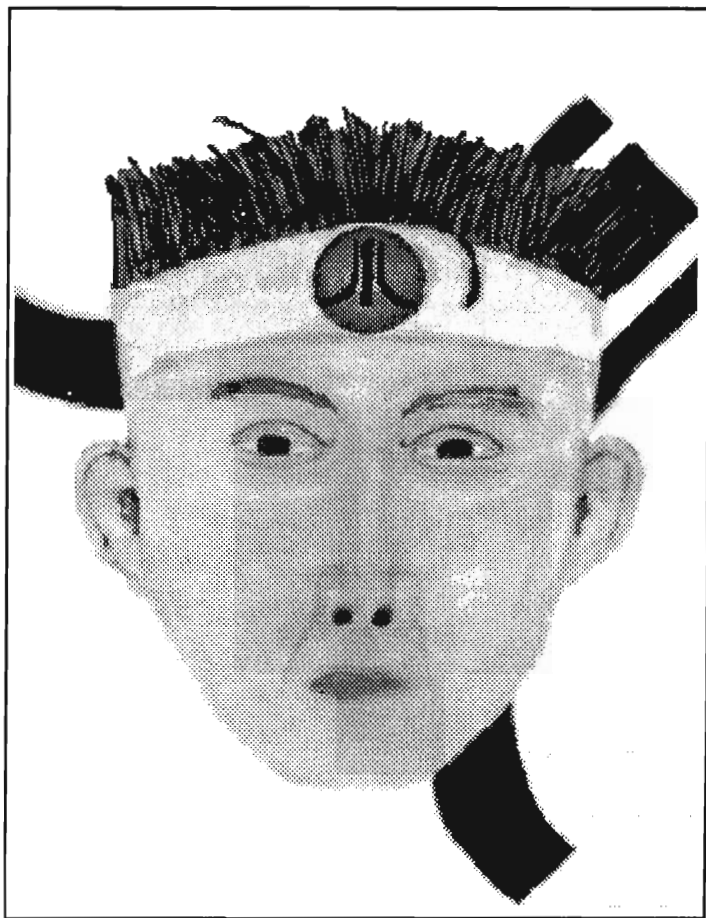


# STAPLUS

Featuring in this Issue

WIP, User groups, Pagestream, Protracker and STOS tutorials, continuing Hades series, the Falcon explored, News, reviews and so much more.

# FANZINE



ISSUE 32  
September  
1998  
£1.50 UK

# ELECTRONIC COW



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



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



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

## ELECTRONIC COW

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

E-mail:  
electronic\_cow@dial.pipex.com

WWW:  
[http://dspace.dial.pipex.com/electronic\\_cow/cownet.shtml](http://dspace.dial.pipex.com/electronic_cow/cownet.shtml)

## Power Column COMPUTERS/UPGRADES

HADES 040/060, FROM.....1249.00  
C-LAB FALCON MK.X, FROM.....599.00  
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COLOUR INKJET PRINTER, FROM .....99.00  
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CD-ROM, 16x SCSI .....79.95  
CD-ROM, 24x SCSI .....89.95  
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CD-RW, 2x4x6 SCSI .....399.00  
MODEM, 33.6K (ST) .....69.95  
MODEM, 56KFLEX (FALCON) .....89.95  
HARD DISK (2.1 TO 8.4GB), FROM...149.00  
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FALCON VIDEO ADAPTORS .....12.95  
720MB IDE, 2.5" HARD DISK.....129.00  
LINK 97 (SEE HD DRIVER PRICE BELOW!)  
.....49.95

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CUBASE AUDIO .....399.00  
ADAT .....£299.00  
ANALOG 8/4 .....299.00  
SPDIF, FROM.....159.00

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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

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6 Witherford Way, Selly Oak  
Birmingham B29 4AX. UK.  
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# CONTENTS

News	4
DiskMags	7
Flight of the Falcon	8
Pagestream Tutorial	10
User Groups	14
Company Profile	18
HTML Tutorial	20
Web Review	22
Web Ring Reviews	23
Edukashun	24
Protracker Tutorial	26
Hades	28
STOS corner	31
Work In Progress	32
Back Issues	34
BackChat	35

# EDITORIAL

Eh up lads we're back again for another packed issue. So much so that we're in the position that some section's have had to be left out again this month. We are keeping the tutorials going as these seem to be popular with everyone and Gordon's been on a bit of a "roll" with his DabD again. So what's in this month. Ed is back with more Hades, John is flying with his Falcon and Deano's strumming along with Pro-tracker.

This month's cover picture was submitted by Dave the Berserker and for his trouble he gets a free copy. So if you'd like a free issue then why not get out your art packages and send us a piccy. Nice one Dave.

*Rich 10*

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

# News News News News

## CD A GO GO

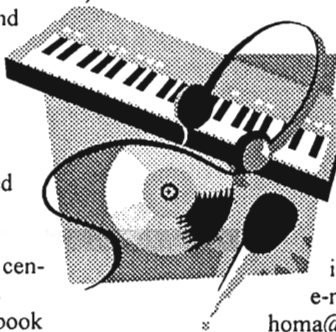
Posted onto c.s.a.s.t was this press release "For the latest version of the Infopedia v2.0 driver for ATARI which allows access to:

- 26 Volumes of Funk & Wagnell's encyclopaedia, with full access to text, graphics, sound and animation. Texts/Media are linked so you traverse through related material very easily.

- Roget's 21st century thesaurus
- World Fact book
- Dictionary of Quotations
- Biographical Dictionary
- World Atlas
- Timelines.

The interface is very similar to the modern Windows 95 version.

Also, there is UFO, Space-Missions, Time Magazine Almanac, Total Health, body & Mind, Pharmassist & World War II that ATARI CD Master allows accessing."



*More info can be found from the following*  
<http://www.magma.ca/~nima/index.html>  
e-mail:

[homa@canada.com](mailto:homa@canada.com)

com

Homa Systems House  
P.O.Box 52127  
Ottawa, ON K1N 5S0  
Canada  
Tel: (613)722-0901

## Trouble at Mill

There have been a few rumours flying around about the state of health of the Wessex Atari Group (WAG) in the UK. It seems that the last meet only 3 people turned up and a message was posted to this effect in the newsgroups. It is hoped that this is only a blip and they'll soon be back up their usual numbers.

The WAG committee is holding a meeting to discuss this, so let's hope they sort things out. As the Atari community needs all the user groups. So if you live down that way, why not check out their web page for the dates and pop along.

<http://users.zetnet.co.uk/rgoring/wag/>

## Goodbye Goodman's

Last month we asked if anyone knew what had happen to Mike Goodman of Goodman's PDL.

Well from a message posted on c.s.a.s.t it seems Renegade Publishing Ltd, the publishers of Atari

computing have acquired all of Mikes' commercial Atari software. Although all the PD and Shareware stuff remains with him. What he has planned for this isn't as yet known.

So it seems, the Atari side

of Goodman's as we know it has now ceased trading. This is a real shame but we'd like to express our thanks to Mike for all the hard work he put in over the years for the Atari community and wish him well for the future.

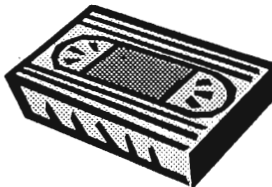
## Lottery Companion 5.01

Mark Butler has now released Version 5.01 of **Lottery Companion**.

It is shareware with a £10 registration Fee. This is a lottery program for the UK only at present. So if you want to have a little help in picking your numbers you can obtain a copy from one of the following places

URL: <http://www.dwell.demon.co.uk>  
email:  
[mark@dwell.demon.co.uk](mailto:mark@dwell.demon.co.uk)  
Snailmail:  
8 Brookside, LE10 2TL

## THE WORLD OF ATARI 1998



Mark Santora <[santora@earthlink.net](mailto:santora@earthlink.net)> has announced that at the Las Vegas classic gaming show he will be videoing it for all those can't make it.

He will be producing a 1.5 to 2 hours long video which will be available for the price of \$25. This includes two day shipping within the US.

He also goes onto say "It will be shot on Hi8 Video for image quality. The tape is **ONLY AVAILABLE IN NTSC**. Sorry, no PAL. All the speakers at the show will be present on the tape. I will run through the dealer room and auction to show what you could've bought. Payment for the video is available by Cheque or Money order. No Plastic. **NO CASH ORDERS**. If you send me cash, I will return it."

