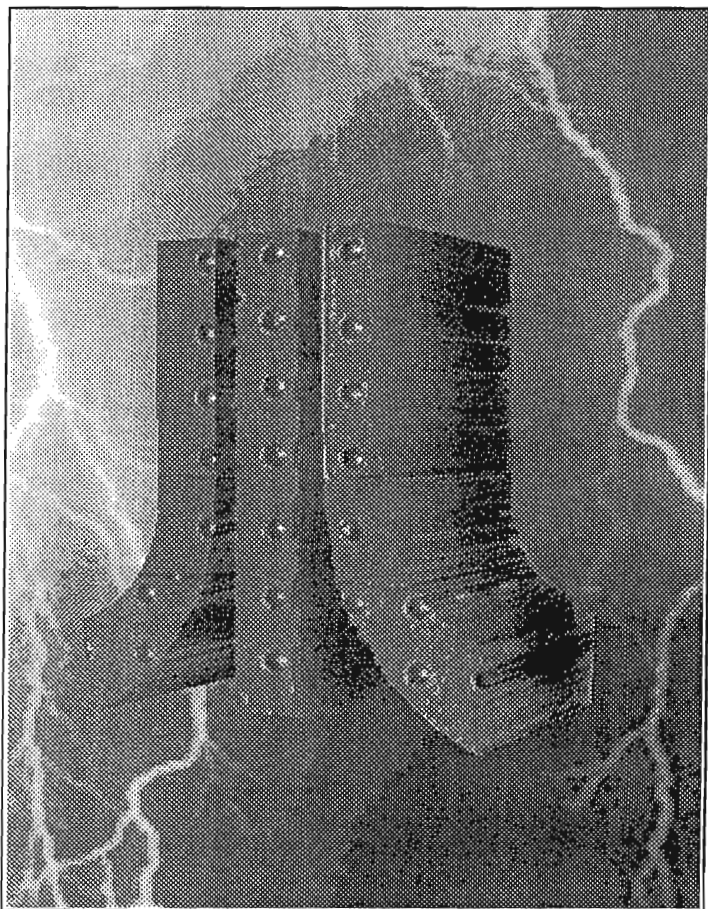


STIPPLUS

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Interview with David Henderson, HTML Tutorial,
Software Reviews, Falcon exploration continued, User
groups and much more....



FANZINE

ISSUE 30

July

1998

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CONTENTS

News	4
User Group	5
Flight of the Falcon	8
Milan on IRC	10
Emulation	12
Software City	13
Atari Cuckoos	14
Reviews	16
Interview	18
Diskmags	21
Internet	22
HTML Tutorial	24
Helgate review	26
STOS Tutorial	29
Education	30
BackChat	33

Goodbye. It makes a change from trying to find ways of saying hello. It's been another interesting month with the Milan development team on IRC taking questions, David Henderson from the Zetnet Support team sitting in the hot seat and Ken Macdonald from TAF "scooping" with the latest Anodyne Software releases.

All the usual stuff is here this month except the DTP section which has had to make way for other things. Gordon has done general DTP so far and without going over the same again decided enough is enough unless people would like more on a specific aspect of DTP. I'm trying to get him to do a Pagestream tutorial. Wadda reckon gang, he needs a push start to get going so drop us a line and tell him and us what you want.

Rich 10

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

News News News News

Atari Times in the balance

Atari Times issue 14 is now available and can be downloaded from <http://www.users.zetnet.co.uk/polonowski/>

This may be the last issue of this popular HTML Diskmag due to lack of contribution and feedback. (same sad story....Ed), In Colins words... "Unfortunately, we feel that the current level of support, in terms of reader feedback and contributions, is nowhere near the level required for us to continue releasing a high quality magazine. Instead of letting the quality of the magazine deteriorate, we feel we would be better off quitting while we are ahead. However, the decision has not been formalised yet and there is a 'petition' on the Atari Times homepage <http://www.users.zetnet.co.uk/polonowski/atimes/> and in the magazine itself. If we get a high enough response, we will consider continuing, this of course depends upon us receiving sufficient material to release an issue". So show your support and go fill one in.

New CD Release



Floppyshop have released their fifth CD-ROM title

for Atari computers, Sounds and Stuff -The Atari Musician's Toolkit. It is aimed at the Atari musician. It includes sample converters, players, editors, trackers, utilities, MOD players, MIDI tools, sequencers, generic and synthesizer-specific librarian editors, and MID file players. Some useful non-

musical utilities are also featured (including mono emulators, virtual screen drivers), as is over 20Mb of Falcon-specific stuff (direct-to-disk recorders, and other audio bits and bobs), a small selection of games that run on mono monitors.

Cost is 25 UKP + P&P (UK 2 UKP, Europe 3 UKP, ROW 4 UKP) and is available from Floppyshop. PO Box 273, Aberdeen AB15 8GJ. Orderline: TellFax: (01224) 312756 Tell them ST+ Fanzine sent you...:)

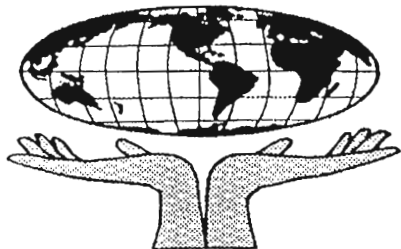
SNIPPETS

ST+ Fanzine made a cameo appearance in the Summer issue of **The Mix** magazine, along with Atari Times and AC. The article spread the word about this little publication with contact names and addresses being given although the web address was wrong.

Our illustrious Editor **Rich 10** is now getting his head down and working on his **New Education** section on his web page...http://www.users.zetnet.co.uk/IGs_Spot/alanedu.htm It will feature downloads of Shareware/PD programmes with education in mind. It's still early days, so if you know of any programmes that fit the bill or want to help him in anyway, give him a shout at one of the contact addresses for him in this issue.

Don't forget **TAF's Monster Flea Market** on Saturday July 11th 1pm until 5pm in The Gold Room of the North York City Centre (5110 Yonge ST., Toronto) and let us know how it goes.

Rich 10's User Groups



Welcome and this month we have a User Group scoop from Canada. Ken and his gang have had a look at the latest releases from Anodyne Software, also James Haslam puts pen to paper and gives us another angle on what goes on at Cheshunt Computer Club. Don't forget if you have a group you can always drop us a line and tell us all about yourselves.

Cheshunt Computer Club Meeting, 24th June 1998.

Well, another Cheshunt Computer Club meeting has come along, and it was quite a good one. At the meeting were seen virtually every Atari model around: a couple of STe's, a Mega STe, a Falcon, a Jaguar and even an ST Book laptop computer.

This machine came out after the Stacey and deserved to sell better than it did. It has an LCD 640x400 res screen and a inbuilt 40 meg hard drive. Though it doesn't have a floppy drive, there is provision for the machine to be linked to another Atari for programs to be placed on the hard drive. Also during the meeting, Paul Gibb's cell-

phone was linked up with John Gill's Falcon and was soon busy surfing the Internet via Zetnet. A site was found which has 3D pictures on it which were downloaded and printed out on an Epson Stylus colour printer onto glossy paper which produces results that have to be seen to be believed.

Steve Sweet was again offering upgrades to the HD Driver software, which saves going direct to System Solutions. You have to bring your master disk and £4.50, but its definitely worth doing this, and Steve can show you the latest features.

Rich10 and Gordon

"Monkey Man" Storey were working on the forthcoming Michigan Mike 2 game, designing maps for it, which was fascinating to watch. It really gave the rest of us "non programmers" an insight into how much work goes into a game like this.

Peter West was working on translating the German art program, Lavadraw, though as yet he's not sure if it will be released. Finally, two of the younger members of the group were showing us how to play, (and how not to play!) Doom and Checkered Flag on the Jaguar.

James Haslam

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



Ken MacDonald reports on

TAF



Hi there!

Time to fill in all you ST+ Fanzine readers on the goings on at the Toronto Atari Federation, here in sunny 30 Celsius Ontario. Pardon the drops of sweat on this page! Our laST meeting of the TAF year was this paST June 17th (TAF's year is from September to



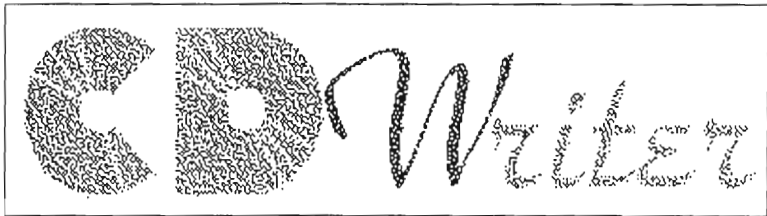
Roger Burrows

June), and it was a spectacular meeting featuring a World Premiere of Roger Burrows's (Anodyne Software in Ottawa) latest CD-ROM software!

