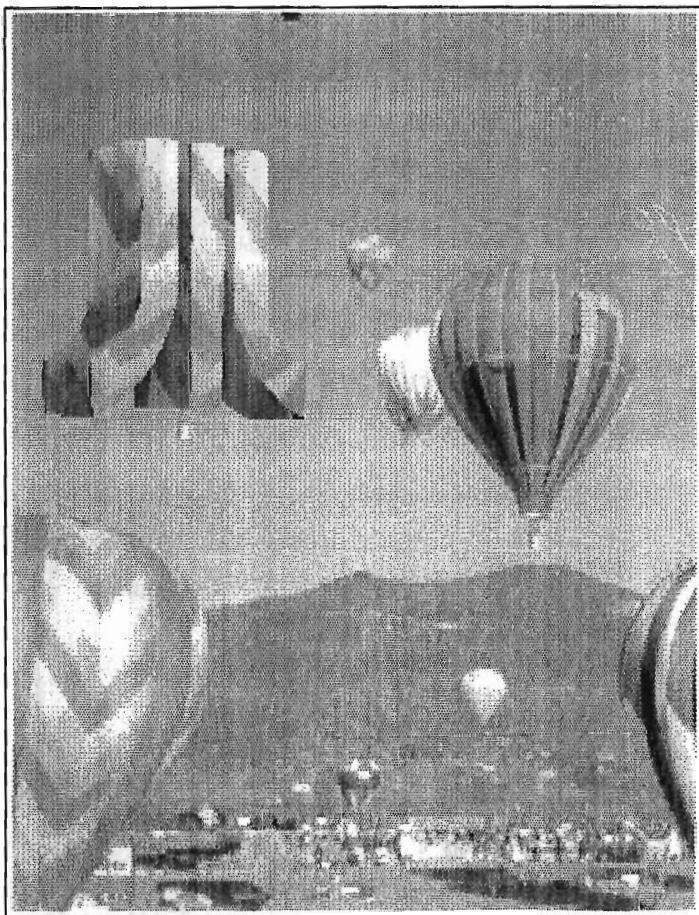


ST PLUS

Featuring in this Issue

Diskmags, Software reviews, Atari emulation on the
PC, DTP Hints & Tips, Web reviews,
HTML Tutorial and much, much more...



FANZINE

ISSUE 29

June

1998

£1.50 UK

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

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/>

USERS GUIDE TO THE INTERNET FOR ATARI

Confused? Which program to use? How do I use them?

The Users Guide may be just what you are looking for.

The Guide is written in plain language, and is aimed at the first time user to the Internet, or for those contemplating joining the growing band of 'net users.

Contains General Notes - What is the Internet - Where to get the programs.

Covers installation of Ant mail - STiK - Newsie - CAB - F.T.P. - Telnet.

How to get E-mails - Newsgroups - Mailing lists.

Lists the Atari U.K.F.T.P. Sites, Netiquette - Atari User Groups, and Atari friendly Internet Service Providers.

There is also a W.W.W. Directory and Glossary of terms.

Orders (cheque or P.O.'s) payable to R. E. Golding or details from R. E. Golding, 95 Washford Farm Road, Ashford, Kent TN23 5YA

The Guide (first edition) is supplied ring bound and consists of over 100 x A4 pages. Cost is £6.50 and includes postage.

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Welcome and here's issue 29 of the Fanzine to hopefully brighten up your lives.

A question was asked in the ST+ Fanzine mailing list and to others about including Atari emulation on the PC in the Fanzine. Even the hardest Atari supporter agreed that this is probably an essential part of the Scene and so from this issue on we'll be covering it, starting off with PaCifiST.

As ever all the usual features are here, HTML tutorial, DTP hints and Tips, web page reviews. News is thin on the ground but the Show date and price has been confirmed and several upgrades reported, see page 4 for details.

Hope you enjoy this issue....

Rich 10

Published by R.Y.M.E.

Editor: Richard (10) Clark

Design/Production: Gordon (Monkey Man) Storey

Webmaster/PR: Tony (Brew) Greenwood

Contributors: John (JAG) Gill, Rich (10) Clark, Deano (Don't push me) Sharples,
Tony (Brew) Greenwood, Gordon Storey, Kerry & Sam Clark, John Adams, Ken Macdonald
Thanks go to all those who help along the way.

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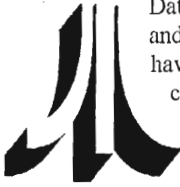
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<http://www.accrington-web.co.uk/stp/index.html>

News News

Atari Show



Dates, times and price have been confirmed for the Atari show.

The show is being held on Saturday November 14th 1998 at Bingley Hall, Staffordshire Showground, Stafford from 10am to 4pm. Price of admission is £3.00. The show is part of an all formats show with an Atari village, so keep this date free and we'll see you there.

Milan Arrives

As you're reading this the *MILAN* should be available from Titan Designs. The spec is MC68040, TOS

OS, 16Mb RAM, SCSI HDD, S3 Graphics Card (Hi Spec, all fitted in a Suntek Mini Tower case) complete with mouse and keyboard. Cost £559. Contact Titan Designs for more info. Tel: 44 (0)121-693 6669

HD Driver 7.5

The latest version of the hard disk driver software HD Driver has now been upgrade to version 7.5 and is available in the UK from System Solutions. Tel: 0181 693 1919.

HD Driver 7.5 supports the following: IDE/EIDE, SCSI, ZIP, JAZ, EasyFlyer, SyJet, Magneto Optical and Phase Change drives.

Moving House

ST+ Fanzines web pages have moved address, it can now be found at <http://www.accrington-web.co.uk/stp/> So if anyone has a link into this page from their's could you please change it to the above.

Seeing as Tony Greenwood is the webmaster this means all his pages have now moved. So all pages with <http://www.users.zetnet.co.uk/paxton> have been moved to <http://www.accrington-web.co.uk> these include Filos Support, Paxton-Web, Paxton Software, STOSSER, STOS FAQ, Family Album and H.E.R.O.(PC)

SNIPPETS

Silly Software have just released their new game **Mummies Playtime**. It is the first release from them in two years.

For further info see the advert on the back page or pop along to <http://www.users.zetnet.co.uk/sillysoftware/index.html>

Mark Butler has released an Alpha upgrade test of his programme **Lottery Companion**, now up to version 5. It can be downloaded from his web page at <http://www.dwell.demon.co.uk>

ST News diskmag now has its own web page, with issues to download.. lots of info..screen shots and more. You can find it at: <http://www.scriba.org/stnews/>

Frederic the author of **PaCifiST**, currently at version 0.48 is working on the upgrade to 0.49 and hopefully this will be available soon. <http://www.pacifist.fatal-design.com/index.html>

DISKMAGS

By Deano



Atari Times Issue 13

For those of you wondering what an HTML diskmag is, well put simply the magazine pages are put together as Internet web pages, known as HTML documents. The good thing about this is that it can be used with a browser, for non internet users a browser is a program you use to look at web pages on the internet.

Atari times is a HTML diskmag and at the time of writing is currently up to issue 13. Reading Atari Times is a simple case of loading the main file into

your browser and from there it's like looking around a web site. You are faced with article selections in the form of links which when clicked on

Atari Times

lead you to a series of articles on the subject. On the main screen you find yourself faced with various topics such as News, Adverts, and Letters which leads to a list of links leading to the selected article.

to the latest info on Floppypshop's newest products including a game called Power Up, along with small items of news about Stosser Software and Silly Software. There is even a section on Croftsoft Software news, the people who write Atari Times.

In the features section we have the Atari Times 1997 awards, an interview with Chris Holland, a look at last years Atari shows, the third part of an HTML tutorial, and finally a series of STOS articles which include the source listing to a file selector. Overall, Atari Times 13 is easy to use and because it's in HTML you can read it on any computer with a browser. It should keep you happy for a while until the next issue.

In this issue there are only two reviews, one of TOSbox which is an Atari ST Emulator for the PC, and the other is the very magazine you're reading now.

In the News section we are treated

ST+ RATING: 81%

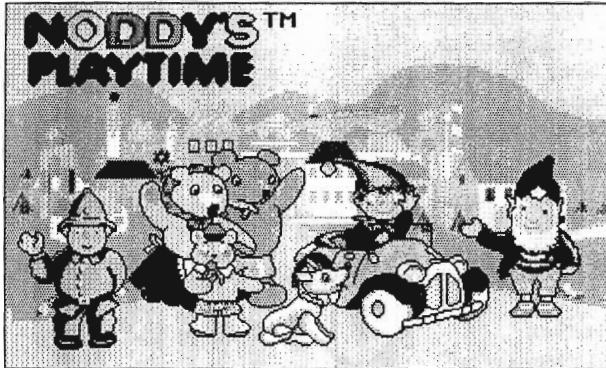


Do you edit a diskmag? Then why not send it in for reviewing. You never know, you might see a renewed interest in your publication.