For more info go to  
<http://home.earthlink.net/~santora/woav.htm>

## Silly Software



Silly Software has informed us that they're planning to release two more games by Easter next year. **Mummies Schooltime** which will be an education game featuring lots of sampled sound and five educational sub games. **Silly Olympics**: A silly sports game which will feature silly sporting events such as "100 meter Gurgles" and "The Custard Jump". See backpage ad for address.

## ST+ Fanzine Give away

Ronald J. Hall aka Dark-Chyld Sysop of the BBS DarkForce is running a Competition for any user of his BBS, as he explains below...

"Okay, each and every month, starting next month (September), the Dark-

Force! BBS is going to be giving away 4 copies of ST-Plus, the highly acclaimed UK publication. So make sure you call, even if its only for 5 mins. Somebody's gonna win, might as well be you! ;-)  
The DarkForce! BBS  
Phone 1-606-886-9014 "

### Atari Times Special Edition

The Special paper based edition of Atari Time is now available, It runs to 44 A5 pages. The first 50 are in colour the rest will be in B/W

Cost (inc. P&P) UK:  
£2.00

Europe: £2.50 (UKP)

ROW: £3.50 (UKP)

All orders should be sent to:

AT Special Edition,  
c/o Colin Polonowski,  
The Croft, Hope Rd,  
Nibley, Nr Yate,  
Bristol, BS37 5JH,  
ENGLAND

# 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 pre-  
vent the evil General Burgess from destroying the peace-  
ful land of Moledonia.

Set over eighteen levels of pure platforming fun, Mole Mayhem features at-  
tractive graphics, amusing samples and an especially written critically ac-  
claimed 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/>

## Mega Picture Service

Want a picture of your babe or model?, Nows your chance with this new service. This service will allow you to choose your babe and all's you have to do is send it to me. It does help if you state 1 alternative in case your babe is unavailable.

Prices have now been slashed and now all discs are £2-50 each regardless of quantity. You choose what discs you would like them on. Normal ST 720K format ( DSDD ) or 1.44 for Falcon owners. Both discs are also PC compatible should you have the misfortune to own a PC.

There are on average 30 pics on a 1.44 disc. These are mainly JPEG & GIF images. There is no extra charge for 720K discs.

### Special offers.....

Teri Hatcher collection ( Lois from superman ), 4 HD discs for a mere £7.

Marina Sirtis collection ( Troi from Star Trek ), 4 HD discs for £7

Pam Anderson collection ( Baywatch ), 2 HD discs for £4

Jenifer Ainston collection ( Friends ), 2 HD discs £4

Caprice ( Model ), 1 HD disc £2

Madchen Amick ( Celeb ), 1HD disc £2

Claudia Schiffer ( Model ), ? discs £TBA

Cindy Crawford, ( model ) ? discs £TBA

Lauran Holly, ? Discs £TBA

+ more offers next month.

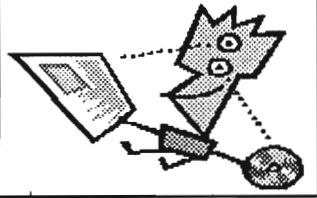
Please add 50p for P+P in the UK, or £1 outside UK. Make cheques payable to C.P.Swinson.

Send your orders now to.... Chris Swinson, 16 Sycamore Close, Uttoxeter, Staffs, ST14 7NN.

Disclaimer..... All files are downloaded off freeware sites on the internet, I only charge for Searching/Downloading times and discs. No discs are excepted if returned after viewing. Should a disc be damaged on transit, you are entitled to a recopy of the same disc. Cheques must be payable in UK Sterling funds drawn on a UK bank.

# DISKMAGS

By Deano



## Maggie 26



Maggie is one of the top Diskmags on the ST and yet again they have produced another good issue. The shell is the same for each issue except for a different menu picture, but it is still very well put together. In this issue we have the usual sections such as scene news, reviews, adverts (why do people call my company Silly Soft instead of Silly Software?) and a humour section. This issue lists the latest Maggie Charts for the year with the lists of best Programmers, ST Games, Falcon games, and so on. Other articles include news of a finally released version of the classic ST game Vroom for the Falcon and using different utilities. The Demos section, as you will have guessed, is all reviews and info about ST and Falcon demos and the Games section is

all about games of old. The trouble with Maggie is it tends to cover a lot of old software in it's reviews and the exact same shell each issue speaks for itself. A couple of the icons on the menu are of little interest. One allowing you to change between 50 and 60 hertz and the other one allowing you to see the full picture. May be better to keep these little things in one small menu rather than the two. Nice piccy of Posh Spice anyway. There are a good selection of articles to read but to be honest, I would say this issue would be one you would read once through then

stick it in your diskbox to gather dust. Like some Diskmags Maggie is part ST/Falcon related and padded out with other fillers such as music and chatty type articles. There are no tutorials as such that allow you to learn something like Programming, Music, DTP etc.. Overall Maggie is a good read but with the lack of tutorials I doubt it would be something you would want to keep going back to. It's worth getting hold of for a read but it's a shame it doesn't hold enough to keep you going back for more.

**ST+ Rating: 76 %**

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

# Flight of the Falcon

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

This month I've been looking at a little program which, for me at least, has been a godsend. As I told you last month I use Magic whenever possible, although there are a few programs that refuse to work with it, and I'm very pleased with it. However, since I've had the Falcon

one thing that really bugs me is the time the machine takes to boot up. Not the end of the world I know, but annoying all the same. When Peter West remarked on it at a recent SHAG meeting and said that his Falcon, which has a similar

spec to my own, booted faster, I felt it time to get it sorted out once and for all.

I had found a program called Fastboot, that installed itself onto the boot sector of a floppy disk, but the problem was that this only works with TOS and I use Magic, with which the program clashed causing a system crash. Enter MAGPATCH. TTP which was to be my saviour. Ap-

parently Magic checks for the presence of an internal IDE hard disk when booting up on a Falcon, as it takes a minute to realise that there is not one present, this was the cause of my slow bootup sequence, as my hard drive is a SCSI device. The solution was simplicity itself. Just drag

boot up! Someone once said that there is a PD or shareware solution to most Atari problems and I am starting to believe them.

Whilst on the subject of speed, one thing that I have found is the difference that the various screen resolutions make to the speed at

which the Falcon runs. Obviously displaying 256 colours on screen uses more processing time than displaying just two, and as some of my older programs need to be run in

Test	Time	Ratio
GEM Dialog Box:	1.935	346%
HDI Test:	0.945	788%
HDI Test Effects:	5.288	457%
HDI Small Test:	1.258	456%
HDI Graphics:	6.355	262%
GEM Window:	7.365	58%
Integer Division:	0.000	-----
Flool Path:	0.000	-----
RAM Access:	0.000	-----
HD Access:	0.000	-----
HD Scroll:	14.575	59%
Justified Text:	8.355	179%
HDI Enquire:	3.285	182%
New Dialogs:	8.965	212%
New Dialogs:	4.965	172%

Statistics  
Display: 291%  
CPU: 8%  
Average: 291%

Reference  
Falcon  
 640x480x2  
 640x480x16  
 640x480x256

MGT: K00:03200

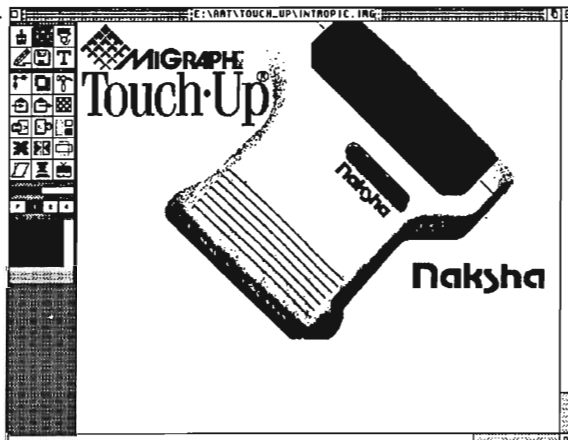
the file MAGIC. RAM onto MAGPATCH. TTP (after making a backup of course) and it patches Magic so that it doesn't check for an IDE drive. On rebooting I had the desktop up within seconds as opposed to the minute or so that I'd become used to. The only problem is that I have to make my cup of tea BEFORE I start my computing now, as opposed to while I'm waiting for it to

16 colours or less to work happily with the Falcon hardware I have become aware of a big difference in screen updates etc. The following results from Gembench's display tests confirm this, although just watching the tests as they were performed showed a significant speed increase. I bought the Falcon for its improved graphics capabilities compared to the ST but you don't need fancy

graphics when running applications software such as word processors or spreadsheets and the speed increase comes in very handy, especially when it comes to screen redraws in DTP programs.