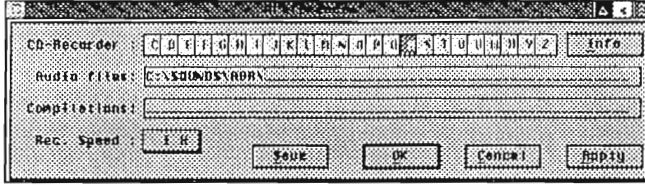
ExtendOS as you know was probably the *firST* reliable CD-ROM software for us Atari users, fol-

lowed by ExtenDOS Pro, and now superseded by ExtenDOS Gold. (Maybe he should have STarted off with ExtenDOS Bronze, then Silver,...) ExtenDOS Gold has been 'extend'ed :) to support more drives than ever, audio CD, single session photoCD, multi-session photoCD, direct digital copying, and what is moST exciting - CD-R and CD-RW, drives as well! That's write, you read correctly, we Atari users now have an inexpensive program to read CD's (data, audio, photoCD, direct digital copying) on CD-R and CD-RW drives! Drives supported include HP, JVC, Philips, Plasmon, Plector, Ricoh, Sony, TEAC, Yamaha, and more (there's more?). A complete list of supported drives is available on Anodyne Software's homepage: "<http://www.cyberus.ca/~anodyne>"

Now ExtenDOS Gold doesn't write CDs, but it allows the other new program from Roger to write audio CDs, and that program is CD Writer! With CD Writer you can create audio CDs that can be played back on a STandard audio CD player or on your CD-ROM drive. The CD tracks are created from your own audio files (one file = one track). And get this, minimum recommended sySTem is a 68000 (an ST!) with Link96 or Link97, and one meg RAM! This for about 50\$ U.S.A.: not too shabby, eh? Especially with CD Recordable disc prices dropping! CD Writer can read AVR, WAV or AIFF file formats, features the ability to automatically create a compilation from a folder of audio files, uses drag and drop for reordering, removing, cutting and paSTing file entries inside



the compilation, can print the CD contents (track numbers, song names, times), and you can have up to a 9 second pause between tracks rather than the STandard 2 seconds. TOS 1.4, MagiC, MiNT and Geneva are all supported, on ST, STe, TT, Falcon and Hades. No word yet on Medusa or Milan compatibility; or on future ability to write data CD's. ExtenDOS Gold does not support the Macintosh HFS format, or CD-I



(eh? anyone know what CD-I is?). I purchased ExtenDOS Gold at the meeting, but refrained from CD

Writer as I don't have a CD Recording drive yet (any offers, donations? :) but it is in my future! When I got home I inSTalled it immediately, and CD's that had given me a problem (Suzy B's for example) worked perfectly.

That was pretty well it for

the meeting folks. The coming year we hope to have every meeting as good! Meanwhile I and

the reST of the Executive (R.O.F.) are working our tails off to make sure the upcoming TAF MonSTER

Flea Market on July 11th is a huge success! And it will be if hard work means anything, and oh yeh, advertising too! No more TAF reports until October, unless you want to hear about the Flea Market.

See ya, and fait attention!



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Flight of the Falcon

John Gill continues on his road to learning about the Falcon and what it can achieve.

Well, another month gone by and I'm starting to get to grips with the Falcon. While it's very similar to the ST in a lot of respects, to merely use it as a super-charged ST, is wasting a lot of it's potential and it's taken me a little while to discover some of the extra features 'under the bonnet'.

One extra feature is the built in clock. I was totally unaware of this and simply transferred my Forget-Me-Clock cartridge from the ST. It was only when someone mentioned this feature in one of the BBS echoes that I began to play around. At first I couldn't get it to work and thought that the Lithium battery that powers the clock might be flat, but I was assured that battery life expectancy was in the region of TEN years, so it couldn't be that. To cut a long story short, it turned out that I had left the Forget-Me-

Clock setting program running in the Auto folder, so anyone changing over from an ST beware !

Along the way, I learnt about the NVRAM settings, which allow you to



configure things such as date format, keyboard layout and language used, all of which are stored until you next boot up. I suppose they are useful to someone, somewhere or perhaps I'm missing something.

As I mentioned in my last article, software compatibility was very good on my

new machine, but I wanted some software to really push my new baby, after all I had a Nemesis accelerator inside waiting to flex it's muscles. Floppyshop were advertising a CD full of Falcon specific software

for the very reasonable sum of £5 so I sent off for one. Even if you have owned a Falcon for some time, this CD represents excellent value for money.

As it was only compiled this year, most of the software is the latest versions. One thing that I did like was having complete collections of Atariphile and Atari Times all on one CD for easy access.

Atariphile was as good as a lot of paper magazines and will be sorely missed on the Atari scene. I have occasionally read Maggie diskmag, but the Falcon-enhanced versions on this CD were a great improvement over previous issues that I'd read, using the Falcon's improved graphics and sounds capabilities to the full. Which brings me

to a great program that I found on the CD. If any of you have been quietly using it for some time, I apologise, but I could not believe that an Atari machine could do such things. I've obviously led a sheltered life! I recently bought a double music CD of one of my favourite bands, Cheap Trick (who? I hear you ask) and the sleeve proclaimed that as well as digitally-remastered music, the package also contained 'multimedia material'. Must take that down my mates and try it out on his PC I thought to myself.

Then I had a flash of inspiration (which didn't hurt too much) and decided to see if there was anything on the Floppyshop CD that might be able to display some or all of the material and sure enough there was a program called M-Player which played *. MOV and *. AVI video files.

To be honest, I didn't expect too much from it and loaded it up and ran the *. MOV file on the Cheap Trick CD. I had to wait a little while as it 'loaded the sounds', but to my total amazement I found myself watching live concert footage of the band, albeit in greyscales, complete with CD quality soundtrack. It almost made up for the cancellation of their

tour last year and having been recorded way back in 1978, took me back to my youth. I was already impressed, but closer inspection of the Docs revealed that upon payment of the registration fee of £7, the greyscale limit would be lifted and I could watch my video clips in glorious colour. Although the author of the program is French, there is a UK registration site via Anthony Lacey (and various similar schemes in other countries), so off went my cheque and at the time of writing, I am awaiting my 'key' to unlock the extra features.

Flushed with success, I dug out my Rolling Stones 'Stripped' CD which also contains video footage and this too ran without any problems. When I tried it on my mate's PC we had all sorts of problems getting it to work correctly, although I must stress that he was only running a 486 at the time. Still, proves the power of the Falcon doesn't it ?

Most of the stuff that seems to work OK on the Falcon is cleanly programmed GEM applications, especially the newer software, a lot of which is written to make use of the more powerful TOS computers. Apparently, many ST games can be

made to run on the Falcon, with the aid of a program called Backwards, which I have in my collection, but haven't got around to trying yet. Hopefully, I'll cover it in a future article.

One of the games that I was looking forward to covering, was the shareware Doom-style game, Running, but I just cannot get it working properly on my system, despite trying practically every set-up that I can think of. It looks like I'll have to e-mail the authors for assistance, unless anyone out there in ST+Land can help me.

The most impressive difference between the ST and the Falcon, for me at least, is the speed with which you can surf the Internet. Don't get me wrong, it is possible to surf the Net using a standard ST, as I've done so myself, but the Falcon enables you to download and process Web pages far quicker and all in glorious colour too.

Most Web pages are designed using PCs and utilise the graphics capabilities of these machines, so it's nice to be able to see them as their authors intended. It's still probably not as fast as a super-charged Pentium II PC, but it'll do for me !

See you next month.

Milan Q&A on IRC

Following last months news about the Milan 68040. The development team went on line for a Q&A session. Rich decided this was a good opportunity to run his phone bill up.

Dateline Monday 8th June 1998. 20:00 hrs UK

A quick explanation of what IRC is might help those who don't know. It stands for Internet Relay Chat. Basically it's a meeting place on the internet that anyone can join and chat away to everyone else who is on that particular channel. You see what everyone is typing and you reply by typing in yourself....so now that's clear let start...

I boldly stepped into the fray and tried to make some sense of what was being reported on the #milan channel. I've never seen so many people in one channel at any one time and trying to keep up with questions and answers was...well almost impossible due to a lot of it going straight over my head... whoosh, there's goes another.

So who was there from the Milan team..well I have there online names but

that's about it...there were 3 developers replying to the questions, Rincewind covered software specific questions, ag-milan sorting any general queries and Uwe_S left to the Hardware side of things.

So amongst the chaos such questions and answers were.....

