It runs about 12% of the original Oric speed on an ST and 40% on a Falcon. If you have more than a normal 68000 ST there is a version of the emulator for it included in the pack. It is a good attempt at emulation with no current competition. Worth a look if you want to bring back those old Oric days.

All the emulators mentioned in Emulation World can now be obtained from.
[Http://www.users.zetnet.co.uk/sillysoftware/emu.htm](http://www.users.zetnet.co.uk/sillysoftware/emu.htm)
or by sending a SAE and disk to:

*Emulation World
27 Turbary Walk
Milnrow Rochdale
OL16 4JN - England*

John Gill tells us about one of his most useful programs

STARFAX

part of the Starcall suite of programs

Way back in the mists of time (actually it was last May) when I took the plunge and bought a modem, I needed some software, so I bought Floppyshop's Communications Starter Pack. This contained various PD and Shareware programs to get you connected, be it to the Internet or your local BBS. Amongst the programs spread over the four disks was Starcall, which promised a terminal program for connecting to a

tion program seemed to have problems with installing selected files. A little tip, make sure you keep the Docs folder, as this contains the complete documentation to the software. Although each module has it's own docs, the main file is the most

you so desire, you are then greeted with the main screen featuring some nice icons to get you to the various parts such as Terminal, Phone Numbers and the part we are interested in, Faxes.

A brief word about the ter-



BBS, another to actually run your own BBS, and the one which caught my eye, Starfax.

An installation program is provided, which installs either the whole suite or just the programs that you require to your selected drive. I found it better to install the whole lot and just delete the ones that I didn't need as the installa-

tion program seemed to have problems with installing selected files. A little tip, make sure you keep the Docs folder, as this contains the complete documentation to the software. Although each module has it's own docs, the main file is the most

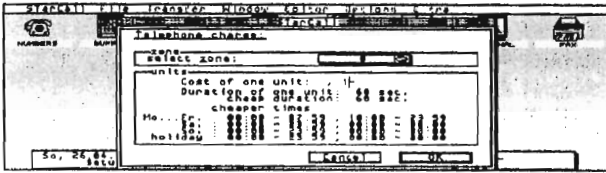
comprehensive and even though it is in German, it can be translated with Ruftrade. The fax module can either be run independently or through STARBOOT.PRG, which loads the whole suite, i.e.: terminal, fax and viewer programs. Personally, I prefer the latter option. There is the option of password protection if

terminal program before I go any further. It is GEM-Based, with plenty of options and seems fairly stable in use, although I must confess to using TeddyTerm for my BBS access, having only dabbled with Starcall.

On loading the Fax module you are presented with the main screen from where you can alter various options, such as the ability to include a cover with your faxes, and a list of commonly used telephone/fax numbers to save having to keep typing them in every time. It is also possible to view the faxes that you are

sending via a separate program which is loaded automatically when needed. This is also used to view and print out any faxes that you receive (yes, it can receive too !).

So, how do you create your faxes ? Like the rest of the program, it is easy and if I



can manage it anyone can ! At it's most basic, you just use your favourite text editor to create your message, save it as ASCII text and run it through a separate program which converts it to a format that the Fax module can understand and adds a header to your fax (which is in German, but so long as the message is in English, who cares !). There are also further programs to convert pictures and Calamus documents into faxes, but as I don't possess the latter I haven't had cause to try it out. There are also options to create your own header if you don't want the German version but again, I haven't found the time to play around with them yet.

So how does Starfax shape up when it comes to actually sending and receiving

faxes ? Very well, actually. I have only used it in it's most basic form so far without investigating the numerous creative possibilities hidden within the program, but it has yet to let me down.

When I order the PD disks from Floppypshop, I prefer

to order by phone using my credit card as you usually get them the next day if you phone your order in by 2 p.m. However, this is the peak-rate time for phone calls, and by the time you have given your name, address, credit card details and listed the disks that you want, you have been on the phone for nearly five minutes, and as I live in London and Floppypshop is in Scotland, that is not cheap. If you prepare your order beforehand and then fax it through using Starfax, you are on the phone for thirty seconds, a big difference I'm sure you'll agree.

Recently, I replied to an add in Micro Mart for a bloke who converts PC monitors to use in high-rez on Ataris and found that he lived in Purley, which , al-

though I know how to get there, I'm not familiar enough with the area to find his house. Starfax to the rescue again! He faxed me through a couple of maps, I printed them out via Starfax, found his address without a problem and got my monitor.

I must confess to not having tried any of the other Fax programs available for the Atari, but Starfax comes highly recommended by me at least. It is shareware, and due to the fees being in DM I don't know how much that would be in English money (or dollars for you American and Canadian readers!) but there are no limitations, just a couple of 'nag' screens which don't really spoil the program. I believe that there is a new version 2.00 available, which I intend to get hold of and hopefully that will contain better registration details.

Though the Starcall suite consists of separate programs these are all loaded automatically without any effort by the user and seem very stable in operation. I have yet to have any problems and I've been using it on and off for six months now. If you are looking for a cheap and reliable way to get into sending faxes using your Atari ST, Starfax certainly fits the bill.

THE ELECTRIC CHAIR!

With more and more Atarians surfing the 'net', Alexander Clauss author of the web browser, CAB, jumps into the hot seat and reveals all.....



Q. Name ?
Alexander Clauss

Q. Age ?
29

Q. Occupation ?
Software development.

Q. What have you got to do with the Atari scene ?
I've written CD-Player (audio CD player), OCR, Dither (generating dither matrices for GEMView), CAB (HTML/WWW browser), TWSMConf (Configuration program for TWSM2 by Thomas Kunneth), FROM.PLG (Plugin for ASH-Scripter) and many other unreleased and sometimes unfinished programs.