Most of my 'experiments' with the Falcon have involved software rather than hardware with the exceptions of connecting my hard drive and CD Rom to the new machine, mainly due to the fact that I am paranoid about blowing things up! I own a Naksha hand scanner which I bought second-hand for about £25 a couple of years ago and which worked fine with my STE. I read in an old issue of ST Review magazine that the Naksha was supposed to work fine with the Falcon, but as the firm had gone out of business there was no way to confirm this. Other people said that they had heard that the Naksha scanner did work with the Falcon, but no-one seemed able to confirm this. I had visions of plugging the scanner interface in, switching on, and my lovely new computer going up in a puff of blue smoke!

I posted a message on the Zetnet-Atarians mailing list, and fortunately Mike Kerslake, of Atari Computing fame, came to my rescue and said that he used a Naksha scanner with his Falcon, although he stressed that it need to be run in 16 colours or less for the Touch Up software



to work correctly.

So, with my heart beating ten to the dozen, I connected the scanner interface to the Falcon's cartridge port and switched on. To my delight the scanner head lit up as it should do and the computer booted up correctly. I loaded the Touch Up software and proceeded to scan a photo as I had done many times before on the STE. Everything worked fine with the plus that display of my finished scan was

vastly superior than it would have been on the STE. Great !

It was only later, whilst showing off my scan to Jackie, my 'other half', that I realised that in my hurry to scan the picture I had failed to set the light/dark control on the scanner itself with the result that the picture was a little too dark. Aha, a chance to try out some of the graphics software that I'd got when I bought the computer ! I had both Positive Image and Hi-soft's True Image and decided to use the latter. I loaded the scan, which I'd saved as a TIF file, into

True Image and clicked on Equalise in the drop-down menu and within seconds, my picture had been balanced to a reasonable degree of contrast and brightness. It was not as good as if I'd set up the scanner properly in the first place, but it proved to me something else that my Falcon was capable of. I've been using Atari computers for over ten years now, and they still amaze me with their capabilities.

Long may it continue !!



# Design and be Damned



A Pagestream Tutorial  
by Gordon Storey

Last month we set up Pagestream's import/export modules and Fonts, we also assigned Macro and listed keyboard shortcuts (I hope you all remember them).

This month we'll get some Text and pictures on your page

## Text

There are 2 ways of getting text into the document. The simplest and one of Pagestream's great features is to just type straight on the page. No need for Text boxes or anything.

To do this you select the **Text tool**. Next click anywhere on the page and type away.

Once you've typed something select the **Selector tool** and you'll notice that Pagestream has put the text into a block with 8 little boxes around it (we'll cover these a little later). If you now select the **Text tool** again and click on the word you've just typed you can add, change or do whatever to that text.



This of course is great for headings or small bits of text but no good if you want large amounts of text that's easily formatted. What you need for this are Columns. There are 2 ways of adding columns to your document.

You can select the **Column tool** and draw them in yourself or use **Create Columns** under the **Layout menu**.

To use the **Column Tool** select it from the tool box. Click anywhere on your page and move the mouse, you'll see the column grow/shrink. When you've created the size you want, click the mouse again.

By doing this you can create a column anywhere, any size instantly. If you want to create multiple columns throughout your document you really need to use the **Create Columns**. Clicking on this will bring

up the dialog box shown in *fig 1*.

The figures you type in can be any unit you like but will default to the one you have set up.

**Inside margin** is how far the left side of the column (or first column, if more than 1 on a page) is from the left edge of the page.

**Outside Margin** is the distance from the right hand edge of the column (or last column on the page, if more than 1) is from the right hand side of the page.

**Top & Bottom margins** are the distance from the top & bottom of the column/s to the top & bottom of the page respectively.

**Number of columns** is how many columns on the page.

**Space Between Columns (gutter)** is self explanatory.

Highlight the **Columns**

linked button if you want to link all the columns together. Leave blank if you don't want them linked. You can always link or unlink some of them later if you wish.

The **From:** and **To:** boxes are self explanatory.

Clicking OK will create all the columns for you.

So if you want to create a layout like ST+ Fanzine you'd have the settings as shown in fig 1.

Usually you'd use a mixture of both these methods. Firstly creating the majority of the columns with Create Column and then add any extras as and when with the Column Tool.

### Importing Text

Once your columns are created it's a simple case of importing text into them or typing straight into them.

**Create Multiple Columns**

Inside Margin :     Top Margin :

Outside Margin:     Bottom Margin:

Number of Columns Across :

Space Between Columns (gutter) :

Columns Linked                      Pages

From:     To:

fig 1

**Choose Type**

File: EVEREST.DOC

Type:     As:

fig 2

You do this by selecting the **Text** tool and either clicking inside the column and typing or move to the **Import Text...** option under the **File** Menu.


*Note: Import Text will be greyed out if you haven't selected the Text tool.*

Clicking on import Text will bring up the Fileselector, select the document you want to import and OK it. A dialog (fig 2) will appear, as long as you have the import module loaded for the type of document, as described last month. If not it'll tell you, you can't load it.


The Choose Type dialog will give you several options, depending on what type of document you're loading. Select the ones you want and OK it. The text will now flow into

your columns.


If you're given a choice of **Paragraph has LF** or **Line has LF** and the text imports wrong, try importing using the other option, this may cure the problem.

If once your text is in you columns, you see this symbol at the bottom of it. It means that the  text is longer than the column and has flowed beyond it. You either have to create another column and link it or reduce the size of the text.

### Linking/Unlinking Columns

To manually link columns go to the Layout Menu and click on Link Columns, the cursor will turn into an empty box. 

Move this to the first column you want to link and click inside of it. The cursor now changes to a filled box, just click inside the column you

 want linked to the first one. If you want to link others to these 2 just click inside the next one and so on.

To unlink a column you  
(Continued on page 12)

(Continued from page 11)  
need to have the Text tool selected and the cursor must be inside the column you want unlinked.

Go to the **Layout** menu and click on **Unlink Columns**. The column is now unlinked from all other columns and subsequently cuts the link between other columns.

Example: you have 5 columns all linked 1-2-3-4-5 if you unlink 3 you will have 1-2 still linked 4-5 still linked and 3 on it's own.

The flow won't automatically go from 2-4-. So if you now want 1-2-4-5 all linked, you'll have to manually relink 2 and 4.

## Graphics

To import Graphics into your document go to the **File Menu** and click on **Import Graphics**. A file selector pops up, just select the image you want and OK it. Again if you don't have that image type Module loaded you'll get a message saying you can't load it. If not the dialog (fig 3) comes up. If the image is a Bitmap image then you'll get 2 chooses for im-

porting; **Picture Window** or **Object**.

Selecting **Object** and **OK**-ing will take you straight back to your Document and the cursor will change.



You can now click anywhere on your Document and the full image (top left of image) will be pasted at that position.

*Tip: If you want to make Multiple pastes with the same image or object in the buffer then whilst holding the Alternate key quickly press V twice. Now you can carry on pasting. To get out of this just select any Tool from the tool box.*

You can of course paste the image smaller or larger by holding down the mouse button when you click and dragging. You'll see an outline grow or shrink, this is the size of the image.