Q. What sort of market are you aiming at, low end PC types or High end Atari users?

A. Why low end PC? We've made a test with a JPEG graphic rotated on a 25Mhz Milan is 8 times faster than on a Falcon (both with the brand new Smurf-graphic software) but the Falcon version was exactly as fast as a Power PC 200 with Adobe Photo-Shop with the same operation....many many people will be surprised about the powerful combination of "Milan, TOS and Small Atarisoft".

Rich. Which was fine but he started talking about a PowerPC (Mac) which I haven't seen running and so therefore cannot gauge, where as a direct comparison with a PC I could have gauged the increase in speed, although I've been informed the PowerPC is not a sluggish machine.

Q. Will the TOS be in English?

A. The TOS is a multi language version and English will definitely be supported. Not sure about the list of other languages, but if there is enough demand we can add them.

Rich. Talking of English , the English version of the Milan Web page will be up and running in July so pop along and see.

Q. Will there be a Milan 68060?

A. The 060 CPU is much more expensive than the 040 CPU, Because of that we decided to release first with an 040 CPU. The release of the 060 CPU will come with a little daughter board at the end of the year.

Q. What's the situation with sound hardware? Are you going to support the standard Atari/Falcon frequencies or will all software have to be modified to understand PC frequencies?

A. That depends on the sound hardware you use. The StarTrack board should be able to do all Falcon frequencies but I am not 100% sure.

Q. So you don't plan to build your own Sound Card with compatible hardware?

A. Stefan Wilhelm, the developer of the StarTrack sound card, plans to develop a cheaper version of the StarTrack card, so we don't need to develop our own sound card.

Q. What kind of ram can be used?

A. You need EDO SIMMs.

Q. Can I use 2 monitors on the Milan by simply connecting more than 1 graphics card?

A. In theory yes. The problem is, someone needs to do drivers for that and the VDI was not designed for multi monitor applications.

At the moment you can only use one monitor.

Q. Why 680x0 and not PPC? It has a future that the 680x0 doesn't have?

A. We are using the 040 CPU because of the low price and the compatibility with the older 680x0 CPU's. You need a completely new OS for PPC and you need special software version also. I personally think, supporting the existing software is a wise decision.

Q. Will the Milan developers make Music/Midi/D2D as important a theme as with the original ST/Falcon?

A. I think we should - for the Atari musicians, but isn't it nice that people will soon be able to choose be-

tween different sound cards, between 1 or 3 ROM ports and so on.

Q. Curious if Hasbro the new owners of Atari Enterprise have shown any interest in your company and the Milan?

A. I have been to the Hasbro headquarters in Germany. They are only interested in developing Games for PC, N64 and Playstations. But they will fully respect and accept Milan, TOS and the TOS market without making any trouble regarding their rights.

Rich : Thanks to Athony Jacques for sending me the bits I missed as the whole thing lasted 3 hours. If anyone wants a full copy of what went on then drop me a line and I'll send you a copy.

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Emulation World



In the final part of this series, we look at the emulators that never made it.

Over the past few months we have looked at emulators for different computers, the best ones for the Atari ST and the Atari Falcon. However, there are other types of emulators that never made it, so I'll have a quick look at these this issue

MSX EMULATOR

There is one program that emulates the MSX computer but it's not really useable. In fact it looks more like a joke than an emulator.

PC EMULATORS

There are PC emulators around for the Atari but they can only emulate a 286 machine. Seeing as the PC is a much more powerful machine than the ST it is impossible to emulate it properly. You can't run any decent PC programs under these emulators and they emulate a very old version of Windows. The whole point of emulation world is for the Atari ST and Falcon to emulate computers which are not as powerful as itself. You couldn't run Tomb Raider on the ST.

AMIGA EMULATOR

There is actually no such thing as an Amiga Emulator on the ST or Falcon. This so called Amiga Emulator that has been knocking around is in fact a joke. All it is, is a screenshot of the Amiga 500s Boot Up Screen which shows a hand holding a disk. Pointless and useless.

NINTENDO/GAMEBOY

There is emulation for these consoles for the Falcon but after getting a Falcon owning friend to test it, it turns out that they are not Emulation programs that can run various Nintendo and Gameboy games - but in fact a port over of the actually games. For example, Super Mario 3 is a full ported version of the famous Nintendo game that runs directly on the Falcon without the need of a separate emulation program. It was also reported that some of the colours had been altered so this means this are not proper emulation programs at all.

A problem with emulators on

the ST is that they are usually very slow, in fact you are best off owning a faster machine such as a Falcon or a TT to get them running at a reasonable speed. If you are serious about emulation on the ST then you are better off owning one of these machine or upgrading your 68000 ST to 68030.

MONO EMULATORS

I didn't cover these emulators because they are not computer/console emulators and didn't tie in with the series. However they are worth a mention because they are useful if you want to run programs that only run in high res and only have a colour monitor.

The best mono emulator is most properly Sebra, this works at an acceptable speed and allows you to set it up to the way you want it. It succeeds in running many Mono Programs.

That's the end of this feature on emulation. Hope you enjoyed it.

SOFTWARE CITY



Here is a news flash. Today a popular Spectrum game invaded the Atari PD scene. PD Reviewer Deano Reports.



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By: Software Projects

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Jet Set Willy is a classic platform game from the 1980s. The object of the game is to tour the fifty rooms of an house and collect all kinds of objects. There is a time limit so you must collect all the objects within the time limit before you can go back to bed.

The game was originally created by Software Projects back in the early 1980s, shortly after the release of Jet Set Willy on the Spectrum and Commodore 64 computers Software Projects closed down. Just before they went, an ST version of Jet Set Willy was written but never released - until now. The author "Paul Taylor" decided to release it as PD and it first appeared on the Maggie 25 cover disk.

Jet Set Willy was one of the all time Spectrum classics and the release of the ST version means we can all enjoy those Speccy days once again. So what is the different between the ST version and the Spectrum one?

Well, almost nothing. The graphics are exactly the same as the Spectrum version and it has the same look and feel of the original. The only differences is: You can play it with an ST joystick, and there is no music playing in the background as you are playing. In fact the only sounds it has are on the title screen and a couple that play during the game, one when you jump and one when you die. Other than that it's just like playing it on the Spectrum. Seeing as the programmer hasn't touched it since the 1980s it's doubtful that the two rumoured bugs haven't been fixed: 1. Can't enter the attic without dying, 2. The last object doesn't exist making the game impossible to complete.

Overall its a good port and would have been better if it had been updated for the ST. Otherwise its worth it for the memories.

ST+ RATING: 72%

ATARI CUCKOOS

In the second article of this Atari emulation on the PC, Colin Polonowski takes a look at:

TOSBOX

<http://www.geocities.com/SiliconValley/Vista/4448/>

Why should you use TOSBOX? While PaCifiST is excellent for playing games and running STOS, when it comes to more serious uses there are a few problems. It is limited to ST resolutions and the keyboard can be a little buggy!

TOSBOX on the other hand makes full use of the PC's graphics hardware enabling resolutions up to 1024x768 in 16 colours - far superior to PaCifiST's maximum of 640x400 in 2 colours!

Unlike the other 'serious' Atari emulators, TOSBOX is Shareware and the un-

registered version is not limited in any way.

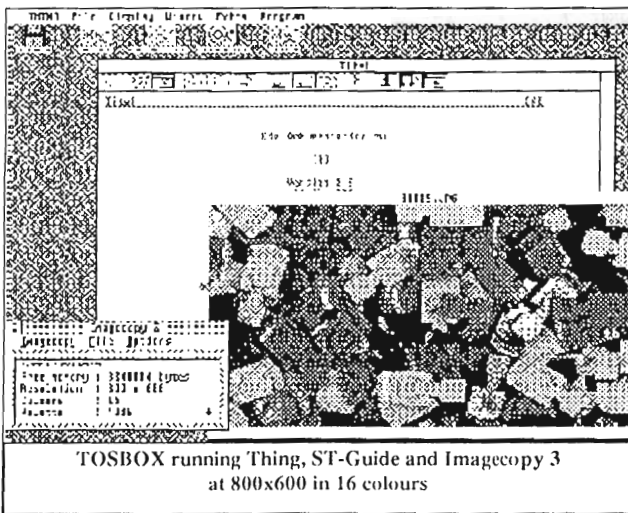
GEM on the PC?

TOSBOX is not designed

to run GEM, but it is certainly reducing the burden on the PC's innards. I suppose the best way to view it is as GEM on the PC! You need a TOS ROM image to use TOSBOX, and

by now I think you are aware of the legal issues surrounding these.

