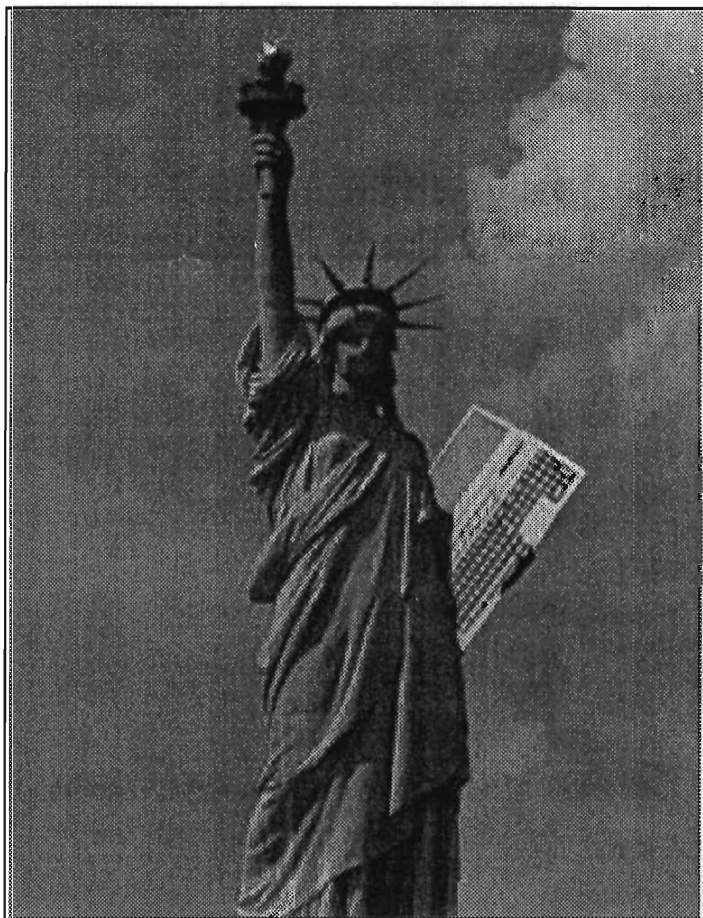


STAPLUS



Featuring in this Issue

A cast of thousands, a hoard of elephants, the
Pagestream tutorial, Work In Progress, ACCessorise
and the usual much, much more.....



FANZINE

ISSUE 31
August
1998
£1.50 UK

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

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 Sam-

pled 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.

STOSSER Software 1998

Autoview and many other FRE:ware Titles By Tony Greenwood under the STOSSER Software logo

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

Silly Software



Murder on the Dairy Express £1.00



Stos Adventure Creator £1.00

Top Quality Games For The Atari ST/STE/FALCON

Send £2.00 for Catalogue - Cheques payable to D Sharples

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

Email Deano@zetnet.co.uk

Web Site: <http://www.users.zetnet.co.uk/sillysoftware/index.html>

CONTENTS

News	4
Diskmags	5
Web Page review	7
Pagestream Tutorial	8
Flight of the Falcon	10
HTML Tutorial	14
Web Ring review	16
KPP Profile	17
User Groups	19
Atari Cuckoos	20
Hades	22
Stos corner	25
Edukashun	26
ACCessorise	33
Mail Box	29
Protracker Tutorial	30
Work in Progress	32

EDITORIAL

Issue 7 is here and we've finally got him to do it. DABD is back with Gordon doing his long awaited Pagestream tutorial. He's on a roll now so watch out, it's all pouring forth. Four pages and more to come. Once this man gets going there's no stopping him.

JAG man is back again with his Falcon piece and this month we've 2 new contributors in Atarimad, who'll be doing a series on Accessories, not his matching handbag and shoes but those handy little ACC's that we all know and love and also Ed Baiz who tells us about his love affair with his Hades, ooeer. All the usual features that you are getting used to now are here, so let's get down to business and on with the show.

Rich 10

Published by R.Y.M.E.

Editor: Rich (BaaBaa) Clark

Design/Production: Gordon (Monkey Man) Storey

Webmaster/PR: Tony (MBHB) Greenwood

Contributors: Rich (BaaBaa) Clark, Deano (Don't push me) Sharples,

Tony (MBHB) Greenwood, Monkey Man, John (JAG) Gill,

Atari(crisp)Mad, Edward S. Baiz Jr.

No part of this publication may be reproduced, stored or transmitted in any format without written permission of R.Y.M.E. ST+ Fanzine recognises all copyright and trademarks.

Where possible we have acknowledged the copyright holder.

All editorial, Advertisements, letters and reviews should be addressed to either Gordon Storey, 253 Ripon Rd, Stevenage, Herts, SG1 4LR email: gordon-storey@zetnet.co.uk

Richard Clark, 1 Rokeby Close, Bracknell, Berks, RG12 2NA email: rich10.hel@zetnet.co.uk

ST+ Fanzine reserve the right to edit, without altering the context of any articles submitted for inclusion. Copy for inclusion in the next issue should be received no later than the 24th of each month.

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

News News News News

Computer Dungeon on hold

As of July 8th, The Computer Dungeon closed its doors. Al says "We are in the process of making a cross country move and because of the demands of this move, we just don't have the time to devote to taking and shipping orders.

Once we have relocated and set things up, we will be posting information about our new website location, phone number, products and services, and more.

We would like to take this opportunity to say Thank You to all our customers for all the support, kindness, and patronage you have given us. All of you have made running The Computer Dungeon a pleasure".

Hopefully The Dungeon will be reopening and we'll let you know all the details as soon as we know them.

Meanwhile any subscriber who get their issues from CD please contact our other USA distributor Terry Ross on the address on page 34.

Welcome to Madhouse Net	
New ISP	
Is Zetnets Monopoly on the Atari users internet access in the UK about to be challenged. The emergence of a new ISP called Madhouse would seem to	suggest that Atarians now have another option open for them, with Madhouse actively advertise for Atari users.
	http://www.madhouse.uk.com

Maggie 26

According to Richard Spowart the much awaited issue 26 of this scene diskmag known as Maggie is due out sometime in the first week of August after a short delay due unforeseen circumstances.

atari.org

The much sort afterbut as yet unused domain name atari.org has recently changed hands. It is now in

the hands of Rich Davey, who is lesser known for his artwork in the Starioland series of game and better known for his Little Green Desktop webpages that hosts amongst other things the pacifist emulator.

Rich is offering free usage in the form of "yourname.atari.org" so long as your site has some sort of atari content. To freely register for your site email:

rich@fatal-design.com

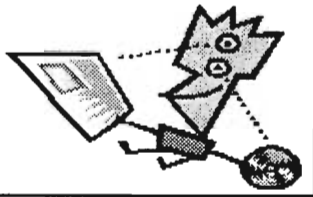


Atari Spotted

Our very own sharp eyed, man on the spot Tony G, noticed while watching "Through the Keyhole" (sad but true) that Lyndsey de Paul had an Atari next to her Musical Keyboard...anyone else know of any famous people who use Ataris...?

DISKMAGS

By Deano



Atari Times Issue 14

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

Atari Times issue 14 has arrived and what a cracker it is too. We thought it would be the last issue due to lack of contributions, but luckily a few contributors have come forward to save the day, and issue 15 is in production. Atari times is an HTML Diskzine which can run under any browser and works like surfing a web page on the internet.

There is quite a lot of useful and interesting reading material in this issue. This includes The Help Centre where you can post all your Atari problems, an interview with Dave Encill of Titan Designs, tutorials on

HTML and IRC, and an article on email written by ST+ Fanzines own Tony Greenwood.

Reviewed are: KelaUG Diskzine, Lords of Chaos, Portfolio Times, and the ST+ Fanzine gets a mention yet again...I wonder what they mean by "and the slightly less popular but still interesting STOS tutorial" ?

All the other bits such as

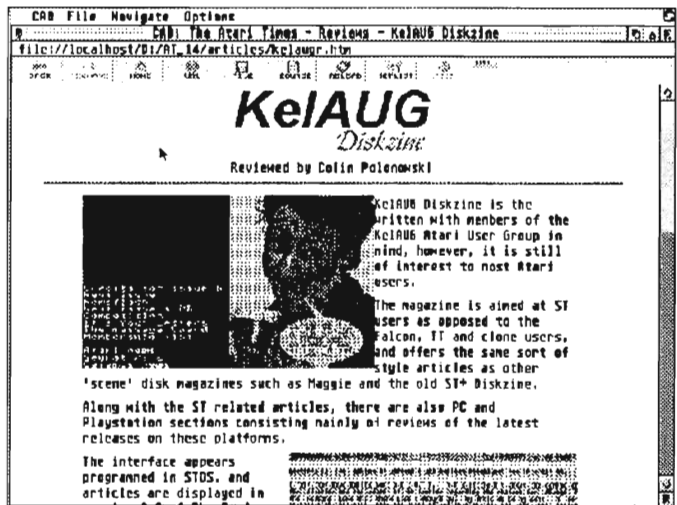
letters and news are also there.