*Tip: If you want to keep the ratio of the object being*

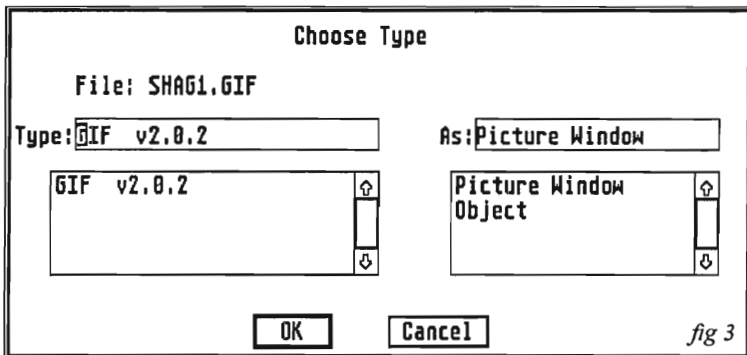
*pasted, be it Text blocks or image, then hold down the SHIFT key whilst you drag the mouse.*

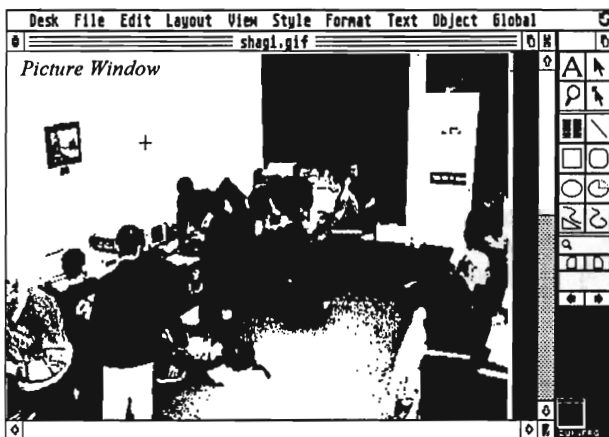
The other option is to select the **Picture Window**. This will transfer the imported image into another window.

The **Picture window** can be viewed at all the usual sizes, the same as a normal Document. You can select all of the image by just copying the whole lot, use Copy under the Edit Menu or press Alternate+C ( a lot easier)

Or you can select just a part of the image (clip it). You do this by just clicking the mouse and dragging the box around the area you want.

If you want to draw a new clipping box press ESC + U. This will remove the outline from the screen. Once you're happy with the area to clip just copy it, as described earlier.





Now either close the picture window down or move it so you can get to the Document window underneath. Then just paste as usual.

From the Picture window you can also Export the picture. It will be saved as a Degas PI? file. This Exporting can only be done from here. Go to the File Menu and select Export Graphics. A file selector will be brought up, type in a name and OK.

A dialog box will pop up, similar to the Import Graphics one. Here you can choose what type of export if any choices are available.


## Drawing Tools


Pagestream also has it's own drawing tools. All the basic ones are there, Rectangle, Ellipse, Lines, Arcs and Polygons.


You can create quite com-


plex drawings from within Pagestream with these or just use them to enhance your Document. It is simplicity itself to use as you can imagine, just click on the relevant tool and draw away.


The icons refer to version 2.2SE. One of the changes in this version was to merge some of the tools, so you may find you have separate tools for some of the functions.


 **Line tool:** Holding down Shift while drawing will snap the line to 0°, 45°, 90° etc.


 **Rectangle tool:** Holding down shift whilst drawing will produce a square.


 **Rounded corner rectangle tool:** Holding down shift whilst drawing produces a rounded corner square.

 **Ellipses tool:** Holding down shift whilst drawing will produce a Circle.

 **Arc tool:** Holding down shift whilst drawing produces an arc from a Circle.

 **Polygon tool:** This will draw continuous lines from the last point you clicked at. Double clicking near the last point will stop the drawing process. For a closed polygon double click near the first point of the shape.

 You can also create **Bezier curves** with this tool. Start by clicking once then move to create a line. Click for the end of the line but hold the mouse button down and move the pointer, the curve will be drawn.

 All drawings from these tools can be edited by using the **Select points tool**. Just click on the object and the relevant points to move will be displayed. Move the pointer over the edit boxes, click and hold and move.

You won't see the line you're editing move but on releasing the mouse button the shape will redraw to it's new position.

See ya next month...

# Rich 10's User Groups



Welcome to a User Group section that is larger than in recent months. This is because Ed Biaz has sent a report on yet another user group he goes too, SCAT

which is over 100 miles from him. But as he says distance shouldn't stop you.

Also there's a report on SHAG's latest meeting, we knew you'd missed us.

A loose meet report from the even looser named 'Unofficial South Lancashire Atari Group' where the members travelled from over 180 miles away, now that's either dedication or stupidity we still haven't

made our minds up yet.

You will see from the following reports that distance isn't a problem if you really set your mind to it. So if you aren't in a User Group why not look around and try to find out where your nearest one is. As most groups only meet once a month you will find that it's really worth the effort to go that extra mile. The benefits you will find will far outweigh the extra petrol costs.

## 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.**

# The Making of ST+31

(Or Tonys Birthday bash)  
(Or Another Curry Weekend)  
(Or Accrington Invaded)

## Arrival

First to arrive was Kev (**Atarimad**) who as arranged brought all his old mags and in plenty of time to do some ST Format scanning before the rabble arrived.

**Gordon and Rich** along with **Matthew** made a bit of an entrance. I still don't know if they were supposed to be the Blues Brothers or Men in Black. Have a look at the main picture and figure it out.

**Deano** couldn't really be missed in his Silly Software tee-shirt.

**Keefy and Kerry** along with baby **Christopher** all arrive on day two complete with his Falcon in tow. I liked Keefys two tone Fal-

con keyboard.

**Arshad** was popping in and out all weekend, as well as providing new hardware for people. Rich was particular pleased with his memory SIMMs and ATARI Monitor bargains from him.

**Mark and Kev** setup his and mine (Tony) Ste machines and started to play Substation before any proof reading was even attempted. After quite a session these were unhooked and linkup Jaguars were the order of the rest of the weekend to keep the younger members of the visit happy while we worked on the Fanzine.

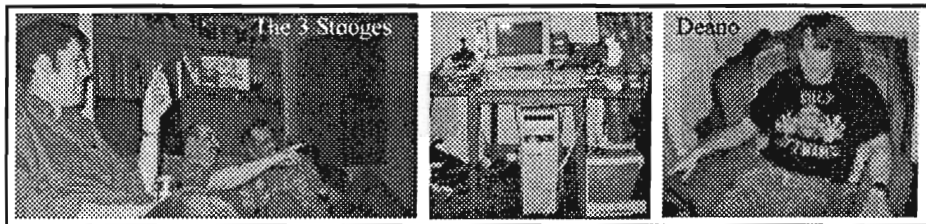
Altogether the visit lasted



from early Friday morning until the last person left late on Sunday evening. A total of Five ATARI Computers, 3 PC's and Two Jaguars were setup, 8 so called adults and an assortment of children.

Atarimad let me test a couple of programs I am working on under his Geneva environment, a sort of impromptu display/tutorial on papyrus happened. The Fanzine was proof read, lots of curry was eaten and a good weekend was had by all.

For lots more pictures visit <http://www.users.zetnet.co.uk/paxton/stp/birfday1.htm>



# SCATmen

Hello it is me Edward S. Baiz Jr. again. Last month I told everyone about my user's group IMAGE. Well I would like to tell you about another user's group I belong to. The name of this group is SCAT and it stands for Suburban Chicago ATarians. They are well over 100 miles from me, so you might say why join a group that far away? Well I say why not.

It would be nice if I was closer, but I can still show my support and help the club even though I live far away. So if you come in contact with an Atari club (on the Internet or whatever), do not let the distance between you and the club meeting place decide whether or not you are going to join. You can still be a part of the club.

SCAT wanted me to bring my Hades to one of their meetings. I would have done, if the Hades was portable like a ST, but as you all know it is not.

What I did was make a video demonstration of the Hades running a number of programs. It turned out ok and was well over two hours, but the monitor sometimes flickered which

made it kind of hard to see just what was going on. Still, the club members appreciated it.

I then made my second offer. I invited the SCAT members to my house to have a first hand view of the Hades. It would be on a Saturday and I would provide the food and drink. They accepted. The only thing now is when this will happen. Hopefully it will be in September, but I have to get my schedule and then tell which weekends are good for me.

Here is a short summary about SCAT as written by it's President Nick DiMasi:

"As I mentioned, we have 16 active memberships (each membership covers a family/household, so the number of actual members varies). We meet on the 3rd Tuesday of each month at the College of DuPage (a community college) in Glen Ellyn, IL (a suburb of Chicago, hence the "Suburban" in our group's name). We have a special Holiday meeting/party each December, at which we have our annual election of officers and our annual charity auction (our charity

is the WGN [Radio] Neediest Kids' Fund). Our officers are:

Nick DiMasi President  
nickd@enteract.com  
Joe Chiko Vice-President  
jchiko@mcis.bsd.uchicago.edu  
Doug Van Tol Treasurer  
squiffy@interaccess.com  
Rory McMahan ST Librarian, Webmaster  
mcmahan@inil.com  
Eric Cron 8-bit Librarian  
ericcron@wwa.com  
Steve Willhite BBS Sysop  
stelvis@interaccess.com"

One thing I like about SCAT is that Nick will email all members who have an email address to remind them about the upcoming meeting. He sometimes sends his President's Message too, which is a real treat for me. I do, however, get a regular newsletter mailed to me every month. I even got a disk with some programs from them.