TOSBOX isn't any good for running games - mainly due to the lack of hardware emulation, its strong point is in running GEM applications. Software such as



as an Atari emulator, hardly any of the hardware is emulated. Instead, TOSBOX makes use of the PC's hardware - signifi-

cantly reducing the burden on its own when running the higher resolutions.

You can install SpeedoG-

GEM Bench 3

Test	Time	Ratio
GEM Dialog Box:	2.465	158%
VDI Text:	0.985	389%
VDI Text Effects:	2.698	388%
VDI Small Text:	1.965	216%
VDI Graphics:	6.688	148%
GEM Window:	1.875	141%
Integer Division:	1.278	243%
Float Math:	6.185	5%
RAM Access:	1.388	159%
ROM Access:	1.428	163%
Blitting:	8.145	796%
VDI Scroll:	2.328	122%
Justified Text:	3.685	98%
VDI Enquire:	1.885	158%

GEM Bench v3.28c
© Ofir Gal 20.9.93

Statistics	Test
Display: 252%	Print
CPU: 142%	Save
Average: 221%	Info
Hardware Reference	Blitter
Falcon	Priority
Blitter	Exit
FPU	

How TOSBOX compares to a standard Falcon

DOS or NVDI 3 (or later) and have TrueType font support (as well as faster screen redraws with the latter). There are problems with using Vector fonts which can be corrected by installing the AFIX.PRG file supplied as an application on the GEM Desktop.

Multitasking

TOSBOX also caters for multitasks - it runs flawlessly with Geneva. Unfortunately, the more popular (in Europe at least) MagicC doesn't run.

My Setup!

I actually run TOSBOX on a Zip disk (along with PaCiFiST and a Sinclair Spectrum emulator) - there's more than enough

space on one disk to store any programs you may need. I also have full access to all the PC's hard drives and the CD-ROM.

TOSBOX is probably the easiest of the emulators to set up, just copy a TOS image into the TOSBOX directory, rename it to TOS.IMG and run! Once you're up and running you can start experimenting with the TB.INI file to set it up how you want it...

My current TOSBOX set-up consists of TOSBOX + TOS 2.06 (grabbed from my STe), running at 800 x

600 in 16 colours. I'm running the replacement desktop Thing and all of my favourite GEM based software.

The author is currently trying to get TOSBOX to run with MagicC, and improve upon the current 16 colour limit. If these two enhancements are implemented, TOSBOX could well become a permanent replacement for my trusty old STe (or even my Falcon)!

TOSBOX is available to download from the internet and UK registration is via InterActive.

The Author

E-mail: bald_soprano@usa.net
Snail-mail:
3716 Ross Road, Ames IA 50014, USA

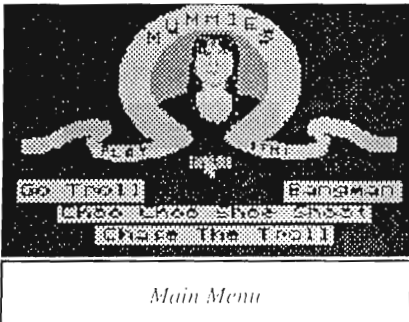
Rich takes a look at a new game

Mummies Playtime

from Sillysoft

Mummies Playtime is made up of four games Go Troll, Choo Choo Shoe Shoot, Bangman and Chase the Troll.

Firstly you get an intro screen with a rather strange version of the "can can" with all sorts of weird (silly) and wonderful samples thrown in.



Main Menu

Next up is the menu screen with a picture of a woman who is your Mummy for the game, asking you which game you'd like to play. So let's play.....

Go Troll is a variation on the old card game Go Fish. Mummy chooses one of your cards and if you don't have it then she has to take one from the top of the pack. You then have your pick and so on and so on.

Bangman is simply Hangman with a different letter at the start of the word. The only difference is that your man doesn't hang he.... I'll let you find out for yourself. I wouldn't want to spoil your fun.

In Chase the Troll there are 16 face down cards from which Mummy asks you to find the one she wants. You have 3 guesses in which to do this. Slightly unfair odds considering there are no clues as to where the card is that she wants. Each time you are asked to find a troll the cards are put in a different position so that

you can't even try to remember where they are.

Choo Choo Shoe Shoot has you shooting at baddies and pairs of shoes. Why? No idea except that Mummy has asked you to do it. You must shoot as many pairs of shoes and baddies

before the bad guys shoot you 5 times.

The main trouble with this program is it isn't sure what age group it's aimed at. Some of the words in Bangman wouldn't be known by younger children, Chase the Troll is just pure luck as to whether you manage to find the troll or not and in Choo Choo Shoe Shoot the baddies are difficult to shoot before they get you.

There are plenty of sampled sounds which after a while can become quite annoying, although younger children will undoubtedly love them.

The overall concept is fine but it falls down mainly due to the fact that it's a little uncertain of what age group it's aimed at.



Go Troll

WHAT IS

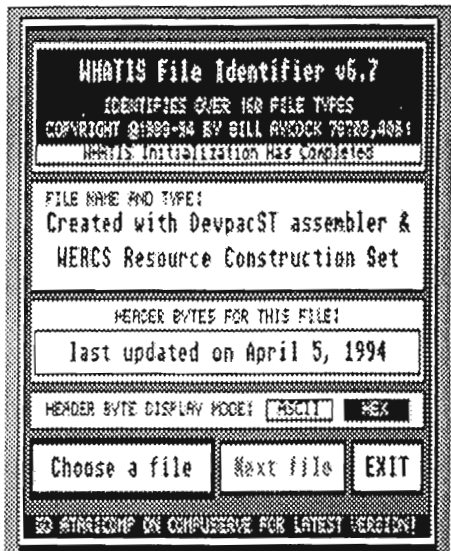
A Review
By Tony Greenwood

WHAT IS "WHAT IS"?

Rather confusing title isn't it. However the program itself is less than confusing, a very simple to use yet very handy little utility, especially useful for Hard Drive owners with lots of files all over the place. Bung this on your desktop and you never need to wonder again what that ill named file was for.

HEADERS

As you can see from the screen shot there is a **Choose a File** option that presents you with a file selector, on making your choice the files header is loaded in and the program tells you what sort of file it is. A ZIP file named "stuff.zip" by mistake or a document with what seemed like an appropriate name at the time or names other people choose to maybe confuse or hide from the curious are all read with ease by this program.

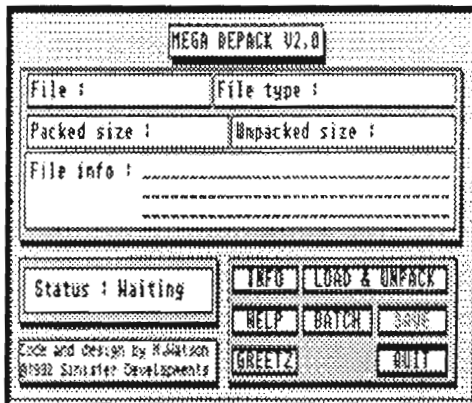


.HEX or ASCII

Not only does it tell you what type of file it really is, it also shows you the actual header in ASCII or HEX format if it finds a file it does not recognize. This can be a handy function.

AND?

It supports drag and drop for ease of use and it is FREEWARE. Get it from any ftp site or Public Domain Library.



MEGA DEPACK

A Classic that no ATARIan should be without, because most people who make or distribute things want to get as much as they can onto a 720k floppy then packing files is a must, A lot of people such as diskmagazine producers then unpack the files inside there own programs. So in steps MegaDepack to **Single** or **Batch** unpack the lot for you. Easy to use and highly compatible as well as being FREEWARE from any ftp site or PDL

THE ELECTRIC CHAIR!

This month's guest in the chair is David Henderson who is part of the Zetnet Support Team. For those who don't know Zetnet are probably the main Atari internet provider in the UK.



Q. Name ?

David Henderson.

Q. Age ?

20.

Q. Occupation ?

Student at the University of Cambridge.

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

Zetnet-Atari Support.

Q. What was your first computer ?

Way back when I was in primary school I was bought a Sinclair Spectrum +2.

Q. When did you get it ?

I was in primary school, it must have been about 1987.

Q. What is your current setup ?

I have a 4Mb Falcon with the basic 65Mb hard drive and a 14K4 modem (soon to be upgraded). I run a variety of operating systems, but mainly Mintos

(KGMD) and TOS 4.04.

(I also own a linux box, but usually only use that at university)

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

Initially I had the spectrum to play games, when I progressed though, it wasn't until I had my 1040 STe I changed my ideas and realised I could do a lot more things with my computer.