The only problem with this diskmag is that every issue looks the same. The same layout with new articles.

Other than that Atari Times is still an interesting diskmag and worth getting hold of.

ST+ RATING: 81%

*A screen shot of the Diskmag being reviewed of another diskmag being reviewed within the Diskmag that's being reviewed.....
...did ya follow that....)*



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

Join the Team

Writing for
ST+ Fanzine is
EASY!!

**ST+ Fanzine is
your Fanzine!**

You wanna see something in
it? Have something to say?
Wanna review your all time
fav program? Found a great
web page? You name it you
can write it !

Plain ascii text and a few
screen grabs, ideal for your
Atari to produce easily.

All we ask is that it's Atari
related, be it the Jag
console, ST, Falcon, Portfolio
anything to do with Atari.
Send any contributions to

*Richard Clark, 1 Rokeby
Close, Bracknell, Berks RG12
2NA England or email:
rich10.hel@zetnet.co.uk.*

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, 56K FLEX (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
VIDELITY 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



K. Ellis' Homepage

<http://www.primenet.com/~kellis/>
A Web Review By Tony Greenwood

ABOUT

Kathrine Ellis also known as kellis on channel #atari has had a web presence for a number of years. The site mainly consists of one page split into four sections and crammed with Information.

There are plenty of links dotted about the page as part of the information rather than a separate list.

MUSIC



The first section is a small paragraph dedicated to Music information and most noticeably Midi. We can also assume this early that kellis is a Falcon owner and supporter.

WEB UTILITIES

Another small section with links to Yahoo and of course the popular and well maintained ATARI Launchpad known as Hallwards URL Launchpad.
ATARI COMPUTERS

(And the OS You need)

Here we find the ma in body of the site and a  very good reason for you to visit. Mint, Linux and the Falcon feature heavily and if you are on line at the same time you can actually log into her MiNT+ MiNTNET http server.

Links to ATARI Shops and even larger links to other ATARI links make this a reasonable launch site.

KGMD Mint installation kit in English is linked to from here along with some snippets of info on the subject.

SOFTWARE

As an accomplished programmer you can find her software ready for download.

CLIPBOARD+ is a nice little util for better utilisation of your ATARI clipboard available in French

and English versions and is available as FREEware.

STE_X for the ATARI Falcon looks to be an excellent set of three auto programs that allow you to play ST and STe games, described by the author as even better than the well known "Backward" utility.

MORE SOFTWARE



Lots more software is listed for download. Unfortunately it is not made clear who the author is, however if you are looking for nifty little utilities then have a look here.

ROUND-UP

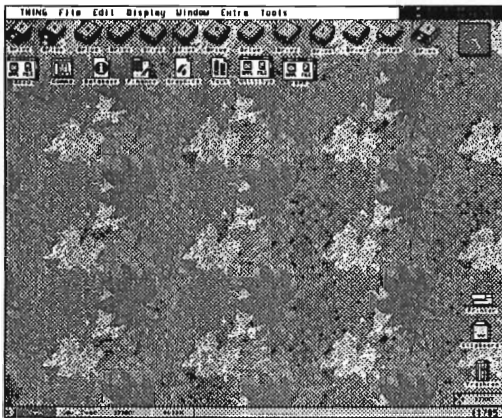
This is an excellent site from one of the ATARI scenes well known supporters. fast loading, easy on the eyes and well laid out. It rarely changes and thus is recommended that you visit it at least one time in your lifetime.

Flight of the Falcon

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

Well, three months after getting the Falcon and (almost) everything is coming together nicely. I've sorted out most of my existing software so that it makes full use of the Falcon's increased performance and also discovered some excellent other stuff into the bargain.

So first off, a brief description of my standard working setup. I run Magic 5.11 and believe me, once you've used it you'll wonder how you ever got by without it. Alongside this, I run the Thing replacement



desktop, which as well as being a highly proficient piece of software, is also cheap compared to the commercial alternatives

and a better program into the bargain in my opinion. Look at my desktop in the picture. Big isn't it?

This is down to a Falcon screen resolution enhancer called Videl Inside which enables you to squeeze higher resolutions out of your SVGA monitor subject to it's technical limitations. I've only had a brief play with the software and managed 720 * 576 as opposed to the standard Atari highest resolution of 640 * 480. You get loads of preset resolutions as standard, but there is also an editor

program included in the package which enables you to customise these to your own monitor. This is very easy to use and you will be pushing your monitor to it's limits in no time at all. There is a commercial alternative called Videly from Titan De-

signs which is also very good, especially at the price of £14-95. But Videl Inside is freeware, so if you're on a tight budget, it's probably the one for you.

One of the nice touches with Thing is the ability to install different programs to carry out various tasks via the Applications dialog. It's similar to the TOS install application function, but far more powerful, allowing you to choose whether to run troublesome programs in single TOS mode under Magic.

On the Floppyshop Falcon Select CD (sorry to keep plugging it but it's a complete Falcon software collection for £15) I found a program called BNG PLAY which is a sample player to handle AVR and WAV files. By installing it to play these files all you have to do is click on a sample file and Thing loads the player program and plays it to you, very impressive the results are too. It can be configured to automatically detect the sample format, frequency etc. but it is so easy to use that most people would find no need to



tamper with the default settings.

When I first got Magic, I installed Appline and Start Me Up to enable easy access to programs, no matter how deeply nested within folders they may be, but since I've had the Falcon I've started using Thing's Group File facility. With this you can open a Group

in black and white. Again not an essential item, but one that makes using your computer easier to use (not that Ataris aren't easy to use anyway). I always think that using your computer should be enjoyable rather than a chore.

You've probably noticed that there are a few screen-

As it needs to be run as a PRG or ACC you cannot grab game screens, but there are plenty of other utilities available for that purpose. Screens can be saved in IMG format, but registration enables you to use further file formats such as TIF. Joe Connor's Interactive scheme handles the registration here in the UK.



Window, say containing all your Graphics programs and by dragging the icons to the window Thing remembers where they are. You then just need to open the window from the icon on the desktop and click on the program that you wish to load. Far easier than wading through folders to find what you want and the added bonus using it on the Falcon is that the icons are displayed in glorious colour, although the magazine probably won't do them justice as it is printed

shots in my article this month (assuming Gordon's been able to fit them in). I grabbed these using JMI Snap which was amongst the software that I got when I bought the Falcon (fully registered too). Another easy to use program that will also run on STs and TTs, but it does its job very well. As you've probably already guessed, it is used for grabbing screenshots, but it is very flexible in that you can rubber band small parts of the screen, or grab the whole thing in one go.

Staying with the theme of programs that work even better on the Falcon I'll end with the game HERO 2 by Tony Greenwood. I was impressed by this on my 4 meg STE, but on the Falcon it runs so much smoother with clearer samples which help enhance the games. Since I've started playing it again, I find it hard to put down although I haven't got very far yet, but I put this down to my slow reflexes rather than a fault on Tony's part. If you haven't got it yet, do so now! All he asks is some feedback. Highly recommended.

Well, that's it for another month. I still haven't managed to get Running working properly yet, so if anyone reading this has done so, could they please e-mail me and let me in on the secret. Please?



Design and be Damned



A Pagestream Tutorial
by Gordon Storey

Well D&bD is back by popular demand..er...well Rich told me to do it anyway, with a Pagestream Tutorial this time. So first things first let's set the Macros up with the most commonly used functions, this saves time, energy and speeds the design process up, also learn the essential keyboard shortcuts for the same reasons, so to this effect we'll start here and get down to the nitty gritty next month. I'm using version 2.2SE for this Tutorial and apart from a few changes in the Tool Box other versions are the same.

Macro Settings

Let's get these Macros out the way, setting them up is simple. Go to the **Global** menu and select **Macro Settings**. Up pops a dialog box, just type the following into the relevant text box. To use them press the relevant F key.

Key	Code	Explanation
F1	@NN	Brings up a New A4 page
F2	@I	Opens the Align dialog
F3	VE2c	Centres highlighted text
F4	^B	Makes text Bold
F5	^K	Makes text Italic
F6	VE3T	Opens Tag dialog
F7	@T	Opens Word wrap dialog
F8	@E	Opens Edit dialog
F9	@F	Brings selected object/s to front
F10	@R	Sends selected object/s to back

The next 3 will relate to any text Highlighted, if no text is Highlighted then a dialog will pop up asking if you want to effect Document, article or block.

F3. er...centres text

F4. yep makes text Bold

F5. Wahay, makes text Italic.

F6. Opens Tag Dialog. Although I very rarely use the Tag function.

F7. Opens up the Word Wrap dialog, just select the type of wrap round you want to apply and put in the standoffs.

F8. Opens up the Edit Coordinates Dialog. This controls all aspects of where the block is on the page.

If you look you can change the size of the blocks position using the edges, width

MACROS

Now let's take these macros one at a time.