Send your diskmag to me, Deano, at: ST+ Diskmags - 27 Turbary Walk - Milnrow - Rochdale - OL16 4JN - England

Edukarzhu

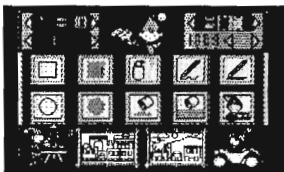
by Kerry & Sam Clark (Edited by Rich 10)



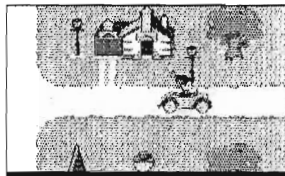
Noddy Playtime

As in the last two reviews we have done, the front menu screen is made up of Icons which you click on to get to the games. There are 8 games, an excellent art package and a drive round Toytown.

The art package is very good and allows you to either colour in some of the pre drawn pictures or draw your own from scratch. There is a host of Noddy associated sprites that can

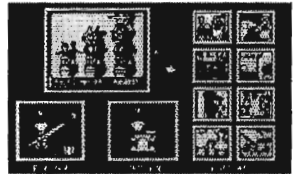


be added to your picture. There is even a "rainbow" colour which is great fun to use. You can Autodrive round Toytown which is how you get to the games or you can just drive Noddy round Toytown yourself, there are some nice touches here with Noddy being able to wave or beep the car horn amongst others.



The games are all very colourful and easy to use and can be played using the arrow keys or the

mouse. There are three levels easy, hard and hardest.



Each game is sufficiently different to the rest to make this a package well worth having. Amongst the games are a maze chase which is the easiest game, a mail posting game where on the hardest level you have to do sums to post the letters and one where you match up animal halves to make a whole animal.



Rich 10 says This is one of the best educational games I've seen and well worth getting if possible. The game was commercial but you should be able to get a copy of the demo from a PD library. In my opinion the demo is worth getting on its own.



Rich10 gets he's thinking hat on
and reviews

MICRO MATHS



Whilst wandering round our local car boot sale I picked up this educational program for the grand sum of 10p.

It is intended as an aid to children who are doing their GCSE maths course. It is aimed at 11 years and above and has 24 sub programs each on a different maths subject. These range from simple subjects to more complicated maths. Some of the subjects covered include Percentages, Simultaneous Equations, Mensuration, Profit and Loss, Matrices, Vectors etc. etc.

There is a booklet which accompanies it explaining how to enter the answers, not as daft as it sounds when you think about it, and an explanation on how to use the top of screen calculator.

Each sub program is set up the same way in that you are asked a question and required to input your answer. If you get it wrong it will point you in the right direction. If you get it wrong again it will give the

answer and show the working out.

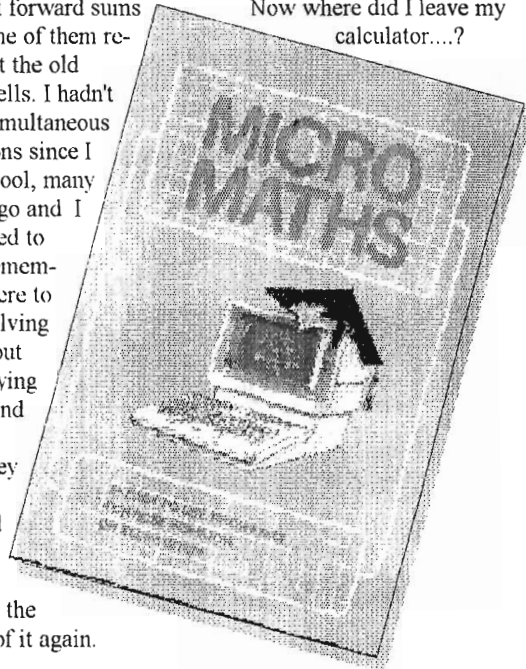
This proved to be quite useful especially if you couldn't quite work out why it had gotten a different answer to you. Eventually, after being shown a few examples the penny suddenly drops and it all comes flooding back... well almost

Some of the sections are quite easy to do and are straight forward sums but some of them really test the old brain cells. I hadn't done simultaneous equations since I left school, many years ago and I struggled to even remember where to start solving them, but after trying a few and seeing how they were worked out I was soon in the swing of it again.

I found this a very interesting program and it would be a useful aid to testing and revision especially just before exams as a practice.

The program is written in STOS and was commercially released by Mandarin Software in 1989. If you see a copy of this program anywhere and have kids in this age range then grab it for them. Its well worth it.

Now where did I leave my calculator....?



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)

ELECTRONIC COW

350 Broadwater Crescent,
Stevenage, Herts, SG2 8EZ, UK
Tel: 0411 544133 or 01426 281347

E-mail:

electronic_cow@dial.pipex.com

WWW:

http://dspace.dial.pipex.com/electronic_cow/cownet.shtml

UK DISTRIBUTION:

Floppyshop, PO Box 273,
Aberdeen, AB15 8GJ, Scotland.
Tel/Fax: +44 (0)1224 312756.

Power Column

COMPUTERS/UPGRADES

HADES 040/060, FROM.....	1249.00
C-LAB FALCON MK.X, FROM.....	599.00
MK.X CASE WITH K/BOARD.....	199.00
FALCON 14MB MEMORY.....	79.95
INT. SCSI BUS KIT.....	49.95
NEMESIS ACCELERATOR, FROM.....	59.95

PERIPHERALS

MONITOR, 14" BELINEA, FROM.....	129.00
MONITOR, 15" BELINEA, FROM.....	169.00
MONITOR, 17" BELINEA, FROM.....	295.00
SYQUEST EZ-FLYER 230MB.....	129.00
SYQUEST SYJET 1.5GB.....	279.00
COLOUR INKJET PRINTER, FROM.....	99.00
LASERJET 600DPI, FROM.....	309.00
CD-ROM, 16x SCSI.....	79.95
CD-ROM, 24x SCSI.....	89.95
CD-RW, 2x2x6 SCSI.....	349.00
CD-RW, 2x4x6 SCSI.....	399.00
MODEM, 33.6K (ST).....	69.95
MODEM, 56KFLEX (FALCON).....	89.95
HARD DISK (2.1 TO 8.4GB), FROM....	149.00
MANHATTEN MOUSE.....	9.95
FALCON VIDEO ADAPTORS.....	12.95
720MB IDE, 2.5" HARD DISK.....	129.00
LINK 97 (SEE HD DRIVER PRICE BELOW)!	49.95

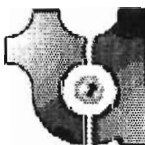
MUSIC (HARD/SOFTWARE)

AUDIO TRACKER.....	169.00
CD RECORDER PRO.....	199.00
CUBASE AUDIO.....	399.00
ADAT.....	£299.00
ANALOG 8/4.....	299.00
SPDIF, FROM.....	159.00

SOFTWARE

THOUGHT! IDEAS PROCESSOR v2.2.....	49.95
APEX INTRO v2.41.....	29.95
INTRO TO MEDIA UPGRADE.....	50.00
DA'S LAYOUT v6.1, DTP FROM.....	222.08
HD DRIVER v7.51.....	14.95
VIVIDITY SCREEN ENHANCER.....	14.95
BSS DEBUG v2.0.....	39.95

- Titan Designs Ltd -



6 Witherford Way, Selly Oak
Birmingham B29 4AX, UK.
Tel: 44 (0)121-693 6669
Fax: 44 (0)121-414 1630

TITANWEB@compuserve.com

Rich 10's User Groups

User group stand

After having emailed Joe Connor from Atari Computing about the possibility of having a User Group stand at the Show in November like the one Gordon and myself ran at London and Birmingham last October on behalf of the UKAAUG. He

replied saying that they hadn't forgotten about the User Groups and as I was the first to enquire he would make sure we were looked after.....

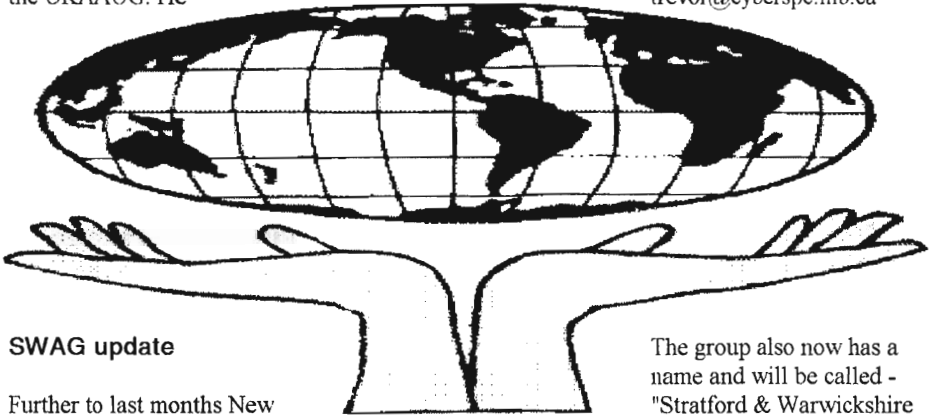
STUG

Further to Trevor Cordes' piece last month he's

mailed me again....