There are also two more reasons to become a member/supporter of SCAT. One is the fact they have their own website.

The address is: <http://www.fujiman.com/scat>.

The site, for now, is only open from 9pm to about 5-6am. Plans are to have it open 24 hours. The other reason is that they have their own BBS. The number is 630-545-2554 and I believe it's name is Grace-land North BBS.

Well there you are. Another nice Atari user's club that exists on this earth.

Hopefully some of you may decide to become members or at least visit the BBS or the website. But whatever you do, remember that the

more user's clubs you come in contact with or belong to, the better chance you have of supporting your computer. You'll also make a lot of nice new friends.  
Bye now...

# SHAG ON TOUR

Yeah SHAG is back, I don't think we should be left out every month.  
<grin> A little bit about the chaotic gathering we call a meeting.

Wednesday 12th of August, 6.50 and SHAGgers are already turning up. Rich, Big Bob, Myself and my son Matthew arrive slightly earlier. Rich starts setting up he's computer in the same spot...I think he's becoming institutionalised. Matthew sets about setting up the 2 jag consoles and I do the most important job of all....get the refreshment stuff out. Alison Bates our regular female SHAGger arrives with Paul and starts bringing in a myriad of computers and monitors. She also hands over several home made cakes, which were soon demolished once the coffees were going. John Gill with he's trusty Falcon arrives and soon the

room is filling up with SHAGgers and computers.

We had already decided to hire a 15 seater minibus to take all those who wanted to go to the November Atari/All format shows at an earlier meet. With SHAG footing the bill for the hire and petrol. Today I placed a list down for people to book their seats...it was soon full.

Chris Brunsdon volunteered before hand to do the driving and we intend to leave Stevenage at 8.30, do a quick stop off to pick up a member in Luton and then on to Stafford for the show..... so stay clear of the M1/M6 as SHAG go on tour.....)

SHAG may be taking a user group stand, but we're still waiting for Joe Connor to inform us of details and price etc..  
There was plenty of

wheeler dealing going on with Rich selling 1 meg SIMM chips at £1 a time [Which is a great price, I can't believe some of the prices some people want for em...:( He's even got a few left if anyone wants some ] and others wanting to sell mags, software and hardware.

The usual fun and games were being had with everyone helping out with any problems Too many cooks etc..<g> Computers were being commandeered and general abusive banter being thrown about.

There was a Jag Doom head to head going on but don't ask our Falcon man John Gill how he did..:))

As usual the time flew past and the end was nigh. Computer were being put away and another great meet was over.

*Gordon Storey*

# L.A.P.D.

## Public Domain Software For the Atari St / Ste & Falcon Computer.

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“Company Profile”  
by Tony Greenwood

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### LIBRARIES

A lot of people have forgotten about Public Domain Libraries (PDLs) and some don't even know what one is, yet the platform as we know it today was built on PD and Shareware as well as Freeware and Licenceware.

### INTERNET

The Internet is killing the PDL scene, owners simply cannot compete by selling a PD disk when the same thing can be downloaded for 10 pence or less.

Now with such things as the UTS, The Ultimate TOS Index and even our own Deano has an on line PDL in the making then the competition PDL versus Internet is fast becoming a one horse race I am

afraid. We can in no way blame such places as UTS or on line PDLs as they are offering a much needed service to the Internet community who no longer have the patience to wait for a disk to arrive by jiffybag.

### OFF LINERS

Let us not forget that only a portion of the ATARI community is on line, there are still a lot of people not on line. Some do have modems and frequent BBS systems where again they can download software. However ATARI BBS systems are becoming as rare as good BBS.

So for the people who do not have a modem, the off line ATARI community, they still need a good rock solid Public Domain Library. Step up L.A.P.D.

and lets have a look at your company... .

### PROFILE

Run as a hobby by long time ATARI enthusiasts Clive Booth & Leigh Caudwell who started the company way back in 1990.

### WHY L.A.P.D.

It is a strange name and the question has been asked many times, this is the answer from the horses mouth..

*“We are often asked what the letters L.A.P.D. stand for. Our name came from the general idea that a name for a PD library had to end in PD so we felt that if we used L.A.P.D. we would be able to use a*

*name that was already known world-wide, albeit for a different reason"*

## LICENCEWARE

L.A.P.D. Are probably well known for there Licenceware range. They seem to have a healthier list than most other PDLs, indeed as a programmer myself (although I never delved into Licenceware) I know many contacts who used L.A.P.D. to distribute their software and were/are well pleased with that side of the service.

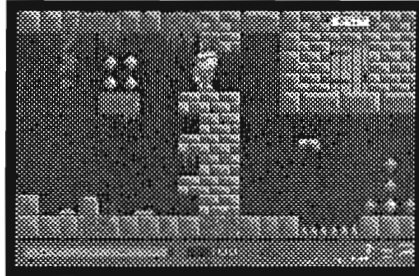
## MY FIRST

I can recall the first program I ever tried to release. I sent it to what I perceived to be the top 3 PDLs in the country (Many years ago). The copy I sent to LAPD of my game "COUNTOUT" was rejected, but it was rejected with a very long and detailed letter full of hints and tips to make it better and programming information that stood me in good stead for many years. On about the third attempt my

game was finally accepted. This proves to me that they don't accept any old rubbish and even PD that will be all but given away has to come up to a certain standard.

## GORDON STOREY

I know Gordon would have good things to say. Do you all know that Gordon is the author of **Michigan Mike** the platform game that won the ST Format/LAPD game programming competition



just before ST Format ended.

## DEANO

Deano has many licenceware titles released through L.A.P.D. and speaks highly of the way they look after him.

## WEB PAGE

The guys at L.A.P.D. realise the World Wide Web is here and no point in burying their heads in the sand and hoping it goes away. Presumably on the premise that you may as well join them they are on line and you can visit them at the Url given at the bottom of the page. Here's what you will find there and why it is worth visiting.

A nice bright simple but colourful entry page that holds a list of links to inner pages. Here is a small selection of internal links on there site.

Company profile.

Clive Booth's personal profile.

Leigh Caudwell's personal profile.

Latest LICENCEWARE information page.

**Software download selection page.**

L.A.P.D. Photo Scanning & Retouching Service.

**On-Line Ordering.**  
Worth a visit anytime!



L.A.P.D. 80 Lee Lane, Heanor, Derbys,  
DE75 7HN. United Kingdom.

Telephone / Fax (on both numbers):  
01773 761944 / 605010.

<http://www.lapd.demon.co.uk/>



# An Idiot Guide To

# HTML

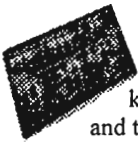
Tutorial by Tony Greenwood

**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.**

## WHO, WHAT, WHEN

After making your web page and publishing it to the internet, what use is it? OK it is a form of advertising and a way to get your information or views across to the public, but how do you know if anyone visited or even looked at all your hard work? How do you know if anyone cared or even liked it? Well I would want to know, and there are ways.

## COUNTERS



By far the most used method of keeping track and the easiest and most accessible way for ordinary folk such as you and I are counters. Counters are accessed from a CGI script held on your server, just about all ISPs allow counters. If you want to display something on your page that's changeable then the best way is by use of a graphic. This is why nearly all the counters

you see will be in the form of a graphic, usually a small gif file. If you use a third party counter then you have to wait for that graphic to arrive from their server to yours and then display on your page. A counter from your own ISP is therefore a lot faster. Another problem with third party counters can arise if their server is down or overworked resulting in either a slow or non transfer.

My advice would be to stay away from third party counters to avoid hidden problems.

## GUEST BOOKS

You can include a guest book on your page and two ways of doing this are to either make your own or to go a third party. In this instance there are good and bad points for either and it is up to you to decide.

### **Make Your Own.**

This options main advantage is that you have in-

stant moderation access. Nothing will appear in the guestbook without you seeing it first.

It's main disadvantage is that there is a delay while you check and format and then upload the message to your site. You do get more control when formatting the questions. Your ISP will need to support the CGI needed but most do.



## Third Party

When a third party guestbook is signed, the results are instant for everyone to see. You can moderate these at your leisure but this could be some time after everyone else has viewed them.