F1. This was the most common page size I used so it was set like this. So simple to just boot Pagestream, when loaded press F1 and I'm off. If you need to create different

pages sizes go to **FILE** then **New Document** and select one from there.

F2. The Align Dialog box, used so much when designing it had to have a macro of it's own. Use this to align any objects selected with each other or if one object (or group) then align with the page.

or a percentage.

As with all Pagestream's options you have ultra fine control...down to 0.0001 mm, or whatever unit of measurement you're working in.

F9. Brings selected Object/s to front, so it's on top of the others.

F10. Sends selected object/s to the back.

Tip: To select an object hidden under another press Control whilst trying to select.

As you can see I keep saying object, well this refers to anything that is put on the page and it's the way Pagestream sees things. Over the page we sort out the drivers and fonts.

Keyboard Shortcuts

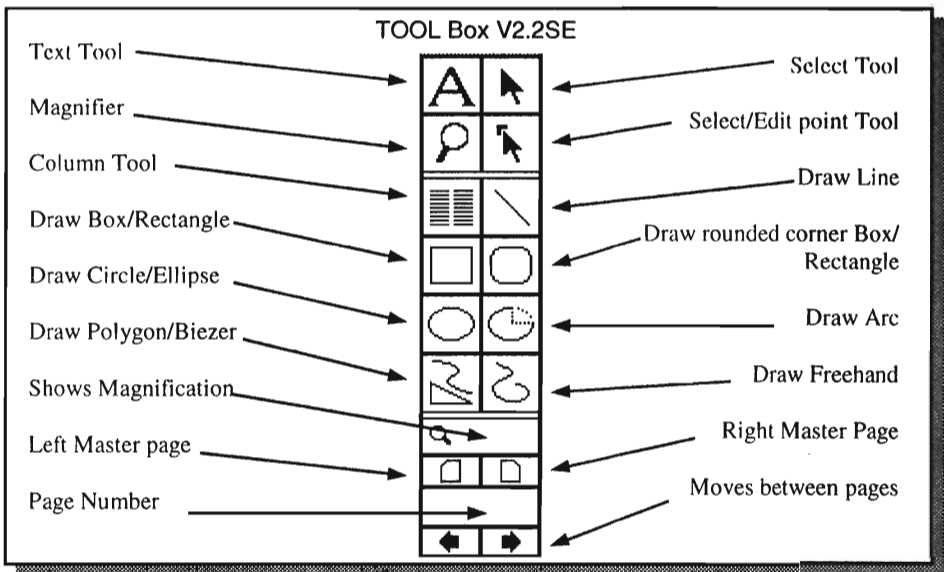
Some people don't like Keyboard shortcuts, but I'm not one of them and constantly use the following shortcuts.

- ALT+X = Cut object/s to buffer
- ALT+C = Copy object/s to buffer
- ALT+V = Paste object/s from buffer
- ALT+D = Opens duplicate dialog box (*NB. Duplicate uses the buffer so any copy/cut items in it will be cleared*)
- ALT+G = Group objects
- ALT+U = Ungroup objects
- ALT+L = Lock object (Stops you altering objects)
- ALT+Y = Unlock objects
- ALT+O = Open existing document
- ALT+S = Save document

These effect the view size of the page

- ALT+2 = Full Page
- ALT+4 = Actual size
- ALT+6 = full width
- ALT+7 = User scale

Nearly every command in Pagestream has a Keyboard equivalent, but I found the ones above I just couldn't live without. Don't learn them at your peril...<grin>



Setting up

For anyone who hasn't organised Pagestream yet, I'll quickly run through the basic things you need to do to get Pagestream working properly.

Set Paths

Once the program loads go to the **Global Menu** and select **Set paths**. This is where you tell Pagestream where to find everything. We'll run through them one at a time. I've shown the paths I've got set (fig 1)

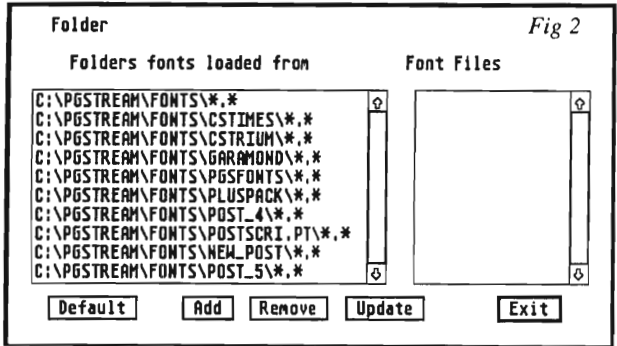
Documents: Use this to set up the default path for saving and opening Documents i.e.

C:\PGSTREAM\DOCS\

Text: Use this as the default path for opening text for importing. i.e. C:*.*

Graphics: same as above but for graphics. i.e. D:\CLIPART*.*

The next two are important and without these Pagestream won't work



properly.

Fonts: Points to the folder your fonts are kept in. i.e. C:\PGSTREAM\FONTS*.*

Drivers: This points to the folder in which all the import/export modules are kept in. i.e. C:\PGSTREAM\DRIVERS*.*

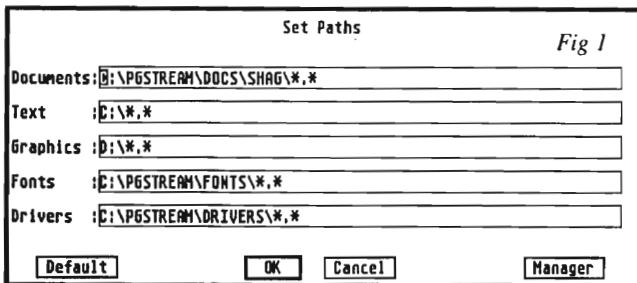
As with nearly all of Pagestream dialogs, any button that says "default" will make Pagestream use these settings everytime you run it. So it's a good idea to hit this button whenever you change anything or even if you see it.) **OK** and **Cancel** are obvi-

ous.

Manager

This button will take you to the Fonts manager. This needs to be set up right for the program to know which fonts to install and where they are.

Pagestream can use 3 kinds of fonts, it's own kind with the extensions fm and dmf. Postscript type 1 (supposed to be able to use type 2, but I could never get them to display on the screen, if anyone has, let me know how will ya...<grin>) with an extension of pfb and afm and Compugraphic fonts, extension cg. there are also files with psf with them, this is for postscript printing. These fonts also use the Fontequiv.v2, Fonts.v2 and Plugin.typ files that should be pointed to from within the manager, although they won't show up in any of the windows. Mine as seen in the fig 2 are in the folder FONTS*.*. These are im-



portant and the Compu-graphic fonts won't run without them.

Using the Manager

You can see the 2 windows in the fig 2. The left hand one tells you the path, if you click on one of these (highlight it) the fonts within that path will show in the right window.

To remove any fonts just highlight them and click remove.

To add fonts just click on the add button, and using the fileselector go to the folder the fonts you want to add are in, click OK and Pagestream will add them.

Update will allow you to update that particular folder without having to remove and re-add, this is in case you add fonts to the folder.

NB: There is a nasty bug in Pagestream that concerns the Compugraphic fonts. I've got a feeling it's when you either make the font size really large or zoom in on it, anyway it really messes up the font, so if this happens it's the fonts not the program. I always avoid using large sizes with Compugraphic fonts for this reason.

Import Drivers

One of the things

Pagestream is good at is allowing the user to import Text and Graphics from a wide range of sources. For this purpose it comes with loads of import drivers (extension .imp). You can load from plain ASCII to a PC word document. PI? graphics file to a postscript image. For each type of file you wish to load you need to have the appropriate driver in the folder pointed to under Driver in the Path settings (see earlier).

This way you can also free up memory by not having the drivers you won't use in that folder. For instance if you are only ever going to import ASCII and 1st Word files, you only have to have these drivers in that folder. The same applies for the graphic format imports. If you find you need to import a different type you can always copy them in before that session and take them out after.

You'll also notice there are a couple of exp extensions. Degas.exp and Ascii.exp. These are used to export

Degas pictures (only from the picture window, which we'll cover later in the series) and export the block, article or document as ASCII (it shuffles it around a bit but is quite handy sometimes)

Printers

There is also a huge range of printer drivers available and a text file to tell you which one to use for a particular printer.

To set the printer driver up you go to the **Printer Settings** under the **Global Menu**. Fig 3 shows the dialog box that pops up. Click on load and then select the driver you want. Set the paper size and make sure the PAR box is highlighted (solid black). Now don't forget to click on the Default button to save these settings for future use, otherwise you'll have to set them up each time you run Pagestream.

We'll cover printing in more detail later on in the series.

Printer Settings

Output Driver :HP DeskJet v2.0 Load

Send To PAR; SER;
 Disk File Device: PUX:

Print pages in Ascending Order (ie. 1..5)
 Descending Order (ie. 5..1)

Collate Multiple Copies

Paper Size 210 mm x 294 mm

Special: _____

Default OK Cancel

Fig 3

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.