"Our group is called STUG and we meet the 2nd Thursday of every month except July & August at the St.James Collegiate" room 203, Winnipeg, Canada.

Details from -
trevor@cyberspc.mb.ca



SWAG update

Further to last months New User Group article from Carl Turner here are some more contact addresses if you don't have email facilities.

Mr C Turner,
39, Saxonfields,

Bidford on Avon,
Warwickshire, B50 4BS.

or
Mr P Fenwick,
"The Bird in Hand",
Newbold on Stour,
Stratford on Avon,
Warwickshire, CV27 8TR.

The group also now has a name and will be called - "Stratford & Warwickshire Atari Group (SWAG)".

So if you live in this area then why not get in touch and help the group expand. But don't forget to keep us informed of what's happening will you...)

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

or via snail mail to:

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

Magic happenings at Toronto Atari Federation

Way back in the miST's of tyme, back around, ohh issue 25, His Highness suggested that I could write up an article about my user group TAF (Toronto Atari Federation). Great I thought! but what do I write? hmmm, perhaps a history of TAF? After a month I realized that progress was not progressing, and after reading the user group reports of SHAG, I figured my idea to write up a mini history of TAF was a long term project, and that ST+ Fanzine would rather have a TAF report NOW than a history report LATER.

So, our last meeting. On Wednesday May 20th, TAF had it's Election Night. This is where the present executive is turfed out on its ear, and a new executive is elected. Elections can be quite heated contests, although I've never experienced this, and the present executive were all returned by acclamation. Oh so different

from laST year when there was actually an election, with ballots and everything!

The present executive are Ken Macdonald [me :)] as President, Dan Dreibelbis as ST Vice-President, Dave Lee as Treasurer, and

Honestly, he's a magician! Rope tricks which had our sysop befuddled, and homilies to go along with the magic, which were uplifting and positive. That may have something to do with the fact that Michael is also a Presbyterian minister in Niagara Falls, New York, in the U.S.A.



Martin Neuland as Member-at-large.

After we'd mopped all the blood off the floor, Michael Burkley of Suzy B's software appeared, and put on a magic show for us.

Michael also filled us in on his history with the ST, recalling that when he first got involved 1\$ per kilobyte was the rule of thumb! Yikes!

These days that would mean that you would have to pay 64,000\$ (30,000 ukp) for 64 MB of RAM! His first ST was a 520ST, with TOS on disk, and what an amazing machine it was. Around this time he purchased some disks from a disk catalogue, and one third of the programs didn't work, and one third couldn't be read off the disk! He says to his

self, "I can do better than this!" and Suzy B software was born (named after his wife, Susan Burkley). Suzy B's first advert had all of 800 programs catalogued. In comparison his first CD-ROM had 14,000 programs catalogued! Suzy B's first CD was a team project, with TOAD coming up with the money, and Suzy B supplying the programs.

Michael has also written for various publications, including Znet, Atari Explorer, ST Reports,... under the name of the "Unabashed Atariophile", and that he is! Around this


time Michael demonstrated another rope trick, and invited our Vice-President Dan Dreibelbis up to the front to show how it was done.

Now the trick in this case was that although Michael had no problem tying a knot in his rope, Dan could not tie one in his rope! Noway, nohow! So Michael invited Lois Christensen up to the front, and together she and Dan were able to tie a knot! The moral of the story was this, that as members of TAF we could not do it all, and that we have to work

together to accomplish something!

True of every user group, especially our Atari groups in these times. After this trick, the floor was opened for sales of the Suzy B CD's Michael had brought with him, and he sold more than enough to cover the cost of gas (petrol).

That ended the night, and we are presently planning for the upcoming June 17th meeting, where we hope to have Roger Burrows of Anodyne software come down from Ottawa with his NEW CD-Recorder software.



A date for your Diary

For those on this side of the pond you may be interested to know that TAF is having a MonSTER Flea Market on **Saturday July 11th.**

The hours will be from
1p.m. until 5p.m.

in

**The Gold Room of the North York City
Centre (5110 Yonge ST., Toronto)**
where TAF has its meetings.

Some dealers will be coming, Local and Foreign, oh, and a few hundred TAF members! :)

See you there!

Cheshunt Computer Club

A meeting report by John Gill

I am a relative newcomer to the wonderful world of Atari User Groups, having only attended my first meeting last October after talking to Derryck Croker at the last Atari Show. It was at my second meeting of the Cheshunt Computer Club that I met Richard Clark and Gordon Storey, who invited me to their SHAG meets and the rest, as they say, is history.

While I have made it to all the SHAG meetings since then, I was forced to miss the last two Cheshunt meetings, so it was nice to be able to get to the May one after an absence of nearly three months. I noticed a few changes, the most notable being the non-attendance of Steve Sweet, who was conspicuous by his absence. Every Cheshunt meet that I have attended has seen Steve sitting in 'his' corner with his impressive Mega ST set-up, ready to help anyone in need of his wealth of Atari knowledge, covering both hard-

ware and software. If Steve or Derryck Croker can't help you with a problem, then you haven't got much hope I'm afraid!

Derryck, who is the club's Treasurer, was there of

collects the subscriptions, and most importantly of all, sorts out the tea and biscuits. James Haslam, another regular, didn't have his computer with him this time, having come straight from work, but

succeeded in showing me a better way to configure Superboot on my set-up, so that it was easier to choose between running Magic or not. So simple, I missed it. Thanks mate!

As well as myself, there were a couple of familiar faces from SHAG (haven't these people got homes to go to?) Paul Bywaters had his Falcon, fitted to a most impressive but compact sound

course, demonstrating Titan Designs' Vidility software to an attentive audience, along with Michael Irish, the Chairman, who always makes new members welcome,

system, which was booming out Marley's Greatest Hits CD via his CD ROM drive which was preferable to the ballroom dancing Muzak coming from the hall next door,

Why not join...

- ✓ Help for beginners
- ✓ A friendly welcome
- ✓ Insurance for computers in transit to or at the meetings
- ✓ No annual subscription
- ✓ Admission £2 at the door
- ✓ First meeting free for newcomers
- ✓ Free refreshments

Meeting dates

28th February 1988
26th March (AGM)
22nd April
27th May
24th June
22nd July
August - TBA
23rd September
7th October
26th November
19th December
24th January 1989
24th February
24th March (AGM)

Affiliate of the British Association of Computer Users and the UK Association of Atari User Groups

Meetings are held on Wednesday evenings 7.00pm to 10.00pm in the Garden Room at the Wolsey Hall, Winchill Lane, Cheshunt, Herts. Cheshunt is close to the M25 J25.

Membership:
Derryck Croker
☎ 08273 873719
derryck@chc.computerclub.co.uk
03-02-7038811m

Chairman:
Paul Gibbs
☎ (081) 40788105p
☎ (0820) 480174 (Evel)

Treasurer:
Michael Irish
☎ 01707 327103

the Cheshunt Computer Club?

and Peter West was showing off a 3D image viewer on an STE. I only wish I'd had a camera with me to get a photo of Peter wearing the 3D glasses as he viewed the on-screen images !

I had my Falcon and was showing James the Zetnet internet software, as he is considering opening an account with them, while Sam Ward thanked me for

a printer driver that I'd given him at a previous meeting for 1st Word Plus and which he managed to get working.

That for me is the whole point of User Groups, helping each other out with our problems and as long as there are such people involved, the Atari scene will never die out completely.

To summarise then, a quiet

Cheshunt meet by previous standards, when the tables are usually crammed with computers, but none the less enjoyable for that. From my own point of view, Cheshunt is sufficiently different from SHAG to make attendance at both User Groups more than worthwhile. Again, if you live near to either, make the effort and come along to one of them, you won't regret it.

Meetings are held on Wednesday evenings 7.00pm to 10.00pm in
The Garden Room at Wolsey Hall, Windmill Lane, Cheshunt, Herts.
Contact Derryck Croker for more details 01923 673719 or
email derryck@cix.compulinnk.co.uk
URL: <http://www.cix.co.uk/~derryck/index.htm>

FEATURES

- Display Cyber Seq Files
- Play Chip Music
- Play Sample Sound
- Supports Packed Anims
- Supports Packed files
- Fully Configurable
- All ATARI's
- Half meg Compatible
- Freeware



STOSSER Software Presents

AUTOVIEW

AUTOVIEW has been designed out of necessity for a good Cyber Seq player that does not need a file selector or forced messages, What better than a Cyber Sequence file for your Intro or to display an animation, AUTOVIEW has the added advantage of letting you pack your Animation with any of the leading file packers on the ATARI.