Q. What is your favourite computer ?

I think the Falcon is the machine I've enjoyed the most, but I've always been annoyed that it never came to more. It was too slow at the time and was soon overtaken by the PC market. The interface systems were very non-standard and hence expensive, and 2.5" HDs are very hard to come by. It's a shame as I'd enjoy a quick Falcon a lot more, but budget limits me to no Nemesis and I've yet to lay my hands on a good value 2.5" drive.

Q. What are the main uses for your computer ?

I use the Falcon primarily for internet access. The Mintos system is by far my favoured method, but with only 4Mb, it doesn't really exploit its potential, so STiK and it's clients are the most often run APPs.

Q. How did you get involved in the Zetnet setup regards the Internet package?

I started with comms on Fidonet and Nest with the excellent Folkestone BBS. Folkestone folded and I moved but I maintained my Nest address via the Dysfunctional mail system, but I decided it may be wise to get involved with the internet. I signed a trial package with RMP LC, they offered an excellent package, but Zetnet were cheaper. I noticed Simon Coward talking about difficulties with Zetnet in my Nest internet echo, so asked him about the problems, afraid that I wouldn't be able to get connected. Simon phoned me and gave me all his details. I worked overnight on the problem and got the first connection with an Atari.

The then support manager, Andrew Carlyle phoned me later and offered me the chance to help new users.

Q. How do you think the Atari fares on the Internet ?

I have thought for a few years now that the internet was the future of the Atari platform. As soon as ST Review folded, I predicted the demise of ST Format to within a few months, I could see a rapid movement of Atari users to comms, and when my Nest connection expired on me (I never found out what happened), Fido

Tech Networks seemed to be dying and so the internet seemed the obvious way forward.

Atari has an active forum in the ircnet IRC chat channel #atari, plus all the non-English variants, comp.sys.atari.st and .tech are thriving, and the Atari Webring does also seem to have taken off well. I would say we fair well on the 'net.

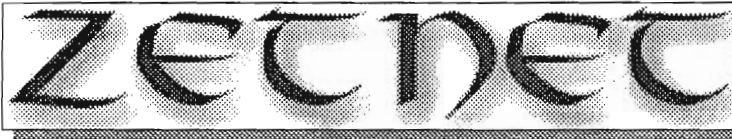
Q. Do you think the Atari has a long term future as a computer for Internet use ?

I would say so, but I think it will never reach professional standards unless it

goes down the Unix path. With the new Milan on the horizon, the possibilities for a good Mintos or Linux68K system seem high, especially with the dawn of cable modems in the UK and the possible development of the SCSI ethernet adaptor from the Mac, as discussed in c.s.a.s.

Q. Why do you think so many Atarians are with Zetnet rather than other ISP's ?

Demon was always the tra-



ditional Atari ISP. NOS is still the most impressive TCP/IP system for a non-Unix, non-mintnet Atari. But when Zetnet came along with it's exceptional prices, and we connected and even got a designated support man within a few months of its appearance, it was clear that the new kid on the block was Zetnet, really. We saw a large contingent of n.st.comms.internet readers join Zetnet, and we have fairly flourished since.

Q. There have been some problems with Zetnets installation disks and with some of the documentation being a little vague. Are

these problems being addressed ?

The documentation has always been very good for the intended method of installation, even if I say so myself. I have written many explanatory articles too, the most recent of these being a brief explanation of how the internet works from your computer's perspective, I have pondered including these in the installation too - hopefully to pre-empt problems. Roy Golding, rgolding@zetnet.co.uk, has

written a fine commercial

internet manual geared highly towards Zetnet, and covers far more than most users would wish to know.

There have, however, been many complaints about the installation discs, however, but most have been contradictory. I have been asking most new users about the problems and now have a two pronged method of combating this. The documentation will include a "Manual Installation" section that real new users will be advised not to read unless they find a problem with the installation. The other way is to concentrate my investigations on the

(Continued on page 20)

(Continued from page 19)
Newsie package and on switching all LZH files to ZIP.

Q. Some people swear blind STiK is better than Sting for getting an internet connection and vice versa. Do you think there is that much difference between the two ?

Yes and no. Mainly no. The big difference is that Sting supports PPP. PPP takes away a lot of the configuration hassle of SLIP, but then again Sting is many times harder to configure initially than STiK. I think STiK should definitely be distributed in preference to Sting, but what users do thereafter is entirely up to them.

As to the similarities, manifold. The difference in speed between the two is negligible if any. Admittedly a lot of the old packages I distributed did have an incorrect configuration variable, namely the MTU setting, which should now be set to 1006, that was slowing the connection with STiK, but that should now be cured, and all the complaints seem to have vanished.

Q. In YOUR opinion what is the best setup for getting on the internet, software wise, CAB, Newsie, Popwatch, Oasis, STiK etc.... ?

I think I've probably answered that. To initially connect to the internet, I would recommend exactly what I distribute: STiK, CAB, Newsie, Telnet, IRC. Experienced users may opt for Sting, more advanced users NOS or Mintnet. Of all these, I would say Mintnet would be the finest by far, but that doesn't mean I would package it up and post it to a comms newbie!

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

It's unique. The Mac is supposed to be very user friendly, GEM beat it when it first came out. Windows is now so generic that it's dull, the Atari is certainly non-standard. I think most Atari users like the fact they can do whatever they wish on a system that no-one else uses. Whenever a new phase comes along that Atari machines cannot meet, then sadly we lose people. Ethernet availability is an example. But then there becomes a growth in the second hand market and lots of new users can cut their teeth with the simple Atari machines. In my opinion, if you thrust a new user straight onto a Windows 95 PC, they may be able to work it, but they won't understand it. I believe most Atari users are more knowledgeable about

their machine than almost any other I could mention.

Q. What keeps you in the Atari market ?

I own two Atari machines, and have a use for them. As long as I use my machines and others are around that do the same, I'll stay.

Q. How long can you see yourself staying within the Atari scene?

I can't tell. Hopefully for a long time. But I've have had a few disagreements with Zetnet and the support structure has suffered recently. If it all gets too much and I throw the towel in and leave supporting new users to others, I doubt I'll be as visible. Hopefully though, I'll be just as active a user.

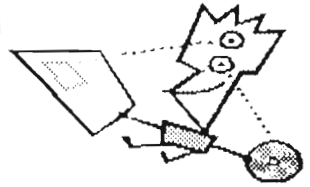
Q. Any other comments ?

I definitely see the next logical progression being the manufacture of a SCSI Ethernet system for the Falcon. Cablemodems being infinitely simpler to set up than a dialup account, and offering much better value for a lot of users, the days of STiK compatible server daemons may not be far off either. I wait with a eagerly moistened lips.

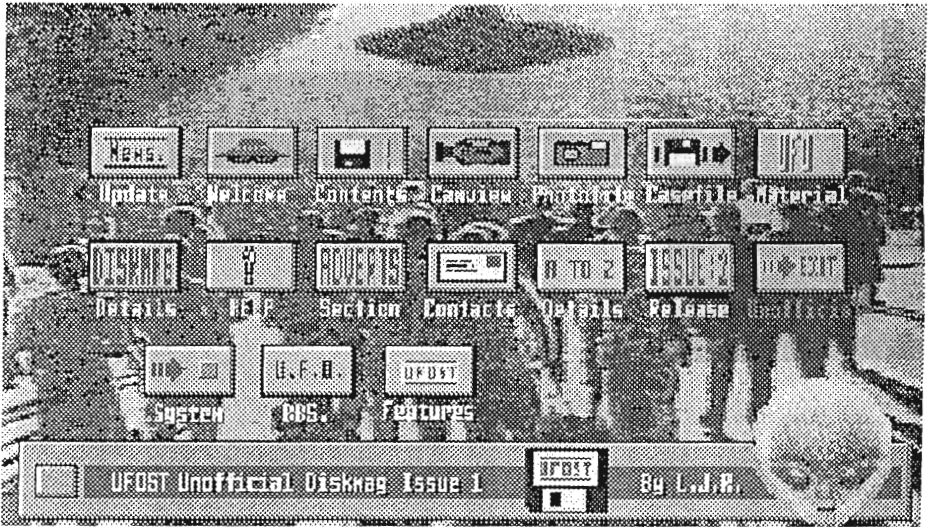
Thanks to David for that.

DISKMAGS

By Deano



UFO (Issue one) by Lee J Round



Ufo is a diskmag which is dedicated to UFOs as the name would suggest. You are presented with a fancy looking menu screen (see above) upon load up which uses an easy mouse control system to access the various sections contained with it. Everything in



UFO is related to UFOs such as News, Images, Contacts, Video, Adverts and other UFO diskmag reviews. The document displayer is very good, written by Tony Greenwood.