Adverts are added and servers can be down making them inaccessible, however they are very easy to maintain, once setup you

can just forget about them.  
**FEEDBACK FORMS**

These are very similar to Guestbooks but usually offer a lot more options and the ability to make choices.

Feedback forms are normally made by the user using HTML and calling a CGI to send the results to whoever, usually you the page owner. You can use a feedback form for use as a Questionnaire or a shopping or complaints form or indeed anything you can think of.

### **MESSAGE BOARDS**

Using a form system you could make a message board but it is not advisable as the response would be too slow for anyone to want to bother. You can most certainly use a third party board and set it up to your own requirements. Subject matter, Members and even the look and presentation can

all be set by you who would be the owner.

### **GAMES**

All the things we have mentioned so far can be setup on any page and be used by CAB the normal ATARI Browser, however Games normally require Java or

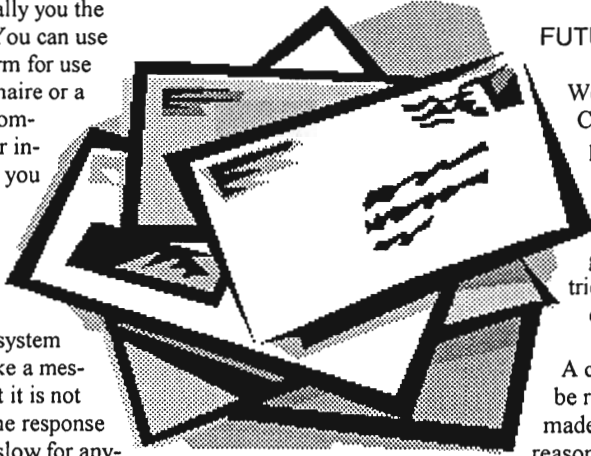
want to offer such goodies for the non-ATARI visitor to your web pages.

You could with a little thought make a game using HTML and Forms and have it playable from CAB, but it wouldn't be anything to shout about and probably not worth the effort.

### **FUTURE**

We are told that CAB 2.7 will support Cookies and presumably will support some of the code that goes with it, to retrieve and write cookies.

A cookie should only be read by the site that made it, so it stands to reason that CAB will at least allow both these functions and something that we can use the cookies for. This will lead to a far greater amount of interactivity between webmaster and the page visitor.



Javascript. The latter would probably require you to do some of the coding, a JAVA game however could be used on your page with the minimum of fuss if you are so inclined as to

Guestworld Tripod Lycos Offer a very good and free guestbook service, Visit there site and sign up on line at  
<http://guestworld.tripod.lycos.com/>

What is possibly the best site for third party add ons is BESEEN who offer not only guestbooks but Chatrooms, Messageboards, Counters, Games, QuickNav urls and all manner of things for your web pages, They even have free web Graphics for you, all free and all at

<http://www.beseen.com>

**A Service From TRIPOD**



# The A3 Article Archive

<http://www.netkonect.net/tachyon/A3/>  
Web Review by Tony Greenwood



**Frank Charlton**, was the Future Publishing's well known ATARI ST Format Tech Editor and writer who worked for the publication from 1992 until the magazines sad demise in 1996.

When ST Format finally closed, Frank and a few other writers did not like the idea of all their hard work, articles, reviews and so forth being resigned to the vaults of history, so as if by magic PING! Frank had the idea to put all their work on line in HTML format for anyone to freely download or read on the page.

## A3 A NAME?

A site was made and called A3. Andrew Curtis long-time contributor and Music and MIDI Editor at ST Format liked the idea and joined Frank in the project. Not for the first time these two got together to bring something to the ATARI Community and not for the first time they again do it for free. Remember AdLib BBS?

MacMarsden, ST Format regular GFA BASIC and C columnist joined in to make quite an impressive

trio of writing talent.

## ON LINE

August 1996 and the site goes on line, articles start to appear. Well laid out in HTML format the site was updated as and when articles where converted.

Not just the merry three mentioned, other ST Format writers were asked to submit their work. Even I was asked (See ST Format issues 71 and 72 June and July 1996 for my bit of history). Not just articles but reviews are published there. Even sad programs like Tronics' of Effects lame virus killer that also lets you spread virus was reviewed with a less than complimentary write up as you can imagine.

## INDEX

Famous articles and tutorials that will stand the test of time are there for all to see. Sadly it is now two years since the site was last updated because of the lack of Internet access on Franks (The webmaster of the site) part. However as stated the articles are still there and still worth reading and the sudden re

emergence of Frank Charlton in the ATARI Internet scene may hopefully prove a renewed interest in the project.

If you want to read some excellent old articles and tutorials from some of the best ATARI journalists there were.. then go to the A3 site and you will not be disappointed.

## Here's a few Titles:

All Things Falcon  
CDROM  
BattleMorph JaguarCD  
BSS Debug  
Crawly Crypt Vols. 1 & 2  
Ease 4  
Electronic Spinster Clipart  
Collection CD-ROM  
IDE 6x CD-ROM Kit  
Jaguar CD-ROM Drive  
Linux/68k CD-ROM  
MagiCMac 1.2.2  
Mission 1 CD-ROM  
Moving Pixels CD-ROM  
Oxieware Calamus Fonts  
Platonix Profi-Edition  
Positive Image  
STrip Cartoon  
Sweet Sixteen



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

**NAME :** The Godbey Homepage

**Url:** <http://www.wizard.net/~godbey/>

**RING Description :** This site contains various information, including several Atari files & programs that can be downloaded.

**The Review:** There are five sub pages on this site. Only One has any ATARI content and that consists of 6 files available to download, most having a Papyrus theme. Not a lot else there. But it is a nice easy to visit site so **pop in if your passing.**

---

**NAME :** Megabytes Jaguar Domain

**Url:** <http://www.geocities.com/SiliconValley/Pines/2119/jaguar.html>

**RING Description :** Enter the Domain for Atari Graphics and Jaguar news.

**The Review :** The main text on this page is a message telling you that the owner is not working on the page and there is nothing much there. However he does promise to come back with a new page. **Don't bother going here yet.**

---

**NAME :** Application Systems Heidelberg

**Url:** <http://members.aol.com/ashinfo/index.html>

**RING Description :** Homepage von Application Systems Heidelberg, Entwickler von (the makers of) MagiC, Magic-Mac, MagiC-PC und anderer (and other) Atari-Software. Deutsche Infos/English Infos.

**The Review :** ASH as it is more commonly known should need no introduction from me. However their web page isn't as English language friendly as it could be. Yes there is a link to an English version, but the left hand menu frame does not change to English. A little more messing and you can get more info, however to be honest this **IS worth the effort.**

---

**NAME :** Atlas Atari

**Url:** <http://www.ior.com/~anthonyh/>

**RING Description :** Atlas Atari is a "have fun" site where you can look at pictures of new Jaguar games, view old "Table-Top" arcade games, and check out other informative Atari and Video Game sites.

**The Review:** This framed site has Eight sections to it but only one main ATARI part. This in itself has 3 sub pages. ATARI Files is a small list of files and the only info is there file name, no description or sizes. ATARI Computers is a list of links basically, also lists newsgroups and companies, not the most comprehensive or up to date list. The Jaguar section is again a large list of links that does seem to have a little more to it than the ATARI Computer one. On the whole a nice page you **May want to check out.**

# Eduka2hun

Tested by Kerry & Sam. Edited by Rich 10

ABCD  
by Bob and Debbie Silliker

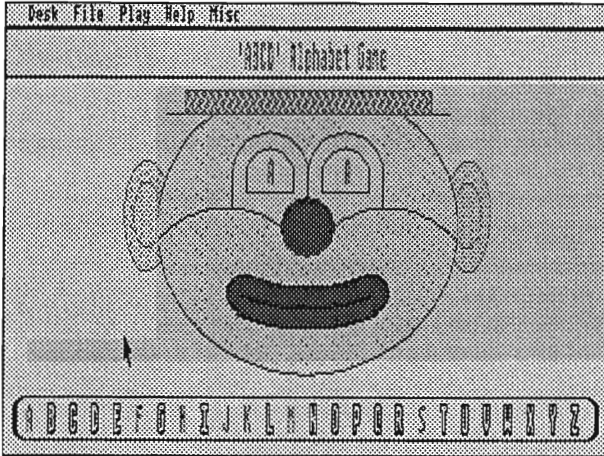
This is a Freeware educational game that runs in Med or Hi Rez only and is only 46K long. It is aimed at younger children who are learning their alphabet.