DOWNLOADS

Most of us at some point will want to offer something for download from our web page, maybe some software, a collection of pictures or a zip file containing all manner of things. Anything you can zip up, you can offer for download.

ZIPS

Zip files are cross platform compatible, an ATARI zipped file can be unzipped on any IBM or Mac for example and of course the other way around. But you

may want to consider ATARI users at college or work who download on a PC and then want to transfer the software to an ATARI. Most will need to use a standard formatted disk at 720k, so try to make your zip file a maximum size and split into 2 or 3 or however many it takes. Also you have to be aware that not everyone on the Internet has a Hard Drive and may only be able to save to disk, so keep them small.

TAG

Let us suppose you have a

zip file in the same directory as your HTML files and that zip is named "stuff.zip". To offer this for download we simply point to it like so:

```
<a href="stuff.zip">Get</a>
```

The word "Get" will be highlighted or underlined and if the user clicks on it then the file will download to their drive.

ftp

If you are offering software or a mod file or anything that may have already been released then you should search around and see if it is already on the Internet, maybe at an ftp site. If already released then the chances are it is out there, duplicating the file onto your web page defeats the whole concept of the WWW and is a complete waste of space. You should link to the file already out there, For example all the back issues of STOSSER Diskzine are available for download from ftp.funet.fi

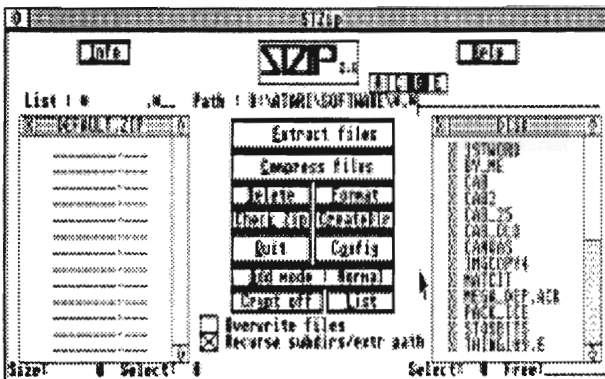
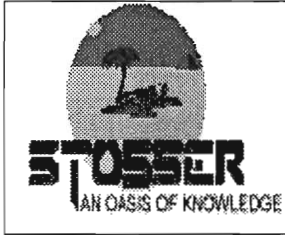


Fig.1

`STOSSER 12`

so rather than me placing them on my STOSSER web page I simply link to them. See Fig.1 for an example of linking to STOSSER 12 which is held on an ftp site in Finland.



The visitor to the page does not leave my web page, they are still there and downloading as usual. To the surfer this is no different than downloading from my WebPages.

STAY ORGANISED

By now you will have HTML files, Pictures and maybe even ZIP files in your directory. Not too bad for a one page file, but what if like me you have a hundred or more files for the one site, your directory will become a bit of a mess.

You could have all your ZIP files for example in one folder, lets name it

DOWNLOAD. You then access this from your main HTML file with something like;

```
<A href="download/
stuff.zip">
```

Now lets put all our gif and jpg files into a folder called gfx, we then access pictures with something like;

```
<a href="gfx/piccy.gif">
```

Now lets suppose our HTML files come in different categories, imagine an ST+ Diskzine site, we would have something like;

```
INDEX.HTML
FOLDER /GFX
        PIC1.GIF
        PIC2.JPG
        PICCY.GIF
/DOWNLOAD
        STUFF.ZIP
        ST+1.ZIP
        ST+2.ZIP
        ST+3.ZIP
/HTML
        ISS_1.HTM
        ISS_2.HTM
        ISS_3.HTM
```

We arrive at index.html and maybe load in a picture from gfx/piccy.gif Index.html holds a menu of

diskzines, we choose to view Issue 1 of ST+ and the link takes us to;

```
<a href="html/iss_1.htm">
```

Now from here we may want to use a picture from gfx, this time we use;

```
<a href="./gfx/pic1.gif">
```

Notice the **“./”** as this takes us **Back** a directory and then we access the gfx folder.

If from iss_1.htm we want to offer a download of the Diskzine then we would use;

```
<A href="./download/
st+1.zip">
```

And finally, if we want to return to the original index.html then the following code would be needed;

```
<a href="./index.html">
```

YOU NOT THEM

None of the above will affect your page visitor, it is purely for your convenience to help you manage your web site, we wouldn't want you getting all confused would we ?)

A good way to search all the ftp sites is to use the excellent built in utility on the ftp list pages run by Hallvard Tangeraas. Here you will find a list of ATARI ftp sites amongst others http://www.geocities.com/SiliconValley/Bay/8745/atari_ftp.html



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

NAME : Download Von Internet Software fur TOS Kompatible system

Url: <http://www.uni-bremen.de/~peter/download.htm>

RING Description : Collection of internet-software for ATARI-computers and compatibles: STiK, STinG, Clients (Browsers, Mail, News, IRC, ftp, PlugIns, etc.)

The Review: Not in English and no English version apparent, seems to be a collection of Internet software for the ATARI

NAME : ST+ Fanzine

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

RING Description : Born from ST+ Diskmagazine. This is the continuation in the form of an A5 size Fanzine available the first week of every month

The Review : I obviously don't want to go too far here, but suffice to say that this is the place to find out everything about your fave Fanzine. Includes pictures of the team :)

NAME : A Penguin's dream

Url: <http://www.hh.schule.de/hhs/mjaap/atari.htm>

RING Description : This site features the official HomePage Penguin support site (webpage creator), emulators for the ST/Falcon, a great collection of software written by me (ST/Falcon/Portfolio) etc

The Review : English versions of this page are on site. Home of the HTML Page maker called HomePage Penguin and much much more. The ATARI Emulation content is now a link to another page rather than on site stuff. There's Internet , Games, Utilities and all manner of stuff for download from one of the ATARI scenes well known and respected author Matthias Jaap. This is a **Good site to Visit**

NAME : Cadenza Software / HiSoft BASIC & Atari Authors Home P

Url: <http://www.kingston.ac.uk/~k964101/index.htm>

RING Description : The Home Page of Cadenza Software, where you can download all the latest versions of tictactoe, Print IT, Cadenza Address Book , Atari Personal Organiser, Auto-Clock & more! You will also find the Unofficial HiSoft BASIC web site where you can download LOADS!!! of source code!!! as well as find information about the HiSoft BASIC User Group.

The Review : Well the Ring description gives you a good idea. This is a site with lots going on, the background is a little hard on the eyes, but the page does state it is having a complete overhaul in June so could look better by the time you read this. As well as all the stuff in the description there is also the ATARI Authors section. The NEWS Section isn't exactly up to date, but there's enough other stuff going on here to make this site **Well Worth a Visit**

Company Profile

KOSMIC PHISH PRODUCTIONS

An Article By Tony Greenwood



<http://www.users.zetnet.co.uk/jacquesa/atari/kpp/index.html>

THE START

Kosmik Phish Productions was formed when a group of Manchester University students had the idea of making a simple light-synth for the Falcon.

That first project grew (in about a day) into what is now known as KP Flash. Members of KPP attend regular meetings where Plans, Ideas, Projects and the general direction of KPP is discussed.

COMPANY AIM

The aim of KPP is to make modern GEM applications that do what is missing from existing software, in other words they are helping drag ATARI screaming and kicking into the year 2000.

WHO

For the amount and type of projects KPP can be considered as a relatively small

team consisting of the main core.

Xav who is an Electrical Engineer.
Anthony Jacques listed as the Software Engineer
Phil who is a 2nd year Computer science student

Also added to the list are James Greenstreet and S.Lai who are responsible for the graphics side of things.

PROJECTS

Our projects include the original **KP Flash**, a Sound to light program for the Falcon.

KP SACK

SAA Construction kit, for use with **SAM**. It is well known that the System Audio Manager (**SAM**) is lacking in documentation and support, **KP SACK** address this problem. Also it should be noted that the KPP team found a bug in

SAM 1.2 and successfully patched it, with **ATARI** corp blessing and they then released **SAM 1.3**, So they do know their stuff.

KP SACK is freeware and can be downloaded from their web pages along with **SAM 1.3**

KP EJP

Xav the Engineer of the team has been writing a series of articles for **ATARI** Computing magazine re: the **Extended Joystick Port**, **KP EJP** allows you to test your project results.