If displaying full screen animation isn't enough, what about adding Music or sampled sound. AUTOVIEW will detect what machine is running your Cyber Seq and act accordingly, playing Chip Music on an FM or Sampled sound on an Ste. You can state one or the other in your

easy to use Configuration file, or state both and let the Computer decide. More! You can play both if an Ste is detected and have both music and Sampled sound. Because the Falcon has problems with chip Music and the STFMs cannot play samples on interrupt then only the Ste supports the mixed function.

STOSSER Software 1998

Autoview and many other FREEware Titles By Tony Greenwood under the STOSSER Software logo can be obtained from any good Public Domain Library or from the STOSSER Software Homepages at:

<http://www.accrington-web.co.uk/stosser>

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,

CONTINUING..

From part's One and Two of this Tutorial you should now have mastered the art of placing Text and Pictures into your file, be able to format the text for size, colour and position and similar with pictures, So now it is time for the nitty gritty of HTML, the whole concept is...

HYPERLINKING

Three main types of hyperlinking will be addressed here, Linking to other parts of your page, Linking to other pages on your site, and linking to pages out there on the Internet.

If your site is to contain a lot of information, you can either load it all in one large file, or split into smaller HTML files with a series of links to navigate them or some sort of menu system. If the former then you would need links to navigate the large file, but the latter is to be encouraged even though more

complex it allows the visitor to only load the parts they want to see. No one wants to download masses of text and graphics just to see the one section they wanted, so let us get the internal links out of the way first.

INTERNAL LINKS

Let us suppose you have one web page that contains 5 paragraphs, each paragraph is a short review of a book. At the top of the page we would ideally like a list of the books so the user can click the appropriate title and go straight to it, See **Fig 1.** for a Vertical list of titles. Note the `
` command to force a line break and start a new line. The five lines will highlight words to click on.

A Hyperlink Reference

"# The hash "#" specifies an Internal link on the same page.

`book1">` This is the target name and can be anything you like, we just call it book to make it easier to follow.

So as always we start a command with `<` then show it is a hyperlink with a **href** and then its internal with `#` then a **target name** and finally the `>` so that the next thing we type will be shown on the screen, remember that anything inside `<>` will not appear on the screen... but anything AFTER a `` command is what the user will click on and must be seen.

Fig 1.

```
<a href="#Book1">Book One</a><br>
<a href="#Book2">Book Two</a><br>
<a href="#Book3">Book Three</a><br>
<a href="#Book4">Book Four</a><br>
<a href="#Book5">Book Five</a><br>
```

`<a href=`
This must be the start of all your links as it is

This text will also appear in whatever colour you have set your links attributes in the BODY commands and usually be underlined.

`` OK we stated its a hyperlink and we know the following word or words will be highlighted to click on but we don't want the whole document to be highlighted so we place a `` after whatever keyword we chose to state the end of the hyperlink `<a href`

Looking at Fig 1. you should be able to see that what we will have is a list of highlighted and/or underlined text listing Book One to Book Five.

TARGET

In Fig 1. we can see that clicking on the highlighted word **Book One** will force a Hyperlink to **#Book1**

Fig 2.

```
<a name="Book1"></a>
Blah blah blah and blah
blah
```

We set the target using the syntax in Fig 2. with `<a` stating this is a target for an internal link and `name=` telling us the target name, in our example **Book1** and the `` command to end, we could have placed

something between the `<a` name and the `` commands purely as a link position, no effect would be made on the text.

Fig 3.

```
<a href="one.htm">Click Here</a>
```

PLACE ANYWHERE

You can of course place your `<a href` or `<a name` anywhere in your document, let us suppose the paragraph about Book Five has a reference to Book Two, Imagine the following

"The Hero uses his flying skills learnt in Book Two"

You could highlight the words Book Two, the user could click on it and either

that is in the same directory. Let us suppose we are currently on "index.htm"

but want to load "one.htm" instead, we would use the command in Fig 3. Your file named one.htm would then load in and replace index.htm. No target is needed in the new file, all we need to achieve the task is what's in Fig 3.

EXTERNAL LINKS

Taking what we have learnt so far and looking at Fig 4. You should have little difficulty in seeing

Fig 4.

```
<a href="http://www.users.zetnet.co.uk/paxton">ST</a>
```

be taken to Book Two or directly to the point in Book Two about flying...

how to link to a page out there on the WWW.

Fig 5.

```
<a href="index.htm#book3">Click </a>
```

"The Hero uses his flying skills learnt in Book Two"

You can use two types of links together, lets suppose you want to link to the web page **index.htm** and directly to the paragraph regarding **Book Three**..Look at Fig.5 and see how it's done.

PAGE LINKS

The concept is the same to link to another HTML file

To Be Continued.....

IDEA! Imagine the possibilities of linking around your text. An interactive book where the reader controls the plot, or a Text adventure. Walk `Left ` or Walk `Right<a>`

STiK

THE ST INTERNET KIT



<http://www.flinny.demon.co.uk/index.html>

The ST Internet Kit

A Web review By Tony Greenwood

WHO

Titled "The ST Internet Kit Pages" but better known throughout the ATARI Community as "Flinny's STiK Page"

As an original registered STiK user myself in the days when the original Author Steve Adams was about, I know that Flinny has been there from the start as an unofficial backup and support person, later to become more official.

At one time because of the difficulty of setting up an ATARI on the internet (especially in the early days) I know Flinny used to be deluged with requests of help, never complaining he would spend a great deal of time helping anyone and everyone, sometimes on the BBS systems or maybe on usenet or even on IRC where you are guaranteed to catch him due to the fact that he is a self confessed IRC Junkie.. A lot of ATARIans past

and present have Flinny to thank for getting set up and on line.

WEB PAGE

These pages have been around for a long time and are the premier site when it comes to all things STiK related.

The main page is simplistic, functional and artistic with some very nice Selection buttons by Neil Jones-Rodway, in fact the design of the site is credited to Neil with the Maintenance down to Flinny.

CHOICES

We are presented with Four sections, The first being **DEVELOPERS** and as the title suggests has on offer for download the following packages.

STiK Development Pack
STiK GFA Source code
STiK ASM Source Code

UPDATES

This section lists the latest updates to these pages and

at the time of writing the last entry is only a couple of weeks old, so as up to date as can be.

DOWNLOADS

This is the main area and the reason most will visit the pages, here we have a whole array of the latest software for download.

WWW Install, HS Modem, STiK, CAB, CAB030, CAB OVERLAY, DSP JPEG DECODER, CACHE EDITOR, ANT MAIL, TelVT102, ATARI IRC + Samples, FINGER, FRAC IRC, FORECAST, NEWSIE, MG FTP, AFTP, CHECK_M, POPWATCH, NEWSWATCH, MyMAIL, FIRENEWS

CONTACT ADDRESS

This section of course gives you the chance to write to the people responsible for the page and software.

Without doubt a **Must Visit** site for all ATARIans on the Internet.....



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

NAME : Electric Escape - Atari Archives

Url: <http://www.digiserve.com/eescape/atari/Atari.shtml>

RING Description : Home of the Atari Lynx FAQ, the Atari Jaguar FAQ, the Atari Timeline, assorted game reviews, and a collection of Atari-related news articles.

The Review: One main page that is a nice clear white with black text and blue links. The page starts with a short introduction from the author, and then onto the meat of the page. The content seems to be ATARI console and indeed we begin with an array of FAQ's for various types, closely followed by the ARTICLES section, plenty of stuff to read here, mostly official documents and all ATARI related, Then we have a very impressive reviews section, LYNX and JAGUAR stuff..The list goes on..This is a **Must Visit** page for all ATARIans

NAME : Claes Holmerup's homepage

Url: <http://home5.swipnet.se/~w-51781/>

RING Description : The site contains info about my Falcon+Cubase Audio based studio, as well as some hints about problems with the Falcon and how to fix them. There are also magazine articles which I've written and info about CAF-compatible harddisks.

The Review : A very nice and well laid out page. The author is a Falcon and Cubase owner who is also very enthusiastic and very knowledgeable on both. If you want to get into hard-disk recording then you could do a lot worse. The author has also published articles on the subject.. If you have a Falcon then **Go There Now!** as its highly recommended.