Q. What was your first computer ?
An Apple IIe.

Q. When did you get it ?
About 1985

Q. What is your current setup ?
1) Apple Macintosh G3/DT233, 64MB RAM (the main machine for

programming, playing games, etc...)
2) Apple Performa 6300, 64MB RAM (mainly used for watching TV ;-)
3) Atari Falcon 14MB RAM, SM124 (only used for testing if my programs still work on standard Atari computers)



Q. What made you enter into the world of home computing ?
My school bought three or four Apple II computers and my teacher for mathematics made the offer, to give us some lessons in BASIC and computer science. This was my first contact with computers. Later I bought an Apple IIe compatible myself. After programming a long time in BASIC I bought a CP/M

card and started with Turbo Pascal.

Q. What is your favourite computer ?
At the moment: Apple Macintosh G3. It's the fastest "Atari" I've seen so far ;-)

Q. What are your main uses for the computer ?
Programming, emails, news, watching TV, games

Q. What is your favourite piece of software by someone else ?
My favourites for Atari TOS are MagiC (MagiCMac), NVDI, Jinnee and QED. My favourites for MacOS are "Graphic converter" and many of the Ambrosia games.

Q. Why did you start writing programs ?
I started writing programs because I needed them but couldn't find any that would do exactly what I wanted. Sometimes it's just because the existing programs are too expensive.



Q. What is your favourite program that you've written?

At the moment, my favourite program is CAB.

Q. What made you write CAB ?

The german computer magazine c't announced the release of a CD with all articles of the year 1994 in HTML format. I liked the idea very much so I ordered the CD. I started with CAB only to read this CD. Until now c't released CDs which covers the issues from 1991 up to 1997 so with CAB I have fast access to all those articles. CAB is able to search in the database of the CD. Today there are also many other documentations and magazines available in HTML format on CD or disk. These documentations and magazines are the main reason for developing CAB. Surfing in the WWW is nice but not my main interest.

Q. Why did you make CAB 2.5 commercial rather than Shareware ?

IMHO Shareware is also commercial software. The only difference is that Shareware is distributed in

a different way. The user has to pay for both. CAB as a commercial program will save a lot of time, because I don't have to handle the distribution myself. And of course it's not so complicated for me to get the money ;-)

Q. What is next for CAB?

The next release will have support for "cookies". Using PPP-Connect CAB will automatically call the dialler if the requested file is not in the cache (of course this can be switched off). There are also several other small changes, improvements and bug fixes.

Q. How do you think the Atari performs on the internet ?

I think, it's not so bad. Of course this depends on the machine that is used. Old machines with only 8MHz will be very slow, but TT or faster machines should be OK. I've plans to use threads to improve the speed of CAB in the future, but this will work only with MagiC or N.AES/Mint.

So this will be useful only if the computer has also enough RAM for the multi-tasking system.

Q. What keeps you in the Atari market ?

I can do nearly anything I want with Atari software. The applications are very small compared to the programs for Windows or Macintosh and many programs support new and modern techniques like OLGA and GEMScript so they can be combined to get some new features. Of course, there are also some things which are not available for Atari: Java, many games etc. But using MagiCMac on my Mac offers the possibility to have both: Atari software and Mac software. It's even

possible to exchange data between Mac and Atari software, so even Atari and Mac software can be combined. This is why I don't need to leave the Atari scene. I don't have to decide if I use Atari OR Mac software, I can use Atari AND Mac software.

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

I don't know. I have no plans to leave the Atari scene.

Thanks for your time...



Design and be Damned



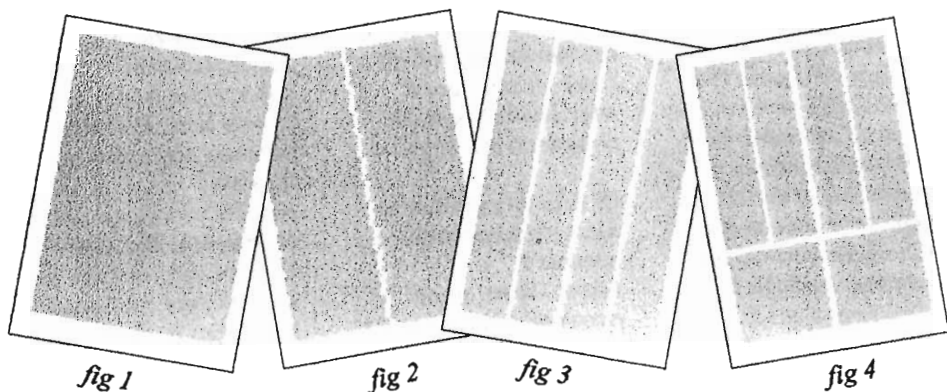
by Gordon Storey

Last month we started on layout with a few ideas for letterheads and how I put a design together. This month we'll be looking at the layout ideas for Newsletters, Fanzines and the like.

The basic Newsletter is usually made up of a single

sheet of A4 maybe double sided. The one thing you must keep in mind is that you want people to read it, it must be laid out in such a way that people won't just scan it and bin it because it looks busy or is hard to read. How do you achieve this, well several ways but here's mine...

In my mind the main thing with this type of publication is deciding on the number of columns. Obviously if you have 1 column on an A4 sheet the design possibilities will be...well non existent. Pictures will have to be placed in the Text, line lengths will be too long and will look naff



ST+ Fanzine

If you look through the Fanzine you'll see that it is based around a 3 column design. The body text is 9pt Times Roman, with sub heads of 9pt Sans (Helvetica) Bold, ranged left (lined up down the left

hand edge). This layout was chosen to allow the greatest flexibility for page design. The down side is that occasionally you'll get just 1 or 2 words per line, depending if the author of the article has swallowed a dictionary or not. But this is easily outweighed by the

added layout flexibility you will get.