KP COOLABAH

Billed as the teams biggest project and has the least information. The description offers that if Coolabah does half of what they hope then this will be one of the best GEM apps around. I only covered a few projects so keep your eyes open for the people at **KPP**



The Computer Dungeon



New & Used Software

New & Used Accessories

New Atari 2600 Games

Lynx & Jaguar Systems & Carts

**PROVIDING SUPPORT FOR THE ATARI PRODUCT LINE INCLUDING
THE ST, FALCON, LYNX, AND JAGUAR**

We feature the **BEST** in Shareware Gaming
including *RUNNING* for the Falcon030



The Computer Dungeon

1440 Spencer Ave. Berkeley, IL 60163
Phone: 708-547-7085 Fax: 708-547-6550
Email: ComDungeon@aol.com



Visit our website at <http://www.mcs.net/~isis/dungeon/dungeon.htm>

You're reading this, so could your customers

Advertising in ST+ Fanzine is

FREE

Sizes available

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

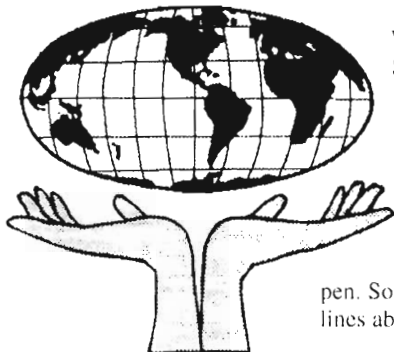
Quarter page.....61mm x 90mm

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

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

Copy for inclusion in the following 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.

Rich 10's User Groups



Welcome to a smaller than usual User Group section. So thanks to Ed Baiz Jr for telling us about his group in Indiana, otherwise it would have been more SHAG exploits and I'm sure you know all about us by now.

If anyone else wants to tell us about their own group then drop us a line or three. It's always interesting to hear from other users and maybe someone reading about you may turn up as a new member. It does happen. So grab a member and twist their arm to write a few lines about where, who what and when you meet.

IMAGE in Michiana

Hello my name is Edward S. Baiz Jr. (Gamer) and I belong to an Atari Club called IMAGE. IMAGE stands for Indiana-Michigan Atari Group Exchange. We all live in an area that is known as Michiana, that encompasses an area of about 20 miles in all directions from Notre Dame University.

IMAGE is a small group of about 20-30 people who love our Atari machines and software. Our membership was once about 200 people in 1988, but has dwindled down since then.

We meet in one of the local libraries (or else at a members house) every third Monday of each month. Meetings start at 7:00 pm and run to about 9:00 pm.

Usually the 8-biters start the meeting out and then the ST demos are presented. I do the ST side and I try to keep everyone well informed on what new programs are coming out in the Atari world.

Most of the members are surprised when I bring in a new program as most still think support is almost zero when it comes to Atari. I usually set them straight.

Sometimes meetings last more than the 2 hours we have planned. This is usually due to a lot of nice conversation between members.

Officer's meetings are held the Monday following the regular meeting usually at the secretary's house. Dues

are at the moment, only \$10 a year. That includes a newsletter and the use of our 8-bit and ST library.

Officer's at this time are:

President: Stephen Elek (selekjr@michiana.org),
Vice President: Ed Baiz (ebaiz@qtm.net),
Secretary: Katie Shirk (066@aol),
Treasurer: Paul W. Hochstetler,
ST Chairman: Ed Baiz,
ST Librarian: Ed Baiz,
8-bit Chairman: David Morrison,
8-bit Librarian: Charles Lamb and Editor Paul R. Hochstetler (phoch@michiana.org).

Edward S. Baiz Jr.
50963 Redstone Drive
Granger, Indiana



ATARI CUCKOOS



The third part of our series on Atari emulation on the PC continues with Gordon Storey taking a look at

MagiC PC

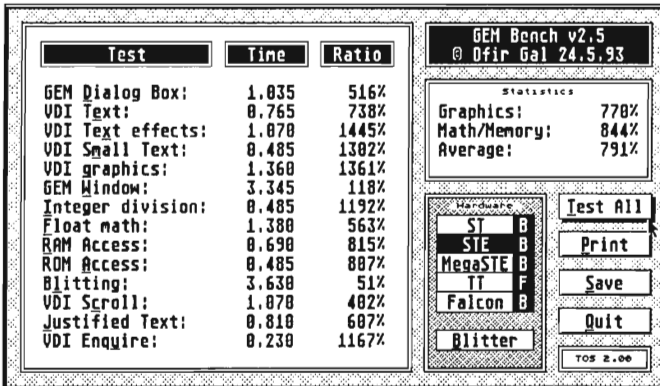


Configuring MagiC PC is made easy with the main start up screen. The drop down menus allow you to configure. Screen size (any combination), colours (up to 16), amount of Ram, depending on how much PC ram you have or whether sound is on. Assigning drives is made easy with a nice graphic interface, you assign a particular folder to act as the C drive, MagiC then acts as if this is a physical Atari HD, with AUTO folder. Although it doesn't act like the Atari

one, where the programs run in the order they're put into the folder, but instead uses a Autoexec.bat file within the AUTO folder. It's a simple case of editing this file with a text editor to add or swap the programs around.

You can assign any other drives you wish from the PC, including CD Rom. You can also create drive containers, which act as drives but are in fact files under windows. I haven't used these as yet so can't

say much about them. Setting the Serial Connection is basically setting the speed and the port and clicking activate, a real breeze you couldn't ask for it any easier. There is also an option to set the refresh rate, how often MagicPC redraws the screen in per second from 10 to 50. The higher the number the smother the display, but the lower the performance i.e. speed of emulation. I have mine set at 25 and find this is an ideal setting for my system.



Performance

The whole point of emulation is to run Atari programmes on a different platform. How many programmes work is what

Fig 1
Gem bench results
run on a Pentium
166MMX

counts. How does it perform? All well written Gem programs should work fine as long as they like Magic. Most new or recent programs are written with MagiC in mind. So any program you can run under Magic on you're ST should work here. All the usual features of Magic apply, so if you have trouble with a certain program you can try running it in Single mode to see if that helps. Printing from Magic PC is exactly the same as from an Atari...the Atari programs drive the printer. I haven't tried any GDOS based programs yet so cannot say whether they work, although I can't see why they shouldn't. It won't run any programs that require the DMA chip,

so STE only programs are out.

Programs

The programs I use and therefore know work are Pagestream, Binkley, Led and IOS (comms), GFA, Everest, Image copy, Kobold, Cab 1.5 and 2.5, LZH and ZIP packers and they all work superbly, but at a vastly improved speed.

The need for Speed

As you can see from the screen shots (fig 1), on a Intel 166MMX PCGEM bench run in 740x580 screen with 16 colours, no sound and 8meg Ram produces an average 791% over an STE. In ST Mono mode 640 x 400, 2 colours

it averages a huge 1065%. Now that's a lovely speed increase which can be driven faster by lowering the refresh rate, it all depends on your PC's power.

The whole thing runs in a window, which of course can be placed anywhere. Drag and drop, cut and paste don't work from PC to Magic application. Shame really as importing text or graphics in this way would be nice....hey what do I want...:)

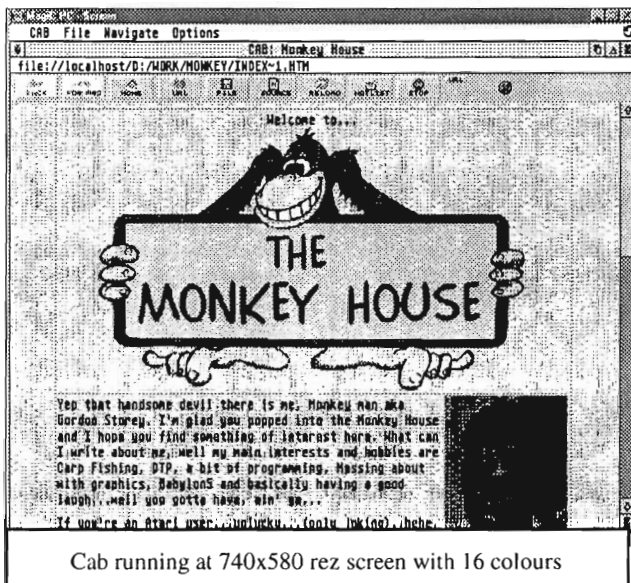
Conclusion

All in all a great easy to use/configure emulator which gives your Favourite Atari programs that much needed boost of speed. Although a bit expensive, if you need the speed for your Atari applications then this is the Emulator for you.

MagiC PC by Application Systems Heidelberg and is available in English from System Solutions cost £129.00.

NVDI PC

If you want to increase the number of colours and actually increase the speed of the screen redraws the NVDI 4 MagiC PC is the way to go, making it possible to have 16 million colours displayed Cost approx £70 also from SysSol



Cab running at 740x580 rez screen with 16 colours

Send in the Clones

Edward S. Baiz Jr. tells us about his

HADES

When I saw the specs of the Hades I knew I had to have one. After all, what Atari machines had PCI slots, ISA slots and a VME bus? What Atari machine could display 24-bit graphics with ease? To my knowledge the answer is none.

I first saw the Hades at a MIST in Indianapolis. I was devastated by it's performance and graphic capability. I was going to get a Falcon, but not after I saw this machine. I told my wife, on the way home, that I wanted one. She said go for it and I did. But was it worth the money? Let's face it, why spend a LARGE sum of money for

a machine that runs just Atari programs?