NAME : NEW TRIAL

Url: <http://www.bernd.com/newtrial/>

RING Description : This site is about an underground band project and does NOT contain any Atari Software, but is intended to show that Atari is not dead, maybe some music interested will check it out... Our works are made with Ataris, (mega)STs and a Falcon. Yes, this is still possible, even though some software producers claim about a slight case of death in that TOS sector, and stop developing. Atari made computers groove, so did we! Enter our site of dark underground, be a witness to the process.

The Review: Pretty much as the description says., nothing ATARI on the page.. Bar the web ring that is:)

Catch Up. These short reviews started at the top of the ATARI web Ring and are intended to be pointers towards the ring sites, Making my way through the ring with short reviews each month, People have asked why I started part way down the list, Well I have not, The web ring gets new editions every week and currently stands at 146 members (May 16th), When I have reached the end of the list I will start again and cover the additions that have been listed since I started the reviews...This could go on for years <smile>



Design and be Damned



by Gordon Storey

Graphics

“A picture is worth a thousand words”...sorry, that’s so cliched..but I had to write it because it’s true.

You can try and write a description of something till you’re blue in the face and people still won’t understand, but show them a picture and it all clicks home.

Imagine an A4 page full of text...yeah boring. Slap (technical term <grin>) a couple of pictures into it and things start looking better. What about an advert selling something. Sounds good but how much better would it be if it had a picture of said product in it. These are a few of the reasons graphics, whether it be clip art, photo’s or just boxes and lines are so important in any design.

Today with the thousands upon thousands of ready made clip art images available on disc, CD Rom and off the internet or BBS systems, there really is no ex-

cuse not to liven your design up with some form of graphics. Even the masses of PC clipart can be converted with one of the excellent image programmes, Gemview, Imagecopy to name a couple.

All DTP programmes have some form of vector drawing tools i.e. Boxes, lines and circles and these can be used to good effect within a design.

So there really is no reason for having a plain old text filled design.

Text Run-around

Text run-around is the forcing of text to wrap round another object on the page, like so. As you can see the text is forced to run



around the outside of the box the picture is in. The object could be anything, a pictures, a box, more text

etc.If you notice the way the text was told to run around, it has left quite a large amount of gap around parts of the picture.

Wouldn’t it be better like this example. As you can see the text is now hugging



the shape of the image. This is quite a common mistake made by a lot of people and although on some graphics it’s not noticeable it really does spoil the look of things and look so amateurish.

Some DTP programmes give you some sort of option to do this but others, like Pagestream, only allow the text to wrap around as in the first example. So I will never tell the text to wrap around a picture in Pagestream, but will draw a vector shape around the picture, using the tools provided and make the text run around this. After I’m happy with

the flow of text, I'd make the line thickness nothing and send it to the back of the page. I'd then group the picture and vector outline together so if I moved one I'd move the other.

Sometimes you may need to use this method even if there is a pre-set option to run text around as in example 2. These are sometimes still inadequate and will leave a gap where you don't want it and no option to tweak the outline.

Old tricks

If you look through the Fanzines, or even the heading of this page, you'll notice there are some graphics repeated either side of a headings, sometimes these are mirrored. This is an old trick used (well by me anyway) to make a heading look more balanced, an instant solution. Other headings will call for the image to be to the side, above or wherever but if in doubt...double it up.

As mentioned last week the rotating slightly of an object can be very effective and transform an otherwise OKish piece into a Great piece.

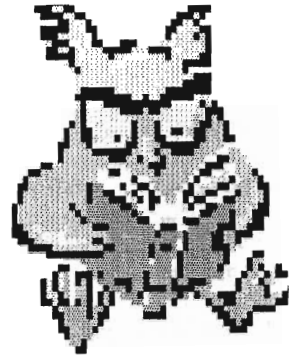
Putting a shadow behind an image or even text is always worth a try. Especially text, if the time comes when you can't find an appropriate image, even with the thousands available and you want your heading to stand out add a shadow.

If you are designing something and the text isn't as long as you'd hoped, the simple answer is to enlarge the clipart slowly until the text falls just right. This obviously works the other way as well, if the text is too long, reduce the size of the image etc..

Pit falls

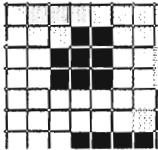
Talking of enlarging, beware of enlarging Bitmap images as you'll get those lovely jaggies, you see be-

low and nothing looks quite so naff...



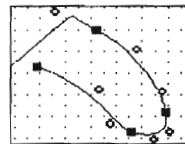
Always make sure the graphics you put in are somehow relevant to the piece of writing. It's no good putting an elephant in if you're talking about cats...makes sense really.

This leads on to never putting a piece of clipart in just for the sake of having it in. Use the vector shapes, boxouts, tints etc if you need to liven the page up and can't find the right image to use. Which believe me sometimes happens even with the vast array of clipart available.



There are basically 2 forms of drawings, Bitmap and Vector. Bitmap is a picture that is made up of pixels, little dots that make up the screen. Each one is coloured differently be it in 2 or 16 million colours, so making up a picture. These are excellent if you use them same size or reduced. Enlargement is a problem due to the above mentioned jaggies.

Vector drawings are a totally different kind of art. These images are made up of co-ordinates, for the different forms of lines. The great thing about this kind of drawing is you can enlarge or reduce and maintain the same high quality output, no jaggies.



ATARI PORTFOLIO

Article by John Adams

History

The Atari Portfolio was the world's first palmtop computer. It was released in 1989. Atari never manufactured the machine but they did buy the licence to market and sell the machine. An English Company called D.I.P developed the Portfolio and its hardware devices.

What is it?

The Portfolio when folded, is the size of a videotape. When unfolded it reveals a 40 character by 8 lines screen and a 20 key keyboard.

The keyboard is arranged in the standard Qwerty fashion but some people may find this awkward to use because the spacing between each key is a bit tight.

The LCD screen is easy to read but there isn't a backlight. Contrast adjustment is possible via the key-

board. A 240-volt mains adapter or 3 AA batteries power the computer. There is also a small watch size battery, which maintains backup to the built in applications and clock when the computer is turned off. With care the batteries can last for about 100 hours.



With the addition of a parallel interface you can upload and download file from an Atari ST or a PC. A serial interface is also available to allow connection to an Apple computer.

The palmtop comes with 128k of Ram, which is divided, between memory

and a Ramdisk. It is a 16-bit machine. The operating system is MSDOS 2.11 and there are a number of applications built in which include a calculator, diary, address book, an ASCII text editor and a spreadsheet that is compatible with Lotus 1-2-3.

Software

Apart from the applications already mentioned additional software can be purchased. They are supplied on Ramcards. The software varies from Program languages to games. The ramcards come in 32k, 64k,

and 128k. It is also possible to purchase Read/Write cards.

Many programs have been written over the years for the Portfolio and they are now available on a multi-format CD. Most people find that the built in programs are quite adequate

for their needs. Like most computers the Portfolio has its fair share of bugs in the operating system. However by adding a small updated program made by Atari it is possible to fix most of them.

Support.

As with any other Atari computer, support is limited to small companies and individuals.

Palmtop computers have never been as popular as they are today with manufacturers like Psion, Philips and HP all producing their own range of them. The

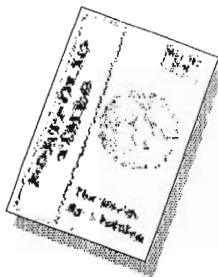
Portfolio can still hold its own against them because of the talents of a few people.

There is a very large user base in Germany and The German Portfolio club manufactures its own ram-cards and can even upgrade the internal memory of the computer.

It is possible to buy a new Portfolio in Britain from the Portfolio Club who can also supply you with everything you need including Ramcards, carrying cases and can even repair broken Portfolios. For further information call them on

01812868990 or write to Paul Finch at 16 Cedars Rd, Morden, Surrey, SM4 5AB.

The club also produce their own magazine called Portfolio Times which is free to members of the club. Portfolio Times has its own web pages at: <http://members.aol.com/jadams1644/porttimes>.



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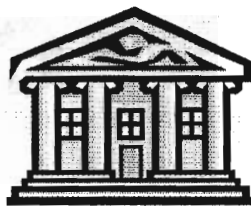
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SOFTWARE



CITY



by Deano

Windy City Pains By Untramielled Adventures Requires One Meg

Windy City Pains is a Role Playing game with a host of surprises. Upon starting the game you are presented with the story and then go on to choose your characters. You can have up to four characters, each with their own special skills, weaknesses, and so on.

Once you have chosen your characters it is time to go out into the village and attempt your task, it seems the great wizard wants to stop supplies of alcohol coming into the village (strange man) and therefore, our four heroes must go and do the job. You

walk around the village by clicking on parts of the map or clicking on the directory arrows provided. As you are walking along you get to meet various characters such as Father Scowling who tell you interesting things and give you some help. While you're on your travels the message window on the right keeps you informed

on what's happening around you. The game requires use of the keyboard to open doors and cast magic spells and the like. The game is interesting and the graphics are passable although it does take a while to get into. If you are interested in this type of game then it is a worthwhile investment.