On loading you are presented with a clowns face where if you can click on one of the letters at the bottom of the page it appears in the clowns eyes. In each game, except arrange you can also use the keyboard to select the letters you require, therefore helping with keyboard skills as well.

By going to the Play bar at the top of the page you can choose from one of the nine variations of game. These are Startup, ABC

Song, Match, Arrange, Missing, Next 3, Next 2, Next 1, Before.

after the letters it gives you. A nice touch is that when you pick a wrong letter the clown shows a sad face rather than a happy smiley face.



There is also a Help bar which gives a small outline of what you have to do and also a Misc bar where you can change the screen colours.

Overall a small but well formed game aimed at younger kids.

Startup is the game that is first, the second plays the ABC song, in Match a letter appears in the clowns eye and you enter the same,

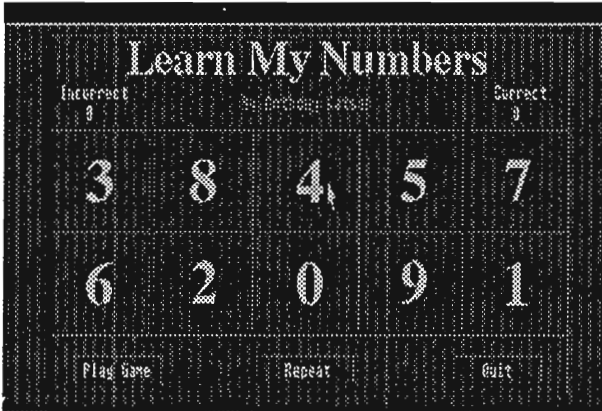
In Arrange all the letters are jumbled up around the clowns head and you have to pick one of those and click on the right letter at the bottom to put it back in place.

With the others you either have to put in the missing letter or the one before or

Learn My Numbers  
by Anthony Watson

This is a shareware program and was originally written for the authors daughter and is aimed at children who are learning there numbers. Reading the TXT file that comes with it will explain all and is worth reading.

At the start you are asked to put your name in and then onto to a simple very nice looking screen



with large square numbers 0 to 9.

In clear sampled speech you are asked to pick a number, and if right another sample says well done, if wrong then it goes

"ping" and you get to try again. When you either get nine right or wrong

game is over and another sample says.... I'll leave that one for you to listen to.

The score table comes up and a sample tells you it and also your best score. There is also a practice screen where you can practice clicking on the numbers and also a "child proof" quit button. The program is for STE or Falcon. Both programs can be obtained from a PDL, my web page or the Suzy B #2 CD.

Rich 10's Education page is at:  
[http://www.users.zetnet.co.uk/10\\_Spot/atariedu.htm](http://www.users.zetnet.co.uk/10_Spot/atariedu.htm)

# 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](mailto:JAdams1644@aol.com) or visit

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



# Protracker Tutorial

In the second part of his tutorial Deano explains the use of Patterns, Note Spacing, and Pattern Linking.

When we use Protracker to create a mod we usually split it up into sections. These are called Patterns. If you look at a normal pop song in the charts then you could make a list of the sections (or patterns) in it. We would come up with a list, in order, like this:

Opening Tune

Lyrics 1

Chorus

Lyrics 2

Chorus

Lyrics 3

Load up Protracker and load a mod into it. Locate the option bar that says Pattern. You will see there are two arrows (up and down) next to it along with a number, which is simply the pattern number. This would usually be set to 1 to tell Protracker to play pattern one. Click on the button that says "Pattern", the one just below the Play button. Protracker will play just that section and continue to repeat itself until you click on the Stop button.

Select Pattern 2 by clicking

on the up arrow then click the Pattern button again. Protracker will play another section of the mod.

Set the pattern number back to one and click on the Play button. We will now observe Protracker linking these patterns (or sections) together to form the complete mod (or song).

Look at the sound channel windows. Note that in each one you will see a list of numbers and letters scrolling up. Now look at the note position window (the narrow one to the far left). These are numbered from 0 to 63 which means you can have up to 64 notes in each sound channel window, in any one pattern. When Protracker reaches note position 63 in the currently playing pattern, it will then go to the next pattern and play that one.

Look at the pattern option bar (the one with the arrows next to it) and you'll see the value change as each playing pattern ends. This is simply Protracker going to the next pattern it's been programmed to play. This is called

"Pattern Linking" and we will cover this in a moment. Now we know about patterns lets make a couple. Click on the Clear Button and say yes only to Kill Song. Before you do this make sure the mod you have loaded contains a drum sample (instrument) and a bass guitar type sample, failing that any kind of bass sample will do.

Now, with only the samples in memory the sound channel windows should be all noughts in each one, indicating it is empty. First locate the two option bars which are Position and Pattern. Make sure they are both set to nought by clicking on the up and down arrow marker icons.

Position the Position marker (which is that square on the channel bar which you can move with the arrow keys) over the first dash in the first sound channel window. Select a drum sample to play by clicking on the arrows next to the sample option and press a few keys on the keyboard to hear it.

Right, lets lay down a nice

steady drum beat. We need to have spaces in-between each note of the drum beat so the beats won't all run together. So, to make life easier, when you see <DA> in this following listing it means press the down arrow key on your keyboard. Click on the EDIT bar or press the space bar to enter editing mode and press these keys.

```
Y <DA> <DA> <DA> O
<DA> O <DA> Y <DA>
<DA> <DA> O
```

Press the down arrow key three times and repeat the above until the position marker gets to Note Position No: 63.

Now lets lay down a bass beat to go with it. Using the right arrow key, move the position marker so it rests over the first dash (-) on the second sound channel and repeat the above sequence, making sure you select a bass sample first.

Press Space or click on EDIT to come out of editing mode and click on the Pattern Button. You will now hear a nice steady two channel tune with drums and bass playing together.

Move the position marker to the third sound channel window over the first dash. Select a nice flowing instrument such as an organ sample or anything similar you have in your mod.

Go into Editing mode and enter the following sequence by pressing these keys.

```
Y <DA> <DA> <DA> O
<DA> O <DA> <DA> O
<DA> Y <DA> Y <DA> Y
<DA> O <DA> O <DA>
```

Repeat this sequence until you reach note position 63.

Now find a nice Ping type sample such as a bell sound or something and enter these notes on the fourth channel.

```
Y Y U I U Y T R E R T Y U
<DA> <DA> Y T R E W E R
<DA> <DA> E R T Y
```

Repeat this sequence until you reach note position 63.

Now click the Pattern Button after coming out of editing mode. Nice tune but not quite chart material. Still we're only learning. You have now created a pattern. Click on the Pattern Up and Position Up arrow markers icons to select the next Pattern and position which will be one.

Below the Pattern option is a Length option. Set that one higher so it reads 2.

The length value should always be one higher than the pattern and position values. Click on Play The sound channel windows will be empty but your original tune will still be stored in the previous pattern.

Now lets make the new pattern. Select the drum instrument, move the position marker to sound channel one and enter edit mode.

Enter the original drum beat as you did in the previous pattern. Now go to sound channel window two and enter the same notes but with the bass sample. On each channel the notes you need are:

```
Y <DA> <DA> <DA> O
<DA> O <DA> Y <DA>
<DA> <DA> O
```

This gives us the original drum and bass beat we had in the previous pattern.

Now click on the down arrow icon on the position option bar until the position is set back to nought.

Now if you click on Play Protracker will play your first pattern then it will play your second pattern. You'll notice how the pattern and position numbers are in line with each other.

If you wish to add another pattern then set the position, pattern, and length values one higher, click on play to show the empty channel, and just enter your new pattern. Protracker will automatically play all three patterns one after the other.

*Continued Next Month.*

Send in the Clones  
Edward S. Baiz Jr. tells us about his

# HADES

## The Quest for MIDI

One of the things I was looking forward to when I waiting for my Hades to arrive was being able to use my MIDI programs and hearing my various MIDI files. I have a MT-32 MIDI module, so I get fairly decent sound with 8 tracks going all at once. When I did finally get my Hades, I noticed it did not have the usual MIDI ports. Instead

of two there was only one. I then found out I needed an adapter that fit on the port on one end and had the MIDI "out" and "in" ports on the other end. This adapter was very in-expensive (about \$20 I believe).