Everyone was saying that the Atari market was dead and no new programs would be coming out. I thought about that, but then realized that if such a machine like the Hades exists, then there would have to be some programmers who were willing to produce programs that would take advantage of it's graphic capabilities. I found out later that I was correct.

A good example is Magic. There is a Hades version of this wonderful program, but only a German version exists. Let's

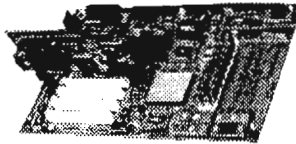
hope an English version comes out soon. The spec of the Hades can be seen in the Spec Boxout. My system can be seen in the other boxout.

For the past two years my machine has served me well. I have found that many programmers are willing to make their programs work with my machine.

When I find a certain program that I want to use does not run on my Hades, I just email the author. Programs like Sweet-16, Ani-Play, Infitra, and Desktop Solitaire now run on the Hades when they did not before.

HADES SPEC

4 PCI slots
2 ISA slots
1 VME slot
IDE interface for 2 devices
SCSI interface for 7 devices
Possible for upto 1 gig of Ram to be installed
Printer port
MIDI port
Modem 1 port
Modem 2 port



Full Tower
Lan port
Yamaha soundchip for sound
Mouse port (Atari compatible)
Joystick port (Atari compatible)

The Hades comes with an accessory that most of the time helps to get programs to run. It allows you to turn the caches on and off which sometimes get a program to work. This information can then be stored in the INF file of the accessory allowing you to freely run the program without accessing the accessory again. For the most, about 99% of the programs that run on a ST will run on the Hades.

but they look and run MUCH better, a good example of this is Cab. Cab looks great in a resolution of 1024x768 and in 24-bit color. DA's Layout is fast and smooth. Using Photoline is a breeze. Papyrus Gold?? No problem here. I rarely ever find a program that the Hades cannot run.

ST games are about the only programs that have trouble on the Hades. Games usually require certain hardware, so most of

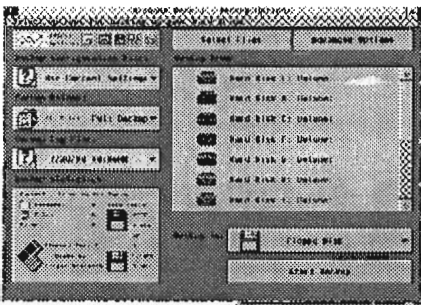
sound. Also, there wasn't a DSP chip, but a DSP card soon appeared for the Hades and the TT which fits in the VME slot. Soon a lot of things appeared like an Ethernet card, a card which gives the Hades a cartridge slot and a Pentium PCI card will soon hit the market. Things are looking good for this machine and I could never be happier with it. I highly recommend this machine.

Now what about the cost?

My cost was high, about \$5000 for my system when it was all done. I'm still glad I did it and would do it again in a minute.

My Set-up
 140meg of Ram
 Super Nova 64 graphics card w/4meg video ram
 Conner Tape Backup drive
 Panasonic 24x CD drive
 2 gig hard drive
 Microtek E3 scanner
 MT-32 MIDI module
 33.6 US Robotics modem
 1.44meg floppy
 Panasonic 24-pin color printer
 17" Optquest monitor by

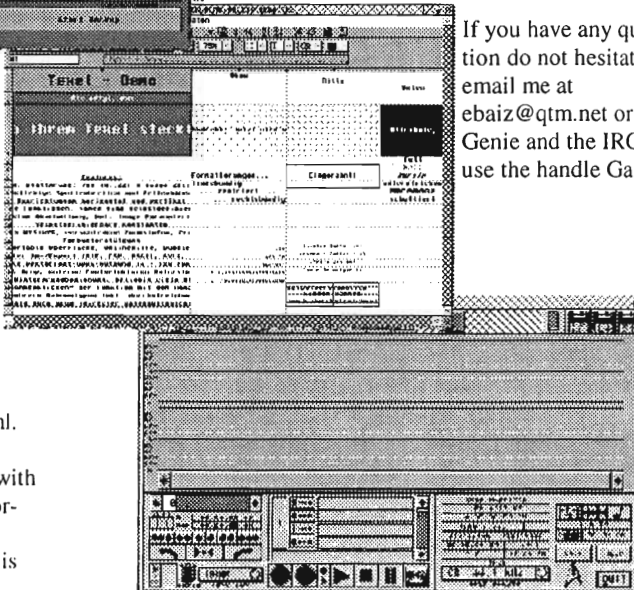
Now however, you can get the Hades much cheaper if you just build your own system. The motherboard can easily be bought for under \$2000. The other items needed (tower, hard drive, etc) can be gotten at a local store quite cheap.



the time they bomb. That is ok with me as I have a 4meg STe for such programs. For a complete list of the programs that do run on the Hades, check out the Medusa Systems website at:

<http://www.ee.ethz.ch/~caschwan/medusa.html>.

Yes I am very pleased with my Hades and it's performance. About the only disappointment I have, is that there is no DMA



If you have any question do not hesitate to email me at ebaiz@qtm.net or on Genie and the IRC I use the handle Gamer .

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>

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.

Madchen 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

STOS CORNER

In this, the third part of the Maze Game Making Tutorial, we design the map.

This issue we will look in more detail at making a map. Load up the EDDY map maker and load in your converted blocks as explained last issue.

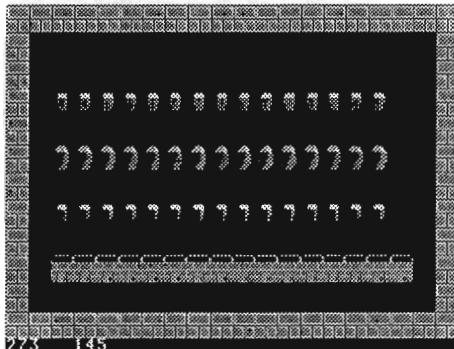
Look at your list of blocks. You should have a list telling you what blocks are what. For example, which ones are your background blocks. These are the only ones we are interested in at the moment. So, position your mouse pointer over one of the background blocks and press the left mouse button. This selects the block. Now position the mouse pointer over the first block, which should be the blank space, and press the right mouse button.

Next press the space bar to go into the map screen. Note if you now press the left mouse button a copy of the block will appear at the mouse pointer position. Now click on that block using the right mouse button and the block will vanish. This means you can delete a block if you put it in the wrong place.

Press space bar to go back to the file screen and select the X/Y icon at the right hand side of the screen. We are going to set the size of the map. For the width enter 20, and for the height enter 12. This gives us a 320x200 screen size to make our map in. Go back to the Map screen. We will now

start to make our map.

Position the mouse pointer at the top left hand corner of the screen and make a line of blocks across the top of the screen, by clicking on the left mouse button, positioning the mouse pointer to the right of every block you place. Do this until you reach the right hand side of the screen. Now do the same with the bottom of the screen. Next make a line of blocks down the sides of the screen. Finally place a line of your other blocks across the screen



anywhere in the centre. Your screen should end up like this:

Go back to the file menu and select the Save Map icon. Keep this on disk and next month we shall look at getting STOS to recognise the blocks in the map.

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

Eduka2hun

Tested by Kerry & Sam. Edited by Rich 10

Memory Recall by Martin Cubitt

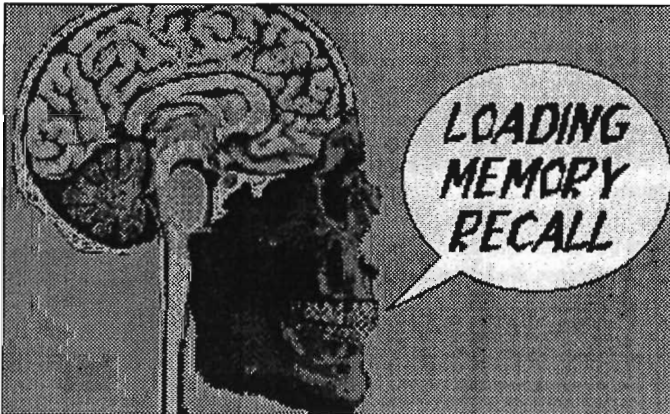
This probably the best of the "memory grid" type games around. To start with it is a 1 meg game because of the size of the scanned pictures and sampled speech within the game. It also runs from Hard disk as well.

You start off with a choice of 5 levels to choose from, Beginner through to Hard. At the beginner level you are shown where all the pictures are, on the Hardest level you aren't shown any.

Into the game proper and you are presented with a 4 by 5 grid of covered boxes. You are asked to find one of the pictures, this is where the sampled speech comes in. You then make your choice and click on one of the boxes to see

whether you guessed right. Whether you are right or wrong you get a bit of sampled music and are shown the picture you chose. If you guessed right then you are asked to find the next one, if not it's pick another box time. This carries on until you have uncovered

The harder the level the higher the score. All the time you are trying to find the correct picture a bonus counter is counting down to zero. If you uncover the correct picture before the bonus hits zero you get the score added as well.