By using this 3 column approach, doesn't mean we have to stick to it. As you can see we have the box-outs (text in boxes) which stretch over 2 or 3 columns. Articles which

(fig 1), try making that interesting, even using A5 you'd be hard pushed. 2 columns (fig 2) adds a bit more flexibility but not much. You'd still be limited to where boxouts, pictures or clipart go. With 3 columns a whole new world is opening up within the design. This is what we use in the Fanzine and I'd recommend anyone who wants to produce an A5 Fanzine or Newsletter to use 3 columns. But for A4 we really need to go to 4 columns. This doesn't mean you have to have you're text in 4 columns

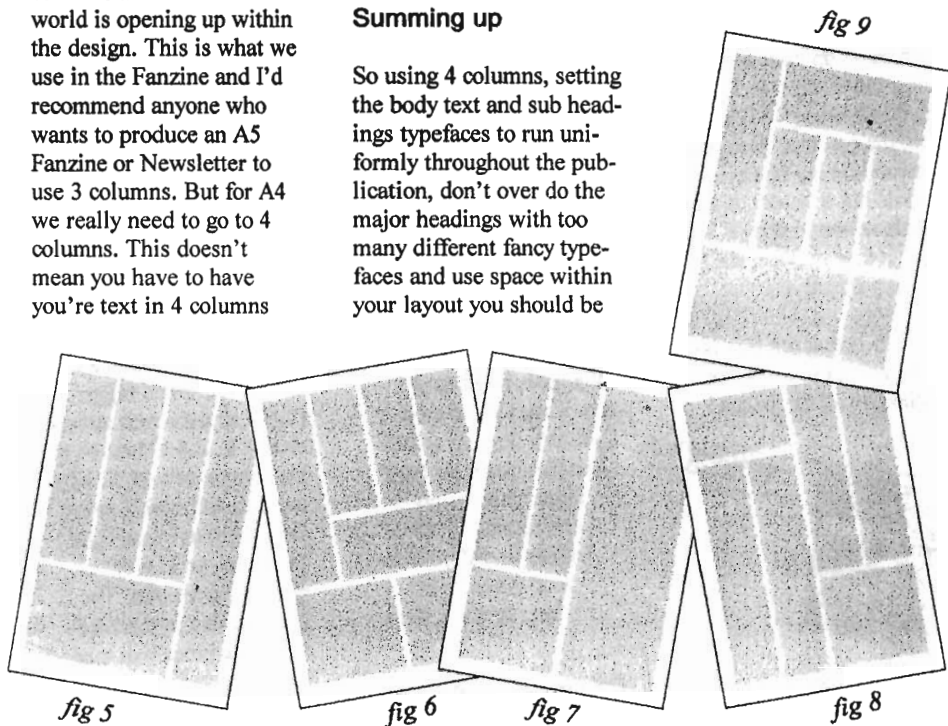
just the template. I personally would use the 4 column approach. This gives you such a wide scope for design and layout. (fig 3 - 9) As you can see the array of different column layouts is really unlimited.

able to produce a publication people want to read, because it looks great and looks professional.....

.....oh but don't forget to have some decent articles in it.....)

Summing up

So using 4 columns, setting the body text and sub headings typefaces to run uniformly throughout the publication, don't over do the major headings with too many different fancy typefaces and use space within your layout you should be



stretch across 2 columns with another single column running down the side. The permutations are endless, which is why we based the fanzine around 3 columns. If we'd stuck to 2 columns or god forbid 1 column we would have been limiting ourselves design wise.

Text Size

The body text is 9point (pt) Times, designed for the paper of the same name and being a serif typeface (little bits on the end of some characters) is very legible. The sub headings are 9pt Sans (Helvetica) bold and

is a san serif typeface (plain). Using this combination of Serif and San serif is standard practice in a lot of publications. Main headings can of course be anything, but the trap of using too many different typefaces still appliesDon't.

Men at Work

I've been waffling on about layout and design so let's take an example, how did the Education page opposite get finished.

The heading of the page was formulated last issue, Rich came up with several titles, but as soon as I saw the mis-spelling of Education, the typeface used just jumped into my head, cliched but it works. It was simply centered and arranged as you see, simple but very effective.

On with laying out this issues page, I use the same method on all the pages I get.

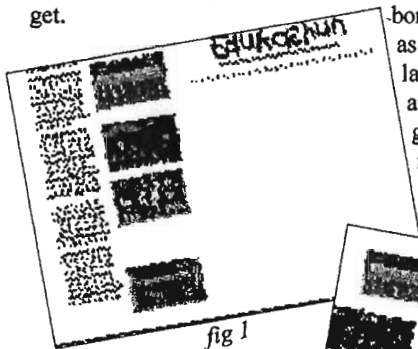


fig 1

I received the text from Rich along with the program, I snatched 4 screen shots from it. The more the merrier, I may use all of them or only a couple, but I like to keep my options open. Well as I said last issue, I

like all the items that are going in, on the page in view so I know what's gotta go in (Fig 1). The area under the title is the space I've got to work with.

I first flowed the text into the 3 columns which make up our template. As you can see (fig 2) the text only fills 1 and ¼ columns. No probs, better this than too much text.

If you look at fig 2, the obvious place for the pictures is down the right hand side of the page, so in they went. They looked a bit boring and too small as they were, so I enlarged them slightly and rotated by 10 degrees in different directions to liven them up a bit. This



fig 2

is always a good trick and you'll see this in a lot of

publications...oh and of course this one...)

The text in the 2 columns didn't seem to work and cried out to be changed to a single column. As mentioned in my other article, this is what's so good about having the 3 column layout. You don't need to stick to it, but it opens up all sorts of possibilities that a single column wouldn't allow.

The pictures were slightly rearranged and the picture of the programmes main screen was made bigger, (fig 3) straightened out and slotted in at the bottom of the column of text. Finally we were left with a space at the bottom of the right hand side, so in went the picture description. The font and size of the heading of the piece was made larger and bold. All done.



fig 3

Eduka2hun

by Kerry & Sam Clark (Edited by Rich 10)

All the reviews are done by Kerry (aged 7) and Sam (aged 4), with a little editing by Dad .