Everything is well presented with the odd sample thrown in and quite a few digitised pictures are in for you to see. Basically there is very little you can say

about UFO seeing as it's all on the one subject. But if you are a big UFO fan then there is plenty for you to read in the way of articles and other UFO info.

ST+ RATING: 82%

UFO can be obtained by sending two disks and an S.S.A.E to Lee J Round, 23 Felrose court, Pelton Fell, Ch-Le-Str, Co Durham DH2 2QB

If you edit a diskmag and would like it reviewed then send it to:
Diskmags - 27 Turbary Walk - Milnrow - Rochdale - OL16 4JN



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

NAME : Atari BBS List

Url: <http://www.mygale.org/~softkid/>

RING Description : The Atari BBS List a worldwide list of BBS numbers for you to join and contact

The Review: Exactly what the description says, Lists of ATARI BBS, Complete with country and Info, The UK one is listed as Falcon BBS, although I know that the ones listed are general ATARI ones. **Visit if you need the Info**

NAME : The U-Foes

Url: <http://hem2.passagen.se/sonorou>

RING Description : The U-Foes homepage contains various information, Including several TOS files, Games and Programs that can be Downloaded

The Review : Yet another Crew or Group or whatever they are called that I or many others have never heard of, The page is all ATARI so it's a shame they use Frames and thus make it too difficult for CAB 1.5 owners, Some of the inner links lead to triple frames I am afraid, Talking of **LINKS** it says on the page all the links you will need, Yet that section is a little sad to say the least, The **DOWNLOADS** section consists of 5 files you wouldn't exactly want to rush out and grab, but they are small so worth a look anyway, There's a **GALLERY** section that seems to consist of 3 MOD files to download? **Drop in if your passing,**

NAME : New Designs Homepage

Url: <http://www.stud.fee.vutbr.cz/~xsumbee00/>

RING Description : Home Page of NED PLAYER (Sample player for STI/TT/TAI.CON) and game called Whippe-snappers race.

The Review : A nice clear and precise main page with the minimum of graphics making it fast loading, Whit background with black text and a sprinkling of colour makes it easy on the eyes, The main page leads to Three main pages that include NED PLAYER that gives you the run down on this excellent software, spec's screenshots and downloads are all there, then there is WHIPPER SNAPPER that tells you all about the game, offers a download and there is a screen shot that looks remarkably like Cannon Fodder <ahem!>, There's a couple of other bits on this site, I would **Recommend all ATARIans to visit this site.**

NAME : Fly ATARI BBS

Url: <http://www.polbox.com/w/wariat/fly-bbs.html>

RING Description : It is mine ATARI page, Hope you like it, CAUTION it is in Polish Language!:-)

The Review: Eecrm I ain't Polish so no review I am afraid...

The Zone

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

Including ATARI Magazine Directory, ATARI Times & Croft Soft on the Net
A Web Review By Tony Greenwood

WHO

Colin Polonowski's world on the Internet is a place of many things, the main ZONE site leads to sub menus that are web sites of there own, and all without actually leaving The Zone.

About The Zone
Atari Magazine Dir'
Atari Times
Colin's
Homepage
Croft Soft
on the
Net
CSIP
The Unex-
plained
Guestbook
H4 Active Channel
Updates
Credits

ATARI

ATARI Sections and content are of course most prominent with the Magazine directory giving you a full list of currently available reading matter for the ATARI. Includes any info and url of Zine as well as Live status and most recent

Issues available.

ATARI TIMES

Colins own HTML Magazine is of course here, you can of course download the current and back issues. Also there are sections that you can read on line such as the HTML made EZ Series and the Getting on line articles.

Atari Times

AWARDS

The ATARI communities equivalent to the Oscars is here in the form of the well received ATARI Times awards, Hallvards Launchpad, ATARI Computing Magazine and many more well known names on the scene currently display awards on there web pages after being voted best in there category for that year. ST+ diskmag even got one

and we have our fingers crossed for the Fanzine :)

CROFT SOFT

Croft Soft on The Net is of course here. A list of currently available titles for the ATARI including Mole Mayhem and Trader 2. There's news in this section of all the upcoming titles with lots promised from croft Soft.

NEWS

In the ATARI Times sec-

tion you will find a NEWS link that is worth visiting on a regular basis as it tends to be one of the few out there on the WWW that actually gets updated.

LINKS

The Links are well maintained making it a good launch site as well. All in all one to Bookmark and Visit on a regular Basis.

An Idiot Guide To

HTML

Tutorial By Tony Greenwood

These Guides are only meant as an introduction to HTML. Something to get you started and show you the basics. It is highly recommended that you also read a book on the subject or acquire a more detailed document.

TABLES

Have you ever looked at someone's HTML Source and wondered what all those `<tr>` and `<td>` tags are?, or have you ever wanted to know how it is possible to stop your page from squashing up when someone resizes a window.

Tables are used extensively by HTML Editors as a way to position items, the PC editors that let you click away and drag and drop items to make your web page use tables to finely adjust where something goes. A good idea in theory and indeed the way I work, however a HTML editor will add hundreds of tables that are not really needed and thus bloat and slow down your pages.

NETSCAPE

Netscape formats all the tables on your page before appearing on the screen, thus if you have a table with large picture files in it, then you will have to wait until all the pictures are loaded before the page appears. This is rather annoying and can be very slow to appear if your page has been authored with an editor.

VISION

Before you even start a table you should visualise how you want it to look. We are using rows and columns. You should know in advance how many of each you will need. In **fig.1** you can see we have made a simple table consisting of 3 rows and 3 columns.

Think of rows as how many lines across and columns are how many pointing down.

BASIC TABLE

Fig.2 shows the basic code required, `<table>` tells us we want to use a table and `<tr>` starts a new row. `<td>` starts a column and thus `</td>` and `</tr>` stop a column or row respectively.

You can have as many rows and columns as you like, as with most HTML tags you can add lots of different attributes, these can be placed in the table or tr or td tags.

`<table width>` as you can imagine sets the width of the table. This can be in pixels and is known as

Fig.1

ROW 1	1	1
ROW 2	2	2
ROW 3	3	3

Fig.2

```
<table>
```

```
<tr><td>ROW 1</td><td>1</td><td>1</td></tr>
```

```
<tr><td>ROW 2</td><td>2</td><td>2</td></tr>
```

Fig.3

ROW 1	COL 2
ROW 2	
ROW 3	COL 2

Fig.4

```
<table>
<tr><td>ROW 1</td><td>COL 2</td></tr>
<tr><td colspan=2>ROW 2</td></tr>
<tr><td>ROW 3</td><td>COL 2</td></tr>
</table>
```

“hard coding” because it fixes the size. 600 is an optimum size for ATARI users as it allows your page to appear in a 640 screen without scroll bars.

You could use % such as 50% and that would ensure your table always takes up half the page. Contents of the table would be reformatted accordingly, coupled with the height command some pixel perfect table construction can be achieved.

<table border=1> sets the size of the border, try changing to 4 or 8 and see the results. You may not want to see the table and thus use border=0, however while constructing the page it's a good tip to leave border=1 and then you can see how its coming along, like using a graph, then when you have it as you wanted change it to border=0.

Cellspacing and cellpadding can be added to the table tag and take 0 to whatever, you need to experiment with different numbers to

see the results.

COLUMNS

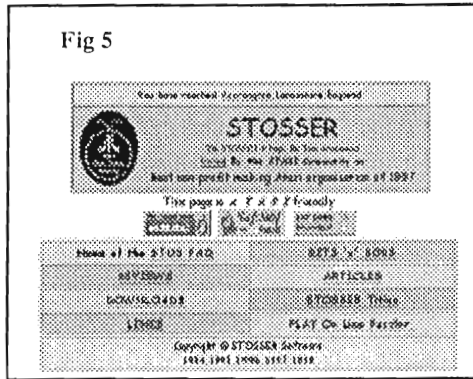
Look at the table in Fig.3 and you will see that you

terms. If we think of each square produced by row and column as a cell, then each cell can have its own colour, in the <td> tag you can set the table back-

ground colour with <td bg-color="red"> or whatever colour you wish.

Have a look at Fig.5 to get an idea of what can be achieved using a mixture of colspan and colour.

Fig 5



can have varying amounts of columns in each row.

Fig.5

you must know the maximum amount of columns to begin with, hence the tip about visualising your table first. Simply use the colspan=however many columns. Fig.4 shows the code for Fig.3 and should not be too difficult to follow.

COLOUR

That's "Color" in HTML.

ALIGN

In the <tr> tag use align=center or align=left or align=right to set out your text and pictures, think of each cell as its own separate little HTML page.