ST+ RATING: 78%



If you would like your own software reviewed in this page then send it to Deano at:
Software City
 27 Turbarry Walk
 Milnrow, Rochdale, OL16 4JN
 England

Where To Get It
 Floppyshop, PO Box 273,
 Aberdeen, AB15 8GJ
 Price £ 1.50
 Order: Gam 6259C

ATARI CUCKOOS

In the first of a new series of articles on Atari emulation on the PC, Tony Greenwood has a look at

PaCifiST

<http://www.pacifist.fatal-design.com/index.html>

WHAT IS PaCifiST

PaCifiST is an ATARI ST emulator which runs on a PC under plain DOS (or from a Windows 95 DOS session). Programmed By Fré dé ric Gidouin, the emulator is Currently at version 0.48 and still under development according to the current PaCifiST web page.

GIFTWARE

PaCifiST is not Freeware as most people believe, it is in fact giftware and you are encouraged to send the author whatever you feel you can. As this emulator is seen by most people as the best on offer then you should all feel bad if you are using it and have not

taken the time to send Fré dé ric a gift?

The AUTHOR

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or Snail mail:

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allé e du ché vrefeuille
29280 Plouzané France

EMULATION

This is a Motorola 68000 Emulation and it matters not how fast your PC is, it is not a Falcon emulator, although it does support some Ste enhancements. It also has the added advantage of running at exactly the same speed as an ST

rather than the speed of your Computer, (this is presuming you have at least DX4). Although a Pentium is recommended to get the best out of PaCifiST.

There is an option to use your computers speed, but is that then a true emulation? I think not. But it does have it's uses and I slip mine into PC speed when using something like Pack Ice or Atomix and it then takes a matter of seconds to pack files as opposed to minutes.

However keeping it at ST speed offers a truer emulation, something the other Commercial offerings amazingly didn't consider including.

SOFTWARE

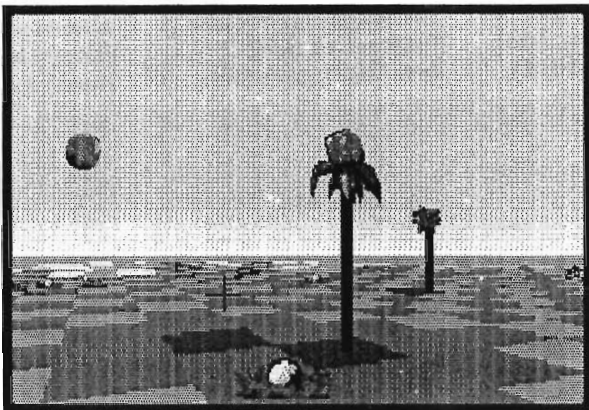
Most emulators have a list of software that will run. It soon became apparent with PaCifiST however that this list would be endless. It

was decided at one point to make a list of software that would not run... It seems that list was so small that no one kept it going, thus we can surmise from this that PaCifiST is ultra compatible with ATARI GEM etc Software.

HOW

OK You have a PC & you have downloaded v0.48 from the official web site or got a copy from any decent PDL. You now need a TOS image, once you have this you are ready to go. The problem is that TOS is still Copyrighted, however if you own an ATARI then you are within your rights to copy the TOS img and use it as you wish, there are some programs available from ATARI ftp sites that allow you to grab an

image from your ATARI, however these don't always prove to be 100%. So you can download an image and a link to do this is available on the official home page.



Archipelago (screen mode)

If you do Not own an ATARI then downloading a TOS Image is Illegal.

When you have your TOS Image, you are ready to go. Just follow the comprehensive instructions that come with the emulator and you can't go wrong.

SUPPORT

PaCifiST, more than any other ATARI emulator has a massive amount of support from users. There is a mailing list just for PaCi-

fiST related questions and announcements or just to chat to other users. A very healthy message board called Fuji BBS and a whole array of web pages.

All the above can be linked to from the official web pages, the URL of which can be found in this Articles Title.

PIRACY

Unfortunately a lot of the emulation scene has been tarred with the

brush of Piracy.

It is true that a lot of ex-ATARI pirates are involved in the scene and that the vast majority of downloadable software is from so called cracking crews. But this does not mean you have to be a software pirate or even do anything illegal to own and use PaCifiST.

I use Emulators and I have never condoned Software Piracy. Use the software you already own and you will be OK

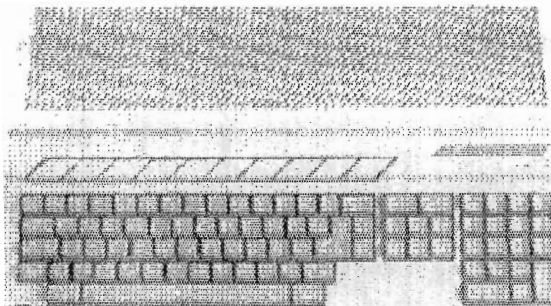
Flight of the Falcon

John Gill tells of his painless upgrade to a Falcon and over the coming months will give us the low down on all things Falcon.

Much as we all love our Atari ST computers, the fact is that the basic design is nearly fifteen years old and despite some improvements such as newer TOS versions and the STE, our old friend is beginning to show it's age. Don't get me wrong, I still think that they are an ideal first computer and at the prices that they are changing hands for these days they still represent a bargain and I have no intention of getting rid of mine.

The trouble is, in my own case at least, that the more proficient you get in using the machine, the more you long for something with a bit more 'oomph'. When you see friends running Intel PCs you begin to realise how slow the ST is, although I wouldn't for one moment wish to swap my TOS/MagiC set-up for Windows 95 in spite of the trade-off in speed. Atari owners can view GIF and JPEG images using programs such as Gem-View and Speed Of Light, but it takes so long to get there.

So what options are there to improve the performance of your Atari software? There are various accelerators available, the latest one being from The Upgrade Shop,



which retails for around £100, a very good deal in my opinion. Unfortunately, fitting involves some cutting and soldering, and then you are still limited by the ST's graphic capabilities. Add a graphics card (if you can get hold of one) and you are talking even more money, which starts to bring you toward the price of a PC. You could buy a PC and run one of the excellent Atari emulators such as TOSbox or Pacifist. I have heard good reports of these emulators and apparently they allow you to run your Atari software at breakneck speeds, but buying a new system

rapidly empties the wallet or ups the credit card bill. Thirdly, you can do what I have just done and buy a second-hand Atari Falcon. I have always promised myself one of these machines ever since they first started to appear in 1993, but unfortunately the price was always prohibitive, even second-hand. I regularly scoured car boot sales

and markets in the search for a Falcon bargain without any luck. Even when I saw an advert on the Zetnet-Atari mailing list for a 14 Meg Nemesis Falcon for £250 I didn't bother to reply, thinking that it was probably already gone. When the same machine was re-advertised on NesT a week or so later I wasted no time in phoning and a deal was struck. My search for the Holy Grail of Atari computers was at an end.

I was like a child at Christmas when I got it home and couldn't wait to get it set up on my system, which

comprised of mono and colour monitors Hard disk drive and CD-ROM. Although externally, it looks similar to the ST, apart from a slight difference in the colour, the rear panel shows a marked difference to what I had been used to, with different connections for the modem and hard drive. Luckily, my modem was fitted with both 25 and 9-pin connectors and I'd had the foresight to buy a SCSI 2 lead to connect the hard drive, so I was ready to go.

I thought that it would be a simple matter of just substituting the Falcon for the STE, but it turned out to be a bit more complicated than that. After plugging everything in, I couldn't get the Falcon to recognise the hard drive and eventually solved this by re-installing the HD Driver software. Possibly this was due to the Falcon using SCSI 2 while the STE needed the Translator host adapter due to it's Hard Drive port not being 100% SCSI compatible. Anyway, I got there in the end in my own inimitable way. The next problem was getting any sort of screen display, but a quick read of the Nemesis docs revealed a need to install a small Auto Folder program to enable the hardware to run with my RGB monitor. I was also pleasantly

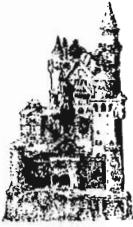
surprised to find that Superboot 8.1 worked OK with the Falcon and before long I was looking at my familiar Thing desktop. I spent the first half hour running graphics-intensive programs and marvelling at the speed with which my new baby displayed GIFs etc. CAB is like a different program when you can view Web pages in 256 colours. Then I started to go through my everyday programs such as word processors, accounts programs, etc and I was surprised to find that compatibility was very good. I thought that some of my older software such as Personal Finance Manager might trip up on the Falcon, but the programmers obviously knew their stuff!