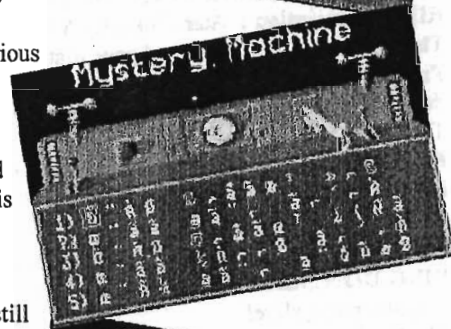
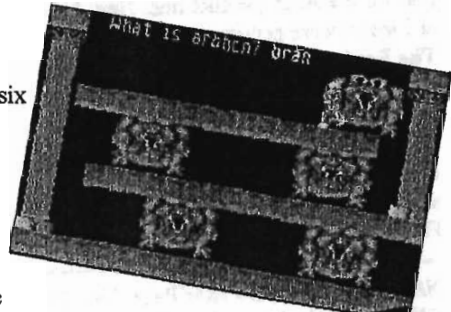
Fun School 2 for over 8's

This is one from the "Fun School" series. It has six games to try, much like last months review of Early Learning Maths it is set out with 6 large colourful icons around the outside which you have to click on to get the game.

Two of the games are.. Guardians which has 6 Guardians which you cannot pass until you have rearranged the jumbles letters to make a word, Bridge is another where you have to pick up various shapes with your "robot" and place them in the right place to rebuild the bridge.

The games are colourful with large graphics and all can be played without a joystick. Guardians is quite easy whereas Machine, a code breaker, is quite hard and would test an adult.

Rich 10 says : At present I think Fun School is still commercial but I am trying to get in touch with Europress to see if they will make it PD or Shareware. Watch this space. Where to get it from, hmm.... not sure but again watch this space.



Above top to bottom
Guardians, Machine and Bridge

Left the Main Screen



Here we are yet again
working our way
through the ATARI
Web ring
Reviewed By
Tony Greenwood

NAME : The Computer Dungeon **Url:** <http://www.mcs.net/~isis/dungeon/dungeon.htm>

RING Description : The Computer Dungeon is a retail business specializing in gaming support for the Atari product line. New & Used Software, accessories, full versions of Shareware & Licenceware programs, and much more.

The Review: The Ring description says it all really. All manner of games are available, no more having to download a demo, decide, then wonder if the author is still around to accept and backup a shareware title, here you can simply buy the fully registered title. Plenty of software to choose from proving that programmers support the concept. There's also PD, New or used ST/Falcon software and accessories as well as ATARI Video gaming stuff. ST+ Fanzine and ATARI computing can also be bought, in fact buy anything and you get a copy of ST+ Fanzine for free. Not just because they support ST+ I have to say, this is a **MUST VISIT** site.

NAME : GokMasE's AtariPage **Url:** <http://hem1.passagen.se/gokmase/atari/>

RING Description : Atari-links, GFA-basic & more

The Review: A well presented page that loaded fairly quick considering it uses the dreaded **Frames**. There's only three sections to choose from, the **Main page** you see first, this introduces the site and tells us of a program to help train your hearing and a bit about PaCifST. The Links Section is neat but a little limiting to mainly Internet software. Then there's the **Programming section** that again mentions the hearing project and has a few programming links. All in all a neat page and **Worth a Visit** if you're passing that way.

NAME : Falcon City **Url:** <http://www.fortunecity.com/skyscraper/trumpet/151/>

RING Description : The place to go for all your Falcon software, news and links. Enjoy and keep the scene alive!

The Review: Another one of those "Click here to enter" pages that has a counter proclaiming you need a PC to view? It would seem this is the homepage of REJECT, a so called demo crew for the ATARI. The first line of the page proclaims how it has been made on a PC....the Web ring description is about the total opposite of the actual content. **Don't Bother** is my advice.

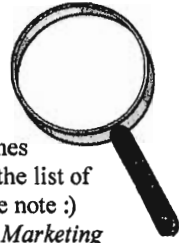
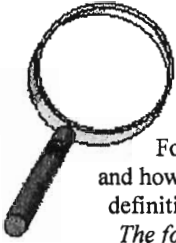
NAME : Mabom's Place! **Url:** <http://home5.swipnet.se/~w-56539/>

RING Description : Mabom's Place!

The Review: I don't know the criteria for joining the web ring. I had thought your page needed a modicum of ATARI Content. However just being an ATARI user (as I know Mabom is) must suffice. There are three pages to this site, the welcome page that does contain an amusing animated welcome logo, a Page that is a Gallery of Photos pertaining to his Boxer dog and a Page with a couple of pictures of his Car..and thats it. Hmmm Sorry but a Web page consisting of "This is my dog" and "This is my car" can only be classed as a Little Sad.

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. But beware, this is the last article in the series, so take note :)

*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/>*

Multiple Pages

I mentioned before that there was another solution to the problem of satisfying the various search engine criteria. You can't satisfy all the people all the time... So what do you do?

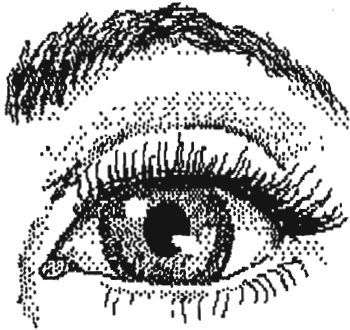
If you have the web space to do it, create a separate web page that satisfies the requirements of each of the major search engines. An idea here is to take your "main" or "index" page and create several copies of it: maina.htm, mainb.htm, mainc.htm etc... With each copy change the invisible components to satisfy particular search engines.

Here it is step by step

Go to the search engine you are targeting. Do a search for a few of your keywords. Compare the top five documents and see what they have in common. Apply this to one of your extra pages and submit it.

Repeat this process for all the major search engines.

Remember that some of the pages may have changed since they were indexed by the spider. In this case, the information here will be



erroneous. That's why it's important to compare the first five or so documents at least. If you look at just the first, the information may be erroneous. Compare what they all have in common. Apply this to your page and you will have a higher ranking with this search engine.