Compare that to my wife's PC, in order for her to have MIDI, I had to buy the same adapter plus a ISA card with the port for the adapter to plug into. Cost was over \$100. So, now I had the adapter and the MIDI cables hooked up to my MT-32 I was ready.

But when I started loading in all my MIDI programs,

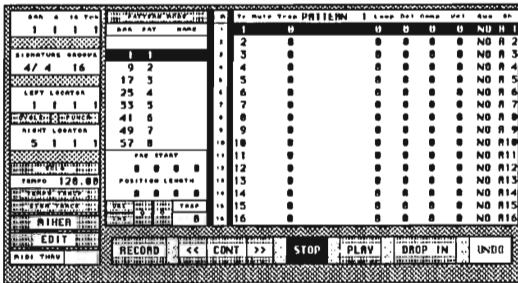
hardly any of them ran. I was heart-broken when programs like Tiger, Tiger Cub and KCS Omega locked up. For weeks I searched the Net, Genie, Atari CD's and local BBS's for any MIDI program worth using. I struck out for a long time until I found three that worked. One was a little program called MIDI Sequencer. This program would not load files with the "MID"

also. Besides, Cubase is mainly for the professional and I am far from a MIDI pro. Also when you have a computer that has the capability of running high resolutions in 24-bit colour, why settle for MONO? Still, I was able to run and edit some MIDI files to a certain degree using Alchemie.

I had really given up all hope until a fellow Hades

owner, Ben Hills (ben@imperial.co.uk) told me about a program called Sweet 16. I had already tried this one out and it did nothing on the Hades. No screens came up and it basically froze the computer.

But Ben told me that he had emailed the author of the program and found out he was willing to make Sweet 16 compatible with the Hades. I was thrilled when I received this news and emailed the author myself, telling him how interested I was in getting a Hades compatible version. He said he was working on it and would get back to me when it was finished.



extension, but only ones ending in "SEQ". Still, I could not edit anything, so this program was not very usable in my book. The other was Alchemie Jr. It was a nice program, had a lot of nice features but sometimes locked up and could only be run in the MONO mode. The last one was Cubase, but it was very expensive and ran only in the MONO mode

When he finally contacted me about the finished product, I was ecstatic. I mailed him \$30 and he emailed me my full Hades version. I loaded it up and was relieved when the main screen came up.

Sweet 16 is one nice program. It is mainly a sequencer program that allows you to record, edit and playback all types of MIDI events and store them to disk. The program has a very economic way of storing the MIDI events (120000 free events on a 1040, 40000 on a 520) and the resolution of the sequencer is 192 ticks/quarter note (PPQN). SWEET SIXTEEN will

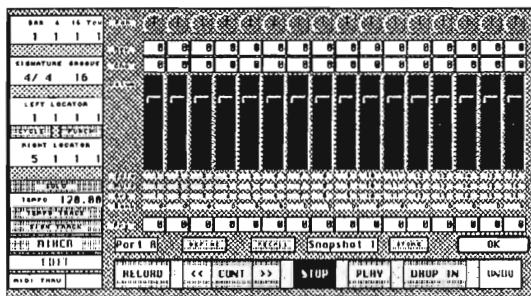
store all types of MIDI events including SYSTEM EXCLUSIVE. Being able to store sysex data is a BIG plus in my book. Thanks to the multitasking capability, you can use almost every command while the sequencer is running. It works on all Atari ST(e)/TT/Falcon/Hades/Milan? in all screen resolutions. I have use it in the 24-bit colour mode in a maximum rez of 1280x1024 with no problems. It is always nice when a program is not restricted to a certain resolution or a certain colour

mode (256,32k,64k,24-bit)

Before I get into this program, here is a list of the terms used for the mouse:

**'MOUSE CLICK' OR 'CLICK'** Click the mouse button with the mouse cursor over the specified event.

**DOUBLE CLICK** As for single clicks but two clicks close together. Refer to the manual for information on adjusting the double click



speed.

**CLICK AND DRAG** As for single clicks but hold down the LEFT mouse button and drag the selected item to a new position on the screen.

**SCROLL** 'Left click' on the specified object and the value will INCREASE one step, 'Right Click' and the value will DECREASE one step. If you keep either button held down the value will start increase/decrease as long as the button is held. This is called scrolling. Adding the other button during scrolling will

speed up the process.

**NOTE:** In the OVERALL SETTINGS feature you may swap the function of the right and left Mouse Buttons. i.e. Right to INCREASE and Left to DECREASE.

When the program first comes up you will be at the main screen which is made up of three boxes in a window. To the right the PATTERN BOX with the twenty-four tracks. To the left the ARRANGE BOX with the settings for Song Mode and below, the CONTROL BOX with the transport controls and some global settings. Sweet 16 is controlled entirely with the mouse.

Under "File" in the dropdown menu that are options to load in a song, a pattern, a track or a MIDI file. To put together a song you basically hook together various music patterns in the way that you see fit. You build the patterns by using MIDI files or anything that you can come up with in your head. So you assemble tracks together to build patterns and then assemble the patterns to build songs.

The Pattern Box is divided into twenty-four smaller

sections which are the tracks. Clicking in the center of a track allows you to select that particular track. If you highlight a particular track and then click on the word "Edit" you can go to the Event or Keyboard editor.

It is in these editors that you can change things like the velocity, the notes, the instruments played for that particular track.

Another feature offered is the ability

for the program to use graphic editing. Graphic editing is simple to use and makes it easy for anyone to change some MIDI data to his/her liking.

Sweet 16 has a very nice MIXER screen. From here one can do many things like adjust the Panopots settings which means you can set which speaker (left or right) a particular track sound will come out of which results in a very nice stereo effect. You can also "mute" the tracks of your choice or else use the "solo" option to play a track by itself. This makes it easier to see if the track

needs adjusting. You can even adjust the volume of each track and change the assigned instrument/sound of each track.

Like I said before, Sweet 16 creates and loads Standard Midi Files (SMF). SMF main use to enable

that is performs well on my Hades and does the job it is suppose to do. I urge all Atarians to look into this program since it is one of the very few sequencers that is still being supported.

The full version is \$29.95 and includes a 50 page manual. I never got the manual, but since I was emailed the program, but I did get a big doc file on Sweet 16's use. You can also mail a cheque, cashier's cheque or a money order to:

RONI MUSIC  
Nybogatan 21

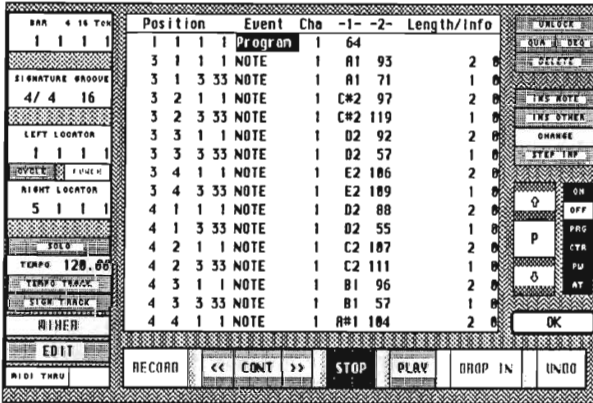
S-212 32 Malmö  
SWEDEN

You can also email RONI Music, like I did, at [roni@mbox317.swipnet.se](mailto:roni@mbox317.swipnet.se). You can visit their website and download a demo of Sweet 16 at

<http://home1.swipnet.se/~w-11396>.

I hope many of you visit the website and try Sweet-16 out. I can tell you that you will not be sorry.

Until next time,  
Ed Baiz Jr.



the transfer of music data between different manufacturer's Keyboard and sound modules.

There are two formats of SMF files, 0 and 1. Format 0 contains one track while Format 1 contains multiple tracks. If you tell Sweet 16 to save a pattern as a SMF, it will be saved in Format 0 if the pattern has only one track. If the pattern has more than one track, it will be saved in Format 1.

I could go on and on about the features of this great program, but to talk about them all I would have to write a book. I can only say

# STOS CORNER

by Deano

---

## Getting STOS to read the map in the fourth part of the Maze Game Tutorial

---

The missing link extension has a host of commands for games using blocks. These include:

World  
Landscape  
Which Block

We are going to use these commands in a small routine which shows how we can get STOS to read the map we prepared last month.

First we have to load up the blocks and map into STOS and set the mapping area.