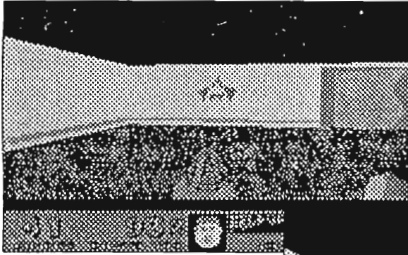
Experiment is the one and only bit of advice that matters. The commands are there and anything you can imagine should be possible, it is not an exact science so play about and see what you can achieve.

John Gill goes to Hell and back to review a game in progress

Hellgate

from SmartSOFT by David Walters

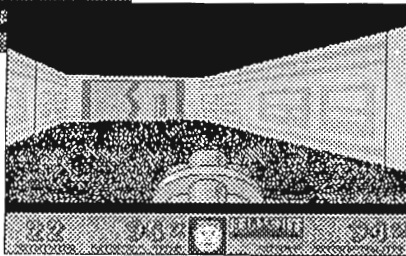
Deep within the folders on my STraTOS CD ROM I came across an interesting looking game called Hellgate which promised a first person perspective



shoot-em-up. In other words a Doom/Wolfenstein type game just my cup of tea ! Inspection of the Readme file revealed that the game had been written in STOS although the version is only a Beta version not the finished article.

A Doom clone written in STOS-couldn't be done I thought but I was about to be pleasantly surprised. On trying to load the game on my Falcon at the S.H.A.G. user group meeting I was unsuccessful but when I got home I dug out my trusty STE and was soon looking at the intro screen. From here it is easy to see the game's influences as you are greeted

with HELLGATE displayed across the screen in Doom-style lettering. A press of the space key saw the drive light flicker into life and a demonic voice invited me to enter my name after which I was presented with the options screen which allows you to start a new game load a

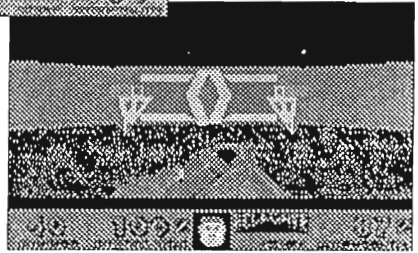


saved game turn the music off or quit to the desk top. Nothing too complicated but by then I wanted to get down to some serious killing !

On selecting 'New Game' you are presented with another screen showing the various levels although you have to start on the Warehouse Complex. The other two Titan Base and Gates Of Hell

whet your appetite for the rest of the game. On reaching the actual playing screen you find yourself in a room with a door in front of you which you reach by moving the mouse to go in whatever direction you wish and open by simply pressing the space bar. On opening the door you are transported to the next room where you are

greeted by the first of the enemies. Sound familiar ? I thought so. It's Doom on the ST basically. Even the status bar at the bottom of the screen which shows your health



weapons keys and ammo carries the familiar soldier's face which deteriorates with your health. A nice touch in my opinion.

So how does it play ? Well given that it's running on an ageing sixteen bit com-

puter very well actually. The graphics are pretty basic although different in style to Substation one of the few other attempts at the genre on the Atari platform. If you are expecting all the textures of the real Doom then you will be disappointed but take into account that it's 'only' an ST and it's quite impressive. In my book gameplay comes ahead of fancy graphics anyway and it runs at a fair pace on my bog-standard STE although there are some occasional glitches in redrawing the walls.

Your enemies are not people or monsters (well not in the bit I played anyway) but triangular-shaped sort of robot things similar to

something out of the old British Sci-Fi series Doctor Who. When you shoot one there are some nice explosions although I prefer a bit of blood and guts myself but then I'm a bit sick like that! On the plus side though you could let young children play it without any worries.

I would stress that this is not a finished version and the author is inviting people to send him bug reports and suggestions for improvements so get writing. It's not perfect by any

means but the programmers have made a very good job and most of the game's deficiencies are down to the limitations of the Atari ST in my opinion. It would certainly be nice to see a Falcon compatible version as the current release only runs on TOS 1.62 although it is said to run under Pacifist so all you PC users running Atari emulators can check it out.

If the demand is there he will also consider a version for the Atari STFM.

The game can be downloaded from:-
<http://ds.dial.pipex.com/town/close/xom85>
and I believe that it is also available from Colin Polonowski's web pages.

You're reading this, so could your customers

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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 preceding month. There is a limited amount of space allocated for advertising so it's a case of first come first served.

JAGUAR

User Club UK

The club helps Jaguar owners keep in touch with the latest development of games, share gameplay and help members find games and hardware.

We have a database full of useful hints, tips and cheat codes.
Read reviews and more in our magazine called Jaguar Today.

MEMBERSHIP

To join the club will only cost you £2.50 per year. This small charge will cover paper, ink, postage and printing of the magazine. Send SAE for the membership form to:

John Adams, 17 Abbey Gardens, Belfast BTU 7HL.

email: JAdams1644@aol.com or visit

<http://members.aol.com/jadams1644/jagclub>

Atari Times

The Atari Times
C/o Colin Polonowski
The Croft
Hope Rd, Nibley
Nr Yate, Bristol
BS37 5JH

The UK's leading HTML based Atari Disk Magazine

Issue 14 out now features:

HTML made EZ

The latest news and reviews

IRC and E-mail tutorials

Interview with David Encill

And loads more!

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

STOS CORNER

This month, as part of our Maze Game Tutorial, we look at designing a map.

For our example map we first need to design some sprite blocks. So, using the STOS Sprite Definer or an art package we are going to create some sprite blocks which must be 16x16 in size.

Our first block must be a blank 16x16 block and be the first block in a STOS Sprite Bank, reason explained later.

The second block is a brick wall sprite which will be used as a Stop Block, this means that the player cannot go beyond that block.

The third block we need is a floor block, this can be a part of a road or a path. For our example we need a copy of the first block, a 16x16 blank block.

The fourth block is a collectable block and could be any object the player can pick up and carry. For our example design a small dot (as in Pacman) which must be positioned in the centre of the 16x16 block.

The fifth block is another collectable block. Our example needs a power pill (as in Pacman) which again must be centred in the block.

Finally the sixth block must be an exact copy of the fourth block. Reason also explained later because this is a special block. You should now have six sprite blocks

As I said last month, you will need a copy of the Missing Link Extension for this tutorial. If you have it, locate and load up a program that comes with it called MAKE.BAS. Our sprite blocks first need to be converted to blocks in order for the Map program to understand them. Load your sprites into the MAKE program and select MAKE WORLD BLOCKS from the Make Menu. Choose the second option which allows you to select how many images to make of each block. Choose four images for the first block then click on COPY TO ALL. Next click on Make World Blocks and save the blocks under the name BLOCKS.MBK.

The Missing Link Extension pack comes with a powerful map maker called EDDY. Locate this (EDDY.BAS) and load it. Select the first Load Blocks Option and load your Blocks into it. Your blocks will appear at the top of the screen. If you press the space bar then you will see the screen is blank. It is actually filled with copies of the first block in the bank which is the blank block, so that gives us an empty screen to work with. Unfortunately we have run out of space here to go into more detail so we will continue making the map next issue. For now why not play around placing the blocks on the screen and get the feel of the program.

Any enquires regarding the Stos Corner please write to:
Stos Corner - 27 Turbary Walk - Milnrow - Rochdale - OL16 4JN
Or E-mail: Deano@zotnet.co.uk

Eduka2hun

by Kerry & Sam Clark (Edited by Rich 10)

KV Games

Although these were released in 1990. We've only just come across them on a Suzy B CD. They were released by the Knowledge Vine in the US. There are a number of different sets of "games" to look at, aimed at different ages and learning abilities. The various games are Addup, Melst, Park, House, Match, Geo 1 and Geo 2. They are very easy to use, just point and click with the mouse. Simple really. The two we are going to have a look at are Fonics and Geo 2. Fonics speaks for itself and is aimed at young children, preferably with the help of a parent or teacher to guide them. Geo 2 looks at the relationship between the Earth, Sun and the moon and is aimed at older children.

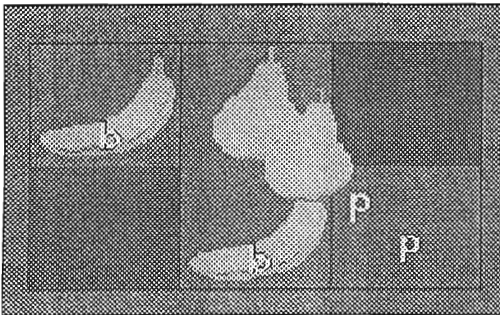
Fonics.