Another way to multiply yourself even further is to create separate pages for different keyword groups. For instance, if there are several different groups of people that may be interested in your product (*MLMers, entrepreneurs, HTML beginners, etc.*), you may want to create a separate group of pages to address each of these interest groups.

To clarify, if you are trying to attract 3 distinct groups of people and you want to target 6 different search engines, you will create 18 distinct pages. This will improve your relevant visits considerably.

THE END

That just about wraps up this tutorial, hopefully using some or all the hints and tips provided, you should be generating ten times more visitors to your site.

The Big Bad Scary Internet

Article By Tony Greenwood

USENET SPAM

The scourge of the online community, unsolicited commercial e-mail. Finding SPAM in newsgroups is a pain, especially if it contains a couple of hundred lines of text and you have to download the same file from half a dozen different newsgroups. However you won't find too much sym-

to dial in twice to beat Spam? You can try and complain to the ISP of the person who posted the SPAM, if found then most ISP's (Internet Service Providers) will stop the offenders account, some will issue a warning and the odd ISP will proclaim free speech and do nothing.

There are "Moderated"

relatively free of SPAM with it only appearing on the rare occasions, comp.sys.Atari.st for example has very little trouble in this area.

e-mail SPAM

Receiving SPAM in your personal e-mail is another story entirely. There is no way for you to refuse or know in advance the contents of the mail, thus it is forced upon you. Not only are you forced to receive someone's commercial advertisement, but the cheek of it is, you have to pay to retrieve it! This can easily be interpreted as a theft of services.

A lot of SPAM arrives with an apology and instruction on how to be removed from their mailing list. This in itself is a bit of a con as they do not remove you, your replying just assures them that they have a live e-mail, even replying to complain just proves yours



<http://www.cauce.org/>

pathy from most people because they will advise you to get the headers, then download the body of postings you want. But haven't the SPAM posters got wise to this and instead of "Make dollars" as the subject they have all manner of credible quotes to get you to read. Plus I personally like to download in one go, why should I have

newsgroups where postings have to pass a human moderator before appearing. These groups can be slightly slower than non moderated for messages to appear, but at least they are SPAM free.

ATARI

The ATARI hierarchy of newsgroups seem to be

is a valid e-mail. Most times it is not an actual human who receives your response, but software that then logs the information from the header of your mail.

ANTI SPAM

If you suddenly start to receive SPAM then there's a good chance that your e-mail was trolled from a newsgroup. It is not a human reading 20,000+ newsgroups and jotting down everyone's e-mail, it will more than likely be a "Bot", a script or program that looks at all postings, headers and contents, probably looking for the @ sign, taking the characters before and after and hey presto it has an e-mail. It is simple for this bot to find the word NO SPAM or other similar strings of text and remove them from the e-mail it makes up, so adding this type of thing really does not work.

If you add something really unique then people who you want to use your e-mail will not realise it's there to stop SPAM. Another point-

less attempt at SPAM busting is the threatening signature, proclaiming that they will bill anyone sending them SPAM.. hey no one is reading it!!

Put simply, a 'bot' gets your e-mail, if you add something to make it harder, the 'bot' rips that out, if you add something too obscure then you beat the 'bots', but you defeat the object of having an e-mail. If you answer or complain to the SPAM sender then you merely confirm your e-mail as valid.

YOU CAN WIN

All is not doom and gloom as there are steps you can take. Investigate the headers of the offending e-mail and try to find the senders domain, usually in the..

NNTP-Posting-Host: then send an e-mail to either **abuse@** or **postmaster@** whatever ISP you find in there, here's a copy of my standard complaint that has shown good success:

Dear ISP
Please find enclosed a copy

of an unsolicited commercial advertisement I have just received in my personal e-mail. As a UK resident I am forced to pay to download this SPAM as I have no way of knowing its contents in advance. This does constitute a "Theft of Services" and I would appreciate knowing what steps you can take to stop your users sending any more to my address.... A copy of the header is enclosed.

Note the last line, it is important that you enclose a copy of the Header so they can verify that it is one of their customers.

You can also send a copy of the header to your own ISP who know a lot more than we do about tracing the sender. However by far the best advice I can give you to fight SPAM is to visit some of the URLs listed below. These contain infinitely more information than can be fitted in this section. There are organisations you can join, hints, tips and SPAM busting plans for everyone, pay them a visit today!

<http://www.cauce.org/> CAUCE The Coalition Against Unsolicited Commercial Email
<http://members.tripod.com/~SpamCanners/directory.htm> The SPAM Cannors
<http://members.aol.com/tomraynor/junkemail.htm> I Hate Junk Email page
<http://www.bitSMART.com/antispam> AntiSPAM Intelligence Centre
<http://www.mcs.com/~jcr/junkemail.html> Stop Junk Email
<http://www.ftch.net/~monark/spam/> The Anti Spam Site

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STOS CORNER

Well we've reached the end of Chris's fading tutorial. I would personally like to thank Chris for all his hard work and I'm sure we've all enjoyed his tutorial. Next month we are going to start a tutorial on creating Maze type games, such as Pacman and Gauntlet. See you all next month.

FADING ARTICLE: FINAL PART BY CHRIS SWINSON

Continuing from last month, here is the next example.

Example 7

```
10 key off : curs off : flash off : hide on :  
autoback off : mode 0 : get palette (10)  
20 for Y=0 to 199 step 16  
30 screen copy 10,0,Y,320,Y+8 to physic,  
0,Y : wait 6  
40 next Y  
50 for X=0 to 320 step 16  
60 screen copy 10,X,0,X+16,200 to  
physic,0,Y : wait 6  
70 next X  
80 wait key : fade 8 : wait 80 : end
```

This skips every 16th square of the picture. You will see the usual FOR/NEXT loop, this time the step is 16 and the Screen copy command only copies blocks of 8 at a time. As the step is 16 every other line square of picture will be skipped. Once it has done the vertical, it will then fill the gaps by moving from left to right.

Onto the last example of the tutorial. A quite nice piece of work.