Each time you play the game the grid is mixed up so it doesn't become stale and even after a few goes you are still thinking I can beat that score. This game is suitable for all ages, big kids and little

ones alike. all the boxes and found all the pictures. The pictures themselves are very good and clear and is one of the things that lifts this program above others.

Each time you uncover a picture you are given a score depending on what level you are playing on.

ones alike.

You can get the program from all good PD libraries or download it from my web page as it is Shareware. Registration costs £5 and you get Memory Recall 2 and the source code to Memory Recall as it is written in STOS.

ACCessorise

Welcome to the new Accessory section, here I will be going through as many Desk Accessories and Utilities as I can. If you have anything that you'd like to get reviewed just send it to me via one of the usual addresses.

I will give priority to anything new.

Name: **BiCalc** Cost: Freeware

Location: <http://www.users.zetnet.co.uk/atarimad/>

Type: Desk Accessory

Description: BiCalc is an 8 digit calculator which can be called up from within any program that allows DA's, such as word processors.

Comments: The program itself is relatively small, 22k including document, it uses the keyboard or mouse to input the data. The author recommends that it is run in mono, but it worked fine in low and med resolutions.

Verdict: Well worth getting if you need a calculator and you don't have deskpace.

Name: **Blue** Cost: Freeware

Location: Unknown Type: Desk Accessory

Description: Alteration of desktop scheme from green to blue.

Comments: All this does is change the colour, no option to change back and no fancy animations.

Verdict: A completely useless program, if you want to change colour you might as well use control panel.

Name: **Calculator** Cost: Freeware

Location: <http://www.users.zetnet.co.uk/atarimad/> Type: Desk Accessory

Description: A simple 8 digit calculator with all the features of a normal calculator. Data can be input via keyboard or mouse clicks.

Comments: Unlike BiCalc, this has less features, only the very basic calculator buttons. On the plus side, this might only be a minor thing, but pressing the enter key works as the = sign, whereas BiCalc requires that button to be pressed.

Verdict: If you don't require the many fancy features of BiCalc and are limited by space then this is all you will need, especially on disk based systems.

Name: **Character Set**

Location: <http://www.users.zetnet.co.uk/atarimad/>

Type: Desk Accessory

Description: The full character set with numerical values in both decimal and hexadecimal.

Comments: This should be useful to programmers who require the values for the special characters on the keyboard. It is unknown to me whether the program uses it's own values or whether it uses the machines internal values for the characters i.e. foreign character sets.

Verdict: This might be useful to some people, but I would not waste a DA slot on it if you are not running in a multitasking environment.

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.

Mole Mayhem



The classic style STe and Falcon platform game!

After months of waiting, Mole Mayhem is finally here!

Play the part of Philby the Mole as he attempts to prevent the evil General Burgess from destroying the peaceful land of Moledonia.

Set over eighteen levels of pure platforming fun, Mole Mayhem features attractive graphics, amusing samples and an especially written critically acclaimed stereo soundtrack by Comp7 of The Bassment.

Available from Floppyshop, The Computer Dungeon and our Web Page at:

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



BackChat



Hi Rich

I just got a copy of ST+ today (or yesterday, if you read this tomorrow). It's very good, and reminds me of the Amiga magazines I used to read. I don't own an ST (or any Atari) but still enjoy the magazine.

Rob Alexander (via email)
Wolverhampton

It just goes to show that some of our readers don't even own an Atari. Thanks Rob and maybe we can convert you to the Atari ranks.

Dear Richard
I have a STOS manual + disc (looks good). If you know of any upgrades or extra commands, I may well get back into programming - hopefully I'm not on the WWW so how do I petition Atari Times by post? I haven't seen or read any issues yet but I would like to add my voice to others if it's for a good cause.

Rodney
Co. Fermanagh, N.Ireland

*Hi Rodney
There are two types of upgrades to STOS that you need. The first being the compiler, The latest will*

allow you to compile programs that do not need fixing with third party software by the eventual user. This of course is not a necessity but will mean a hassle free file for people to use.

If you are using a bare minimum original STOS disk then you really should get some extensions installed, these are add on commands. It really depends what you want to do. For games I would highly recommend the Missing Link and Misty extensions. For serious work you should get the Extra extensions and for STe specific stuff then the old but never surpassed Asa Burrows STe extension is needed.

Any or all of the above can be obtained from Floppyshop PDL at normal PD prices.

As to petitioning Atari Times, I'll email Colin Polonowski to add your name to the list, but as he is a subscriber to the Fanzine he's reading this anyway but if you want to post off for a copy here's his address. Croft Soft Software/Atari Times (UK) c/o Colin Polonowski, The Croft, Hope Road, Nibley Nr Yate, Bristol, BS37 5JH

QUESTION?

While replying to Rodney's letter I was tempted to quote Goodmans as a source for the STOS extensions as they are still the official STOS PDL. However it would seem that Goodmans are no longer trading, but we do not know for sure and cannot get a response from any official source. Does anyone out there know the truth. Is the truth out there?
ST+ Fanzine

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



Protracker Tutorial

The first part of a new tutorial which shows you how to create your own music modules on the ST by Deano

In the early days of Atari the only music on the ST was chip music. Every game that came out on the ST used this kind of music, which was just a series of computer generated sounds played through the ST's sound chip. We, on the ST scene, were stuck with this kind of music while Amiga users were treated to a different kind of music called music modules, or mods for short.

Then along came Tracker Programs. These programs allowed ST Users to play mods on their machine, thanks to some clever programmers. At first mods were ported over from the Amiga to the ST until one day, a program was written to allow us ST users to write our own mods.

What Is A Mod?

A mod is simply a collection of sampled sounds played at different pitches to make a tune. For example, if you press a key on a piano you get a sound at a certain pitch.

If you press another key on the piano you get the same sound but at a different pitch. The sampled sound would normally be a single note or chord of a musical

instrument such as a piano note, a drum beat, or a guitar chord. Confused? Read on and all will be revealed (ooer).

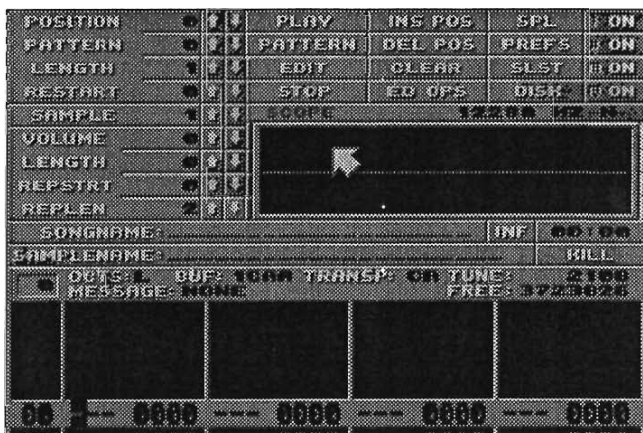
Probably the most popular of the tracker programs is Protracker, the mods created by this are used in a lot of ST demos and games. This is the program I am going to use to show you how to create your own modules.

Load up Protracker and you will be presented with the main screen. First thing to do is to load a module so we can look how it's put together. Click on the button that says Disk and then the button that says Load Module. A file selector will appear. Select a file with

the extension .MOD and click on okay. Now click on the Exit button. Let's listen to it first. Click on the Play button.

Depending on what mod you have loaded you should hear a selection of different instruments playing together. So this is what a mod sounds like: a collection of sound samples (known as instruments to Protracker) playing together to make a tune.

At the bottom of the Protracker screen, there are five windows. The first narrow one is the note position window and the following four wider ones are the sound channel windows. The ST has three sound channels but thanks to the clever programming in Pro-





tracker, we can access an extra channel so the ST can play four channel mods just like the Amiga can. Notice that all the windows are scrolling upwards as the mod plays. This is Protracker going through all the info in the mod. Click on the Stop button.

We are now going to try playing a few notes. On the left hand side of the screen there is a bar that says Sample. Next to that is a number, which is the sample number, and next to that you will see two arrows pointing up and down. This option simply selects which instrument you want to play.

How do we play the notes? Simple: By pressing the letter and number keys on the ST's keyboard. Try pressing a few keys and you'll notice that the currently selected instrument plays at different pitches, just like playing the piano. Let's try another instrument. Click on the up arrow next to the Sample bar to select the next instrument, which should now be instrument number two. Now press a few keys again and you'll hear a different instrument play. Try selecting different instruments by clicking on the up and down arrows. As

you can see, you can have loads of different instruments to choose from.

Now, lets try creating our own little tune. The first thing to do is to clear everything from memory except for the instruments. To do this, click on the Clear button. A box appears saying "Kill All". Click on No as this erases everything. It then says "Kill Samples" which means the instruments. Again click No. Finally it says "Kill Song" which is the actual tune itself. Click on Yes. All we have in memory now are the instruments, and if you look at the sound channel windows you will see that all the note positions are set to 0000.