To date, I have only found one program from the existing software installed on my hard drive that the Falcon wouldn't run, and that was the Prodata database which repeatedly bombed no matter what I tried.

Running Gembench, showed an average performance increase of 375% over an ordinary ST and although these tests are open to misinterpretation, they give an idea of the improvement given by the 68030 processor and Nemesis accelerator. Running Kivi, the offline QWK

reader, I took a while to get used to the speed that I could scroll through the messages, often missing a couple out, it was that fast. In fact, speed was the main difference that I noticed in most of my software, although it was nice to have a more colourful display. Screen redraws in Pagestream 2 are now almost bearable!

While my ageing Philips CM8833 monitor was good for displaying pictures, I still found a need to switch to the 2 colour high-rez monitor for text based work. The Falcon is capable of displaying higher resolutions in overscan mode, but this is so flickery it makes it unusable, except for viewing graphics. So, last weekend I bought a second hand 14" SVGA colour monitor at a computer fair and now my set-up is complete for the foreseeable future. I am currently running at a screen resolution of 640 * 480, but there is software available to push this further but that is a subject for another article! Once again, I've got 'Power without the Price' to quote an old Atari slogan, albeit second hand and anything which delays my having to upgrade (or downgrade, depending on your point of view) to an Intel PC is OK in my book!



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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.

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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.

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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.

STOS CORNER

Ever wanted to create your own Maze type of game in STOS but don't know how? In this, the start of a new tutorial, Deano shows us how its done.

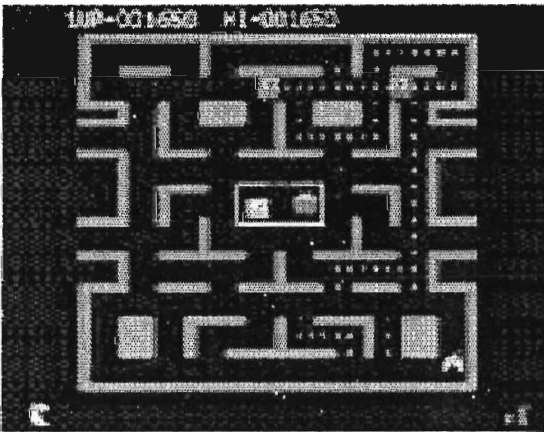
When we talk about Maze Games, Pacman and Gauntlet spring to mind. Other classic games like Fast Food give you an overhead view of the character running around the maze.

A maze game is basically a picture of sprite blocks that are used as boundaries, just like the walls of a real maze. Looking at Pacman, one of the most classic maze games of all time, we see the little ball wandering around a maze eating dots and chasing ghosts.

If you look at the screen shot you will see that the screen is made up of pipes linked together, these are the walls of the maze.

When Pacman touches these walls he can't go any further in that direction.

During this tutorial we shall refer to these walls as Maze Blocks.



These blocks are known as special blocks, reason being is that they do something when you walk over them. In Pacman the dots are special blocks because they vanish as soon as Pacman passes over them. This is simply a case of

replacing one block with another creating the effect that Pacman has eaten the dot.

To create a maze game in STOS then the best way is to use the missing link extension as it has the right commands and tools for designing Maze games. It also comes with a program called Eddie which is a map maker.

In this tutorial we are going to create a one level demo of a Pacman type game, which includes all the bells and whistles of the original. Remember we will be using the missing link extension and Eddie so make sure you have them.

Maybe you could write the next Pacman game.

Next Month we take a look at the making of a map

Beat boy, beat boy, hit that perfect beat boy...



EC909

Drum machine for the Atari

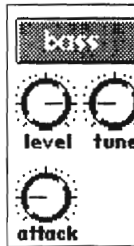
review by Gordon Storey

Yep...retro time...the famous Roland TR909 sounds have been bought to an Atari near you by Electronic Cow. How does it shape up....

Well the controls are just as easy as they were on the old drum machine. The whole thing is based around a pattern. The pattern consists of 16 steps, each one being a semi-quaver (16th note) although you can change the step counter from 4 to 16, to create some off beat patterns if you desire.

To create a pattern is simplicity itself. Just move to the step you want to place the drum sound in and

click on the drum sound you want in that step. You can have as many different drums in the same step as you want. If you make a mistake press the undo. You can also change the volume, pitch and attack of

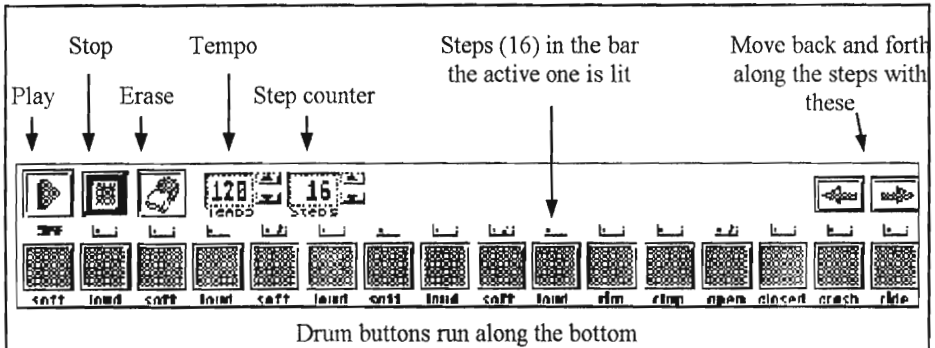


the drum sounds, though not all sounds have all 3 options. All you do is click and hold the mouse over the dial and

move the mouse left or right. Once you've put your sounds in click the play button to listen to your creation...:) The forming of the sample takes a little

while on the STE so don't think the machine has frozen up. Once you're happy with your master piece you can save it as a sample, pattern or a midi file.

The sample drum loop can then be used in a tracker programme or anything that takes samples. The pattern will save all data, so you can reload and tinker some more at a later date. The Midi file will save your loop out as a type 1 standard Midi file, with the drums corresponding to the General Midi map. You can also add drum sounds via a Midi keyboard, once you have set the incoming channel.



There are a few things that are missing, such as a grid so you can see which drums are in which step. Also as it stands if you use the undo this will erase the last entry. Whereas Erase will delete the whole step. There needs to be an option to delete just a certain sound. These aren't possible at the moment due to the way in which the programme creates the drum loop, by making it one big sample. The author, informs me he is working on changing the way it works and will hopefully have

these options in the upgrade. Incidentally the upgrades are free, which is nice to hear, as a lot of companies charge for upgrades. But any Electronic product that is upgraded is free to the owner of the original.

As it stands this is a crackling little program that anyone who's into music, be it Midi or tracker should possess. Needs 1 meg or more of memory, STE or TT and 4 megs on the Falcon. A 640 x 400 mono or colour display or better.



Candi-Kit

There is an extra programme that comes on the disc, Candi-Kit. You can use this to build up different drum kits. You can assign any sample you like to the different drums and create some weird drum loops. have a saucepan for a snare, dog bark for a bass drum etc, and go mad....
Excellent touch.

Price: £25 UK plus P&P (£2 UK, £3 Europe, £4 ROW)
ELECTRONIC COW, 350 Broadwater Crescent, Stevenage, Herts, SG2 8EZ, UK
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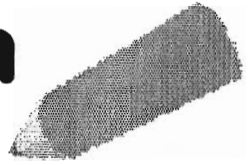
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Copy for inclusion in the following month's issue should reach us no later than the end of the 3rd week of the proceeding month. There is a limited amount of space allocated for advertising so it's a case of first come first served.

Scribble Synth

Additive Synthesizer

review by Gordon Storey



Well lets start by saying I'm not going to even try and tell you the technical side of this program, why? Well that's simple...I haven't a clue, I don't understand how it works. But what I do know is that it's great fun and easy as falling off a log.

The whole point of this piece of software is to create samples...not just any samples...we're talking about analogue type sounds. yep retro time. It allows you to save as AVER, AID and PL. Not only that but you can dump the sounds to your Midi sampler. It supports Standard protocol samplers and Akai 900/950. The author may add more drivers later if required.

The sounds are made up from 5 frequency slices. Fig 2 shows these along with the editable field for

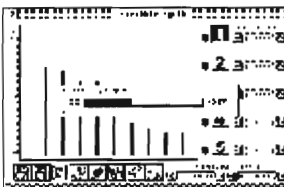
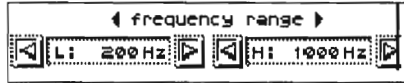


fig 3



the length. The slice length depends on the sampling rate you choose under the option menu, for example 32,780 samples is 1 second at 33KHz. Also you can alter the frequency range of the slice giving it an upper and lower figure.