The first thing that catches your eye are the great graphics. They are bold, very detailed and colourful. Firstly you are shown 3 silhouettes of different items which you have to match the shapes to. You are then shown a picture which has

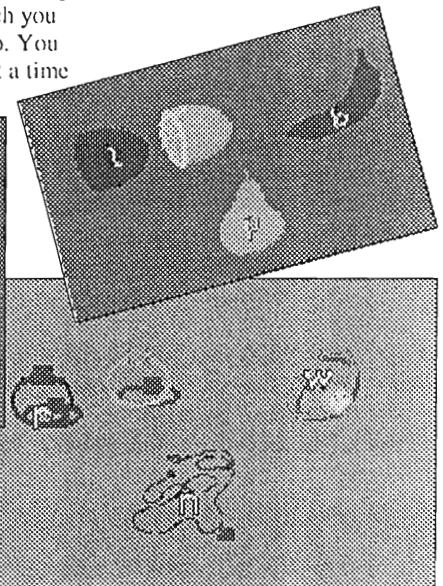
to be matched with its silhouettes. The next task is for you to place the first letter of each item next to the correct shape. Finally you are given 6 blank tiles which behind lie 3 items and their corresponding initial letter which you have to match up. You click on 2 tiles at a time

to reveal what's behind them. If they match they stay shown otherwise you try again.

Each level is set up the same but with slight variations on a theme.



Screenshots from Fonics, simple but effective



Geo 2

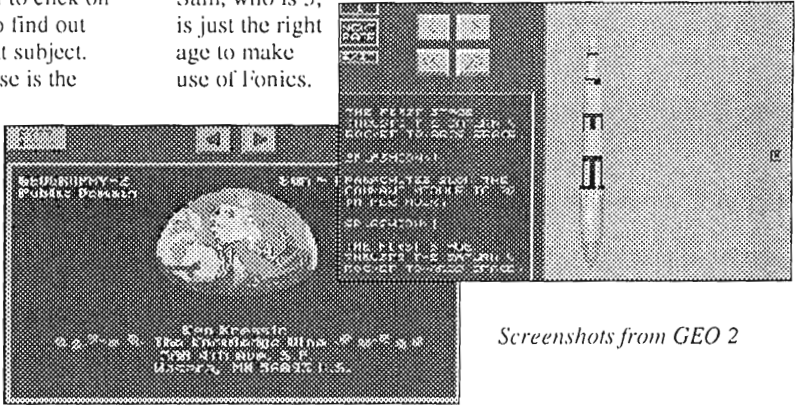
This program explores the relationship between the sun, moon and the earth and how the orbit each other on a yearly cycle. There are 5 "animations" with the option to click on certain items to find out more about that subject. The best of these is the start to finish simulation of a lunar mission, from rocket take off to moon landing to splash down. The graphics and animation again are top

notch and a lot of thought and work has gone into these.

Dad says the overall look, feel and ease of use are what makes these programs well worth a look. Sam, who is 5, is just the right age to make use of Ionics.

You should be able to get the KV range from good PD libraries but they can also be downloaded from my Edukashun web page.

See address in the news section.



Screenshots from GEO 2

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 that's 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.

Mädchen Amick - Jennifer Aniston - 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

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.




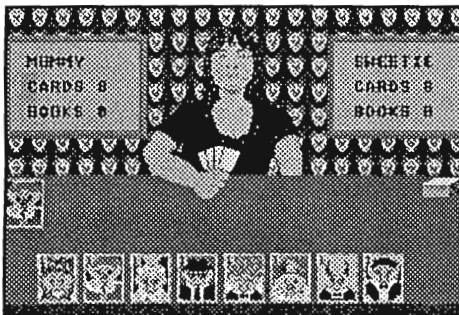
Silly Software

The Silly Company

For Silly People

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England
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Mummies Playtime £3.00 (NEW TITLE)

Mummies Playtime is a compilation of four fun sub games for children and anyone who likes a laugh. Play Go Troll, Bangman, Choo Choo Shoe Shoot and Chase The Troll with one of the silliest mummies around. Comes on four disks and boasts over 60 pieces of sampled speech. Needs at least one meg of memory to run: Compatible with all Ataris.



BackChat



Dear Rich
I get my issues from the
Computer Dungeon here in
the USA. I enjoy the
Fanzine as a whole but
what stands out the most
are the reviews of new
software and the inter-
views.
Fred Horvat.
Chesterland, Ohio, USA

*Glad you like the Fanzine
and having noticed your
email address maybe you'd
be interested in joining the
ST+ Fanzine mailing list,
email to:
Majordomo@spodden.
zetnet.co.uk and type -
subscribe stplus - where
you'd normally write the
text of your email.*

Dear Rich
I saw the editorial on ST+
in the Summer issue of the
Mix magazine this month.
It's great to see another
Atari ma on the scene.
Paul Skene Kiting
East Sussex, England

*Yep, it was a pleasant sur-
prise...the PR depart-
ment...(everyone involved
basically) are working
well. So join in and spread
the word...*

Dear Rich
A very necessary mag

keeping the Atari alive
Pekka Salo
Finland

*Thanks Pekka and it's
great to hear from one of
our Finnish readers.*

Thanks to all involved in
the production of Issue 29
ST+, the quality of the arti-
cles produced each month
is excellent. I enjoyed the
Micro Maths on P7, it is
amazing what you can pick
up at a car boot sale. An
article explaining the use
of different fonts with
GDOS/NVDI and how to
configure Gemsys would
be appreciated.

Page 26 regarding the Fal-
con was of particular inter-
est to me, I am also look-
ing to upgrade my STE to a
Falcon, (for better graph-
ics and speed), but unsure
of compatibility with exist-
ing programmes, looking
forward to future articles in

this series with interest.

*Thanks for the suggestion
on GDOS and we'll hope-
fully have an article real
soon. I found Johns Fal-
con article interesting, he's
busy beavering away on
future ones...aren't you
John.. :)*

Dear Rich
I would like to see an arti-
cle in ST+ about adding/
making music on the St
and to programs. I also
would like to know where I
can get some music files.
John Adams

*Yep good idea, as everyone
knows what a good ma-
chine the Atari is for music
there will be an article(s)
coming along soon. You
can get Mods or MIDI files
from PDL's, BBS's and
also from sites on the net.
There are literally 1000's
of files to choose from.*

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

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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 made out to **ST+ Fanzine**

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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 below.



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Issue 28



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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.ftn.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.

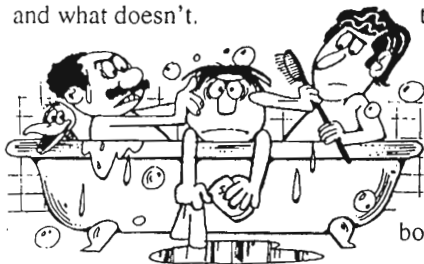
J.Kock, Kockens BBS, Nevisborg 50' 2tr, S-245 45 Staffanstorp SWI:DI:EN e-mail: kock@kockens.pp.se
Contact for price

Barry Schult, Texel 10, 3524 AP Utrecht, Holland email: ecoplus@knoware.nl

Rich I O Winds Up



Tony, me and Gordon making executive decisions about what goes in and what doesn't.



Well you've read it now unless you read newspapers like I do and start at the back first.

That's where the sports pages usually are aren't they? Sometimes I wonder if anybody ever reads

this little bit with me waffling on about things. As you saw in the News snippets we had a write up in the Atari section of the MIX magazine. I'd be interested to hear from people as to where they've come across the Fanzine advertised, whether it be mags, on-line or just by word of mouth. We seem to be getting more and more people hearing about us so please keep up the good work and spread the word about ST+ Fanzine. Don't forget to tell everyone ST+ Fanzine sent you when ordering for PD libraries. See you all next month.

IT'S DATABASE TIME

We would like to keep an eye on how well we are doing, to this end we would like to see as many completed forms (see below) returned as possible, please take just a few moments to help us help you.

Photo copies are acceptable if you prefer not to cut your fanzine.

Send all completed forms to: **Richard Clark, 1 Rokeby Close, Bracknell, Berks RG12 2NA England.**

Name:

Address:

Country:

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Comments:

STOSSER Software
Presents

AUTOVIEW

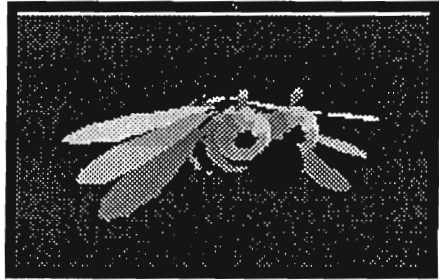
FEATURES

- 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 1998

Autoview and many other FREE-ware 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 the url Below

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 ,



AUTOVIEW in Action

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 STFM cannot play samples on interrupt then only the Ste supports the mixed function.

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