Look at the sound channel windows. You will notice there is a grey bar in the centre of them, which is known as the "Channel Bar". On this bar is a small black square and if you use the left and right arrow keys on your keyboard you can move this square left and right across the bar. This allows you to move to any of the four sound channels for editing. Using the arrow keys, position the square to the third position from the left of the channel bar so it's after the

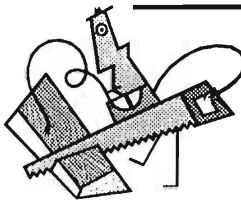
two noughts in the note position window and over the first dash (-) in the first sound channel window as shown in the picture to the left. Now we are

ready to enter some notes by using the keyboard. Press the space bar, and you'll notice that the mouse pointer has turned blue, which means that Protracker is in editing mode. Before you do this, it is best to select a decent instrument, something like an organ or piano sound will do. Note you can also enter edit mode by clicking on the Edit Button. Lets enter a little tune. Whilst in edit mode and the square (which we will call the position marker) is over the first dash in channel one, press the following keys. Q, W, E, R, T, Y, U, I, O, P, O, I, U, Y, T, R, E.

Exit edit mode by clicking on the edit button or pressing the space bar, then click on the Pattern button to play back the tune. Now move the position marker so it's over the first dash in the second sound channel, select a different instrument (which you can do in edit mode) and enter the same notes which will now appear in the second sound channel. Exit edit mode and click on Pattern again. Both channels play together. (Cont Next Issue)

W.I.P.

Work In Progress



by

Reviewing existing software and announcing releases of software is all well and good. But what about the software currently in production, what about a sneak preview of what is going to be available. Let's have a wander around and see what's on

Ensoniq EPS 16+ Librarian

Rather than try to explain something I know little about.. Here's what the Author writes.. "I'm just about to release a Beta version of an Ensoniq EPS 16+ librarian, for this MIDI sampler. It will allow you to have a

complete list of all the samples located on all your hard drives, and to load them with a mouse click.

Fully GEM - should work on all machines.
Availability : mid august '98 at an FTP site to be determined."

No Web page was given.
But why not email the author for more information on what sounds like a nifty bit of kit.
Ross MacIver
Montreal, Canada.
rosco@gamemaster.com
DIRECTOR

I have always wanted to make a Multimedia displayer. All I needed was a nudge, this came in the form of a request for some software to use with an ATARI and Projector hardware. It's a bit like a slideshow, but it allows forward and backwards motion through the files, bookmarks and a choice of 80 screen wipes.

The end program will support a multitude of files, including Cyber Seq (these are my personal favourites) and VIF and FLM and many more file types.

The project is at an early 0.2 stage and is almost completed for it's original intention, more info on this project as it goes.

Author: Tony Greenwood
STOSSER Software, for other titles by the same author visit the official web pages at:
<http://www.accrington-web.co.uk>



PaCifiST

While reading a recent interview with the PaCifiST author that can be found on the following url <http://emureview.ztnet.com/emuunlim/paci.htm> I was surprised to see the following answer

Q. *What things will you be working on in the future?*

A. Once PaCifiST v0.49 is finished, I won't continue the emulator in this form. Instead I will start to work on PaCifiST/Win, from scratch (except for the 68000 emulation engine, fast and reliable). A Falcon emulator is out of question, but support for TT TOS and resolutions is not impossible.

CROFTSOFT

"Busy Colin" has a list of software in development for all us ATARIans..

Mole Mayhem: The Directors Cut, Shareware Enhancements on the original game STE and Falcon compatible.

Maniac Mole (Mole Mayhem 2) Shareware Philby is back and this time he's got his friends. Separate Atari and

PC versions planned.

Trader 3 (working name), Shareware, an expansion of the previous two incarnations. More depth, more accurate, more challenge, more fun and more advanced. Atari and PC versions planned.

Software House. Shareware, Manage a software house - employ programmers, advertise, develop software, buy licenses - it's all there! Atari and PC versions planned.

Possible future Java version.

<http://www.users.zetnet.co.uk/polonowski/>
On Colins Web page he does point out the following... Please Note: These games are not a full time job and as such I can't be sure when or if they will be released.

HTML2TXT

The following was posted onto usenet by the author

Because of lack of time, the development of HTML2TXT v1.5 is progressing slowly.

Therefore I have now released the source code for the program making it possible for anyone interested to help out with finishing the program.

Visit the HTML2TXT Development Zone for snapshots and more information: <http://user.tninet.se/~jyc891w/h2t/>

HTML2TXT - Batchlist

HTML2TXT Version 1.5
Copyright © Thomas Sahlin 1998

D:\HTML2TXT\HTML2TXT.HTM
D:\CLIP0000\GOSSIP.TXT
C:\ST-GUIDE\SUPPORT.TXT

Start Quit

Add...
Rename
Show info
Select all
Deselect all
Load list...
Merge list...
Save list...

NEW MAGAZINE

It looks like the ATARI scene will get yet another magazine, Plans are afoot to bring you a quarterly part colour glossy magazine that will be 100% ATARI related, focusing mainly on Emulation but there will be a lot of content for "real" ATARI users.



The project looks set to go ahead but details are sketchy, we should know more by the next issue of the Fanzine.

DEVELOPERS

Get in touch with ST+ with some information about your project or projects, include screen shots if possible and any contact information and/or web page url

Email
paxton@zetnet.co.uk

Your info will be included in the next issue of ST+

BACK ISSUES

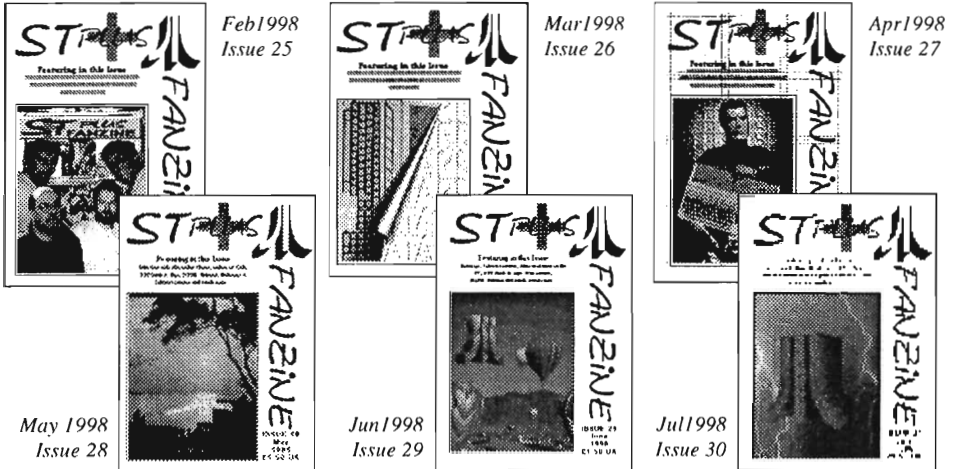
Because of our print as you order policy here in the UK we never run out of back issues, so if you missed any issue you can just send a cheque or PO for £1.50 made out to **ST+ Fanzine**

to: *ST+ Fanzine, Richard Clark,*

1 Rokeby Close, Bracknell, Berks RG12 2NA. England.

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

If outside the UK, please contact your nearest supplier, list below.



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

DISTRIBUTION

ST+ Fanzine can be obtained from one of the following distributors, please remember to send payment and return address when ordering. All prices are correct at time of print.

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

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

Timo Tiihonen, Jöllinaukio 2, 20300, Turku, Finland. e-mail: tt4038@turkuamk.fi Price 1.3.50 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 5C 2tr.S-245 45 Staffanstorp SWEDEN e-mail: kock@kockens.pp.se
Contact for price

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

Rich I O Winds Up



Blimey is it over already, quick go back and read it again I'm sure we've left in more mistakes than that. Ah well it's time to start winding up or down depending on your point of view. Is it half full or half empty, who knows, who cares....Only another 5 issues to go before our 1st birthday and how are we going to celebrate it, (oh by the way Tony, Happy

Birthday for last week, did I have a good time, I can't remember, my head hurt too much. Curry, lager and Gordon's bad jokes don't mix) are we going to do a bumper special edition or does anybody else have any good ideas what they'd like to see as a "special", sorry no disk or CD specials. I've had a number of enquiries about having this section or that section

included and to be honest if we can fit it in then we will, but it will mean one or two of the regular items being left out for a month or two if necessary. This may well have to happen anyway with the User group as I can only write about our SHAG user group so many times before you all get bored with it. We are hoping to have a Hardware / DIY section back again and the long awaited "STE in the Tower" article which because of it's sheer size will probably be a series in it's own right. Other ideas which have been mooted are For Sale, Music and Console sections, so if you would like to see these or write an article then drop us a line at one of the usual addresses.

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:

e-mail:

Comments:

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.

Requires 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

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](http://dSPACE.dial.pipex.com/electronic_cow/cownet.shtml)