Anyway on with the programme. It really is easy to get some sounds out. All you have to do is select the pencil tool and Scribble

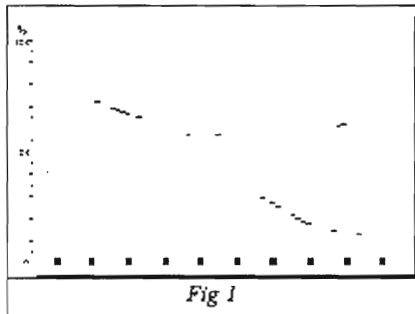


Fig 1

Fig 1

(draw) in the box provided, for one of the 5 frequency slices (fig 1). You can draw in any of them, but the sound will only be created from sequential

slices. i.e. 1,2 and 3 but not 1,3,4 and 5. Once you've scribbled and set

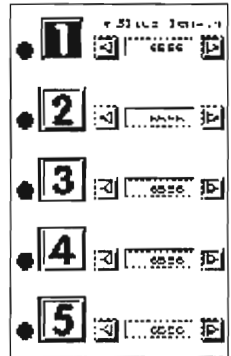
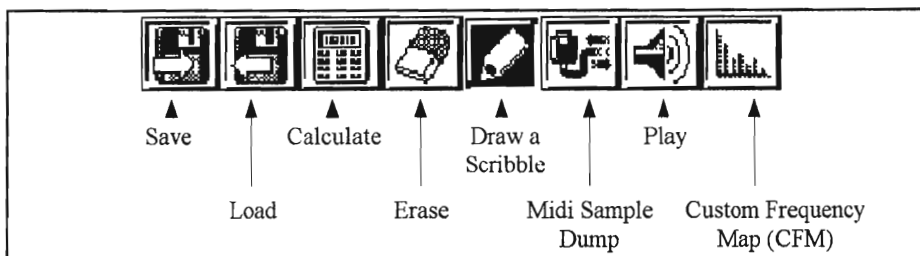


Fig 2

the length of each slice, all you do is click on the calculate button and it'll go away and make the sample up. This may take some time depending on how many slices were involved and what length they are. A progress bar lets you know how it's

doing (fig 3). Once finished click on play button and stand back.

My first try sounded like the attack of a bad curry, whilst sitting in a large



bell...awesome...)) You really can create some superb sounds as well as some really silly ones. If you understand the technical side more the better but if like me, you just don't get it but want to create some sounds then it's per-

fect, play around, click calculate and play. If it works great if not do another.

Scribble Synth will run on a STE, Falcon or TT with 1 meg of memory or more and a 640 x 400 (mono or colour) display. STFM's

can create but not play the sounds.

So if you want to make up some fresh samples for use in other programs/trackers or on your midi sampler this is the programme for you. Great fun.

Cost: £16 UK plus P&P (£2 UK, £3 Europe, £4 ROW)

Electronic Cow 350 Broadwater Crescent, Stevenage, Herts, SG2 8EZ, UK

Tel: 0411 544133 or 01426 281347 E-mail: electronic_cow@dial.pipex.com

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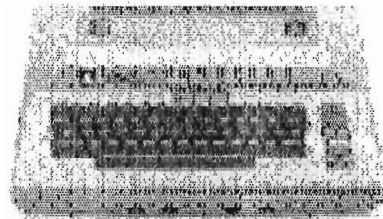


EMULATION WORLD



This month we look at the Atari 800 – one of Atari’s 8 bit computers.

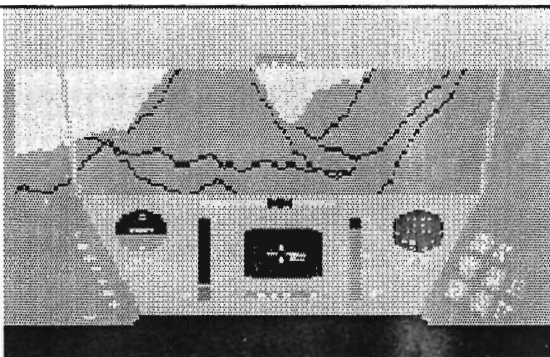
The Atari 800 was the follow up to Atari’s first computer, the Atari 400, and was released in 1979. These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 256 colours displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 11 graphics modes and 5 text modes.



The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard.

Top Atari 800 Games

1. Rescue On Fractalus
2. Seafox
3. Space Invaders
4. Defender
5. Jumpman
6. Missile Command
7. Smasher
- 8 Twirlybird
9. Sea Dragon
10. Star Raiders



Rescue on Fractalus on the Atari 800

Atari 800

Atari 800 is a Falcon only emulator and is a port from an Amiga version of the same name. The speed

isn't very good even though it's running on a Falcon.

The menu system is ok controlled by the function

keys. The author states that someone else is currently working on a better emulator, but for now this is the most complete Atari 800 emulator for the Atari.

**All the emulators in this section can 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 blank disk and SAE to Emulation World, 27 Turbary Walk,
Mllnrow, Rochdale OL16 4JN, England**

Rich I O Winds Up



Well that's it for this issue but prior to putting it together we had an interesting month. Confirmation of show dates and times coming in the day after printing last months issue, sods law I suppose.

We had some interesting feedback on what sections people like/dislike which led to the inclusion of the Emulation of Atari on a PC, 'Atari Cuckoos' section. Which was a bit different to what we first imagined in the Fanzine, A heated debate in the ST+ emailing list about duplicated articles and reviews and inclusion of reviews of contributors programs etc.

I'd like to quickly comment about these, so here goes.....

Most people seem to like what we are doing from the first thing you see ie the envelopes, to the cover colours, front cover pic through to the articles, reviews and tutorials. As you would've read in this issue 'ATARI CUCKOOS' is the new Emulation sec-

tion, we are over the coming months going to cover the Atari Emulators on PC's, such as MagiCPC, TOSbox etc. It's not what we originally intended to do but there was a demand for it and people quickly stepped forward to write about the various Emulators. So thanks to them for being so quick off the mark.

This is the type of positive feedback we are looking for so that we can tailor the Fanzine to your likes so please let us know what you think. We do listen and act accordingly.

Secondly a quick ST+ Fanzine policy statement. We will not knowingly be printing articles that are published elsewhere. We want to keep the Fanzine fresh and Original. It was one of our main aims from the beginning and we would like to keep to that.

The other thing that seems to have hit a sore point with some recently (eh... TG) is the reviewing

of programs that are written by contributors to this esteemed Fanzine.

If a program is reviewed it is done in an objective way and will be done by someone in no way connected to the author. We do not want it to seem as if there is any favouritism but as there is only a small amount of software being released we cannot discount a program as it might be written by a ST+ contributor, for example, Deano and his Silly Software titles, and really is it fair to penalise that person because they write for the Fanzine...I think not. This may all seem a little heavy but it has to be discussed and sorted out. I just thought I'd let you know what's been happening.

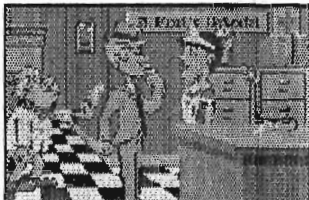
Well Gordy the Carper caught only Tench whilst on his fishing trip. Oh the joys of big game fishing.

Don't forget, ST+ Fanzine is released on the 7th of each month, so it's just left for me to say.

"Have a great one."

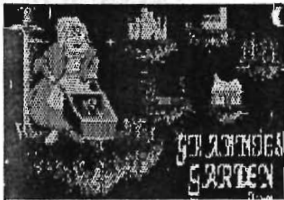


Top Quality Software For The Atari ST



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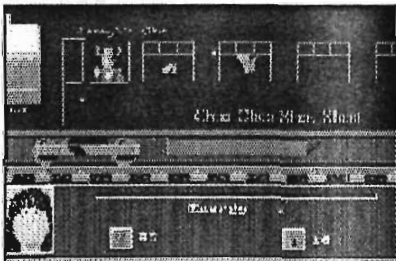
Grannies Garden £ 1.00

Grannies children have been captured. Can you rescue them from the witch.



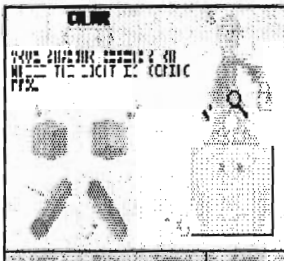
SGAC £ 1.00

Create your own point and click graphic adventure games in STOS.



New - Mummies Playtime £ 3.00

Mummies Playtime is a collection of four games for children, and anyone who likes a laugh. Join Mummy in games like Choo Choo Shoe Shoot, Go Troll, Chase The Troll, and Bangman. Works on all Atari's and needs a minimum of one meg. Lots of sampled speech and fun.



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