Example 8

```
10 key off : curs off : flash off : hide on :  
autoback off : mode 0 : get palette(10)  
20 for x=0 to 320 step 32 : for Y=0 to 200  
step 32  
30 screen copy 10,X,Y,X+16,Y+16 to  
physic,X,Y : wait 2  
40 next X : next Y  
50 appear 10,1 : wait key  
60 appear back,rnd (10)+1  
70 wait 50 : default : end
```

This program is similar to example seven. Where program seven copied blocks of 16×320 to the screen, this program will copy 16×16 blocks to the screen and skip every other block. The result is that you end up with a pattern of blocks on the screen. Note how the program uses 'step 32' to skip every other block of 16.

Once this has been done it does the same for the C range of the picture. It then counts from left to right again, and it skips every other 16×16 block to give you another more filled in picture of blocks. Note the appear command gives a good effect.

If you would like to write a STOS article or have any Hints and Tips you'd like to pass on the please feel free to send them to me at either e-mail: deano@zetnet.co.uk or snail mail: STOS Corner, 27 Turbury Walk, Milnrow, Rochdale OL16 4JN, England.



Look and yea shall find



To compliment Tony Greenwood's set of articles on how to make the most of Search Engines from a Web designing viewpoint. Terry Ross explains how to use the Search engines to find things while you're Browsing.

A Higher View

Well, we've been following that fascinating series by Tony on how to manipulate search engines to get more visitors to your page - so how about a complimentary article on how to use the search engines? With hundreds of millions of pages out there, a few superlatives, most mediocre, some abysmal, how do you find just what you're looking for? Here are a few hints using Alta Vista. Alta Vista (which I'll refer to as AV through the rest of the article) is a service of DIGITAL Equipment Corporation, and can be accessed at: <http://atavista.digital.com>

Get Local

That map next to the AV

logo isn't just a pretty picture showing you the location you're accessing. You can click on it to link to the Network page, where you can select mirror sites in Asia, Australia, Canada, Latin America, Northern Europe, Southern Europe, or the US.

Sherlock Home(s)

Were you aware that you could access AV directly from your home page (the one on your hard disk)? This allows you to submit your search immediately, as long as you're online. It's sometimes easy to get distracted and forget exactly what you were looking for while you wait for a page to load. The process is simple, just add the code in the box below to your

HTML doc.

Now, whenever you load CAB (or the browser of your choice) the power of AV is immediately available. You just type your query (including any modifiers, as will be discussed next), and hit Return.

Natural Language - That's Wild

Now, let's get on to actually using it. I'm only going to discuss the 'Simple Query' search right now. Basically, using the index is easy. You type in what you are looking for and hit Return (or click on the SEARCH button). The preferred method is to use a Natural Language query:

'atari dealers canada' or 'what atari dealers are in canada'

At this point, it's important to note that Alta Vista doesn't support 'stemming' - which is a process some indexes & directories use that allows you to type a partial word, then returns all results that contain that

```
<FORM method=GET action=
"http://altavista.digital.com/cgi-bin/query">
<INPUT TYPE=hidden NAME=pg VALUE=q>
<B>Search <SELECT NAME=what>
<OPTION VALUE=web SELECTED>the Web
<OPTION VALUE=news>Usenet
</select></b><br>
<INPUT NAME=q size=55 maxlength=200 VALUE="">
<INPUT TYPE=submit VALUE=submit>
</form>
```

segment. Alta Vista, due to its support of multiple languages, requires that you use an asterisk (*) as a wildcard.

So, using our previous example, to ensure that you get results for both dealers and dealerships, try: what atari deal* are in canada

Require Wheat, Exclude Chaff

However, there are a few modifiers you might want

The next major modifier is the minus sign, which tells AV to exclude any pages that contain this word. Again, an example: hades medusa clone +comp* +atari -myth* -relig*

The only difference here is that we are telling AV that we're not interested in any pages that contain references to mythology or religion (and their variants). Although you never know, you might stumble across

Little, O.K. Autobody and Ross Hardware - hardly what I was looking for. So, I'd want to use "Terry K. Ross" instead.

Get the picture?

That's it. A few hints that might perhaps help you in your search. If there is any interest, I might follow this up with tips on the more advanced searches that you can perform, and how to further refine your search criteria.



to be aware of if you don't want to dig through hundreds of thousands (even millions) of results. The first is the plus sign, which tells AV that you want to require the word in any result. Here is an example:

hades medusa clone +comp* +atari

This is telling AV that you want it to find pages that contain hades, medusa or clone (any one of those, with pages that contain all three being ranked first, and so on) - but only if they also include computer /computers /computing (whatever) and Atari.

someone's account of their religious experience researching mythology on their Atari that might just be fascinating.

That's a Quote

If you know for a fact that a word grouping is going to appear together, enclose it in quotes. Take my name for example. If I were to search for terry k. ross, I'd get thousands of results for terry and thousands for ross and whatever for k.. Now, this would work, since any pages that contain all three would be closer to the top, but the pages might contain Terry

A note to users of the earlier versions of CAB and CAB.OVL - you will notice that when you perform a search via directories and indexes that the first page displays fine, but nothing changes when you try to examine later pages. In many cases, you've actually received the data, it's just that the program doesn't know that it is supposed to update. You can force it to update by having it redraw the screen. Click on the FULLER or make a tiny adjustment to the SIZER, and CAB will redraw, many times, the next page will then display.

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
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

MEGA Picture Service

Now available a new celeb and model picture service brought to you from MEGA Disczine. This new service was set up as many people have been requesting celeb pictures from me but were unable to get on the internet to get them. I am now offering the same service to all of you.

Simply send a list of who you want and thats it.

You are allowed up to 3 celebs per disc, this works out to about 10 pictures of 3 people (30 pics). Most discs already in my collection will have 34 on 1 HD disc. Simply order one of the disc collections, or request any model or celeb of your choice. None of the pictures in any collection are fully exposed shots.

They are best described as poster types of pictures, sexy but **not porn** pictures.

HD discs are PC/Falcon & ST compatible (if you have a HD drive for your ST). Collections are available on DSDD or DSHD discs, Please request which you would prefer them on.

The list is being updated every week so please write for a current list.

Pricing (Disc and P+P is included) is as follows:

1 Disc =£4.50, 2 Discs =£8.00, 4 discs £12.00.

Just think, for a small £12.00 you can get nearly 100 high quality true colour pictures. An amazing offer not to be missed. Above prices assume HD discs, There is no extra charge for 720K discs. Just means you get twice as many discs. Please write for a current list, or request your celebs now. Individual pictures are 20p each up to a maximum of 3 celebs per disc is allowed. Or wait until a collection disc comes out in which case you get it at a amazing low price.

Madchen Amick - Jennifer Ainston - Marina Sirtis - Pamela Anderson - Teri Hatcher - Claudia Schiffer - Gillian Anderson - Mariah Carey -Lauran Holly - Kari Wuhrer - Cindy Crawford

Chris Swinson, 16 Sycamore Close, Uttoxeter, Staffs, ST14 7NN.

Disclaimer..... Files are downloaded from freeware sites and I am not charging for them, I only charge for Download time and P+P+Discs and the service.

DEAD HACKERS SOCIETY

COOLNESS INC.

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

A Web Review Special by Tony Greenwood

FIRST CONTACT

As soon as you visit this site you can see the professionalism of the webmaster

Colours, Layout, amount of graphics and menu system are excellent and easy to use. We are first presented with a neat title and menu system that in turn leads to other sub menus, the whole site nicely follows the same style and colours.

THEME

It is foremost a "Scene" page concentrating first on Demos but also on Music and Diskmagazines. The ever excellent Maggie being prominent along with UCM diskmag and others. IRC #atari has it's own corner further in.

MAIN MENU
MEMBERS
ATARI DEMOS
ATARI SCENE
ATARI LINKS
IRC #atari
FILESECTION
NEWS

MEMBERS

This section lists the DHS Members accompanied by

some info and also colour photo's of each person.

ATARI DEMOS

A Very impressive list of demos ranging from 1992 up to and including demos from the April 1998 ALT party with info and Screen shots for each one.

ATARI SCENE

This option presents you with a sub Menu of :

SCENE MENU
SCENE EVENTS
SCENE NEWS
MISCELLANEOUS

Scene Events Presents us with a list of shows and Parties, click on these to find out who won the coding comp's and other info. Again this is bang up to date with recent events.

Scene News Is very well updated and lists just about any demo or Diskmagazine released and offers downloads where possible.

Miscellaneous Offers us some scene links and photo gallery of scene people. I suspect mostly IRCers.

ATARI LINKS

A Comprehensive set of ATARI links that's been well categorised with sub menus.

LINK MENU
DEMOCREWS
COMPUTERS
SOFTWARE
JAGUAR 64
MAGAZINES
DEVELOPERS
MISCELLANEOUS

A Links section is always the hardest part of any web page to maintain, the large size of this section means there will be the inevitable problems. But when I changed ISP and informed this webmaster, he updated the link the same day.

IRC#atari

This section contains a massive database of photos from regular IRC users.

FILESECTION

Again a sub menu and a whole array of goodies, this is where you go for the latest demos and diskmags for sure.

NEWS

This is actually site news, what's been updated etc, also in true demo style there's a Greeting section.

Verdict?: Well presented and Very up to date information, **VISIT IT NOW!**

An Idiot 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.

TEXT

Over the last two issues we went through the text commands as well as the available properties that could be added, we also saw how to set colours, here are a few easy commands to finish the text section. Suppose we want the one word in bold to stand out, like "The Cat Sat on the Mat". Notice Cat is in bold, simply use `cat`. You could use the same for paragraph headings such as

"The cat sat" with `T`he cat sat", also try:

`<I>Italics</I>`

`<U>Underline</U>`

`<i>` .

Bold Italics

`</i>`

PICTURES

Adding pictures to your web page will probably have the most dramatic effect of all and is relatively simple to achieve, although there are pitfalls to watch out for. The concept is that your html document is still a simple ASCII file and will not actually contain any graphics, you add commands to the.html file that tells the browser to load in a picture and tell it where to display it.

IMG SRC

Make sure the picture you want to display is in the same directory as the html file you are working on. (*It is possible to use different folders, but for a simplistic*

guide let's put them all in the same directory). Use GIF or JPG, opinion is split on the best and both have their separate advantages, However GIF is better for older versions of CAB so let us concentrate on these. Presuming you want a title picture, the command to load and display it would be:

``

This will display the GIF file but probably not where you want it. By default the picture will be displayed to the left of the screen, for placing in the centre of the screen we can use the aptly named center command..

`<CENTER>`

TIPS

- The bigger the picture file then the longer the wait for your page to display so try and keep the file size to a minimum, it may load ultra fast from your HD under development, but will slow dramatically on the Internet....
- Most systems are case sensitive so make sure the file and the filename are both in lowercase.....



```
<IMG SRC="title.gif">
</CENTER>
```

As you can see we are telling it to Center and then we use the / to tell it to stop, this is because everything after Center will be centred, text, pictures, tables anything, so the / center command is important.

Using the align properties we can set the formatting of the picture, for example if you want a picture and text to the right of it then you would use:

```
<IMG SRC="title.gif"
align="right">
```

and the following text will be on the right, try playing around with the align properties, try **Left**, **Top**, **Middle** and **Bottom** while comparing the different effects. You can force the size of the picture, handy for thumbnails, let us say you want to force your picture to be 320 pixels by 200 pixels, we would simply use width and height commands, like:

```
<IMG SRC="title.gif"
width="320"
height="200">
```

Another Handy option is to use percent "%", for example:

```
<IMG SRC="title.gif"
width="50%"
height="100%">
```

The above would result in your picture taking up half the screen/current window width and the full height, this comes into play when people view your page in different resolutions or maybe resize their window.

NO GRAPHICS

Not everyone uses a graphic browser to surf the Internet, indeed some people with the best browsers available will turn graphics off to make surfing faster, for these people we should use the ALT properties in our graphic commands.

TIP

Someone Multitasking under MagiC for example would probably be surfing the web in a smaller window while undertaking other tasks in another window, so don't presume everyone is browsing at the same resolution.

Alternate Text

```
<IMG SRC="title.gif"
alt="My Page">
```

Anyone with no graphics in their browser will then see whatever word or words

you place in the ALT string, without this they would just see the word "IMAGE", not very nice looking and you should cater for non graphic users.

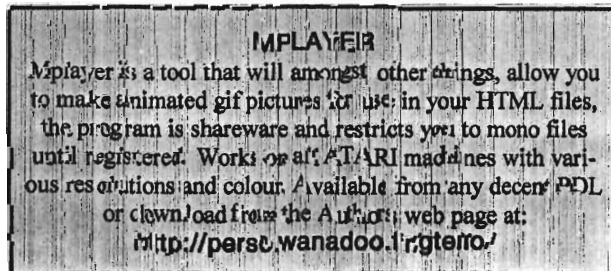
ANIMATION

Animated GIF files can be added to your web page, these use the same command and properties as normal GIF pictures. CAB will detect if it is supposed to be animated and act accordingly, but beware animated GIFs will be larger than normal pictures and thus take longer to load.

CLIP ART

For very fast loading graphics why not use 2 colour clip art, CAB dithers pictures to 2 colours anyway on most ATARI set-ups, so using clip art allows larger pictures with small file sizes. If you are doing all this on a standard ST then Clip art does have its advantages, get a good file converter such as Imagecopy and convert to GIF.

To Be Continued....





BackChat



Dear Sir

Please find enclosed a cheque for £1.50 for issue 27 of the Fanzine - "ST+". I have already received the first two Fanzines and enjoyed them very much. Therefore I am ordering the next one, I look forward to receiving issue 27 soon.

All the best
Carl Turner

Ed. Thanks Carl. I hope you like it enough to keep subscribing. We enjoy producing it.

Dear Richard

At last I've decided to go for it (!) and go for a three month sub with ST+.
James Haslam

Ed. We didn't take subscriptions originally but due to the demand for them we are now quite happy to do this. Glad you feel it's worth subscribing to James.

Hello Richard

I hope the ST+ Fanzine is able to continue in its present form as I prefer a magazine to a disk as I tend to just look at the bits

that interest me on the disk, whereas I read all of the magazine articles.
Tommy Wood

Ed. Thanks Tommy, glad you like it. People seem to like it as a Fanzine so we have no plans to change the style at all.

Hi Rich

Many thanks for running off a Fanzine envelope, very impressive it is too. In fact, I want to have it sent every month!! I think it is a very well balanced read, with an emphasis on 'fun' which is down to you and your contributors. Keep up the good work.
Stephen Collman

Ed. We hope to keep it interesting and 'fun'. The printed envelopes were one of our USA distributors,

Terry Ross's idea.

Dear Richard

I would be grateful if you could tell me how to obtain back issues of the Fanzine
Bian Smith

Ed. Back issues can be obtained the same way as any other issue because of our printing policy, we NEVER sell out. See page for 6 in this issue for full details.

Dear Richard

Thanks very much for the copy of ST Plus Fanzine, Very interesting - can't think why two pages were wasted on me though!
Mark Butler

Ed. Some sucker had to be the interviewee..Seriously though, it was an interesting piece, especially the Shareware comments.

Got anything to say? Want to have a whinge?
Have a problem?

Well we can't help you, but if you send it in we'll try and find an answer, it may be the wrong answer but at least we'll try...:)

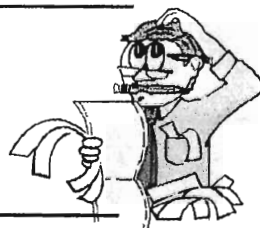
Send your mail to either:

ST+ CHATBACK, Richard Clark, 1 Rokeby Close,
Bracknell, Berks RG12 2NA England

or E-mail

rich10.hel@zetnet.co.uk

Rich I O Winds Up



Well that's another issue over. What do ya reckon then? We'd like a bit of feedback other than "it's great". So how about putting pen to paper with a bit of constructive criticism. We would like to improve the Fanzine even more and your comments would help us do that. The deadline day for the next issue is May 24th, so

you've got loads of time to send in articles, comments or any other Atari/Fanzine items.

You've read earlier in the News section about the unconfirmed possibility of the Show being "all formats". How do you feel about this? Drop us a line and let us know. Good, bad or indifferent?

You may have been expecting to see the result of the Caption Competition somewhere in this issue. Well unfortunately we have decided to hold it over until next month and keep you guessing. There is still time to enter and beat the leading caption. Send to the usual address on page 3 with your caption.

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.**

Did you spot this month's innovation (UK only), the spot colour on the envelope. The envelopes will be more interesting than the Fanzine soon. (grin)

Thanks to all those who contributed to this issue and it's now time to get cracking on next month's due to Gordon going fishing on the 25th May.....

Name:

Address:

Country:

e-mail:

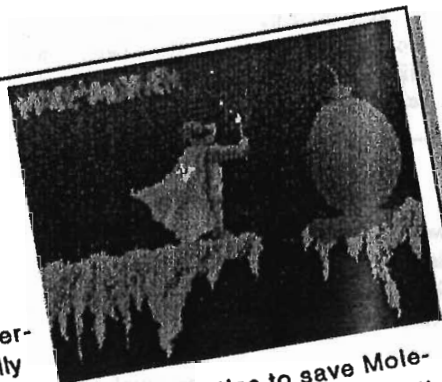
Comments:

THE ZONE

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

- CSIP Design Web page design service.
- 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
- Trek.Zone Star Trek news and reviews

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 Mole-donia 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 the URL below, Floppyshop and the Computer Dungeon.

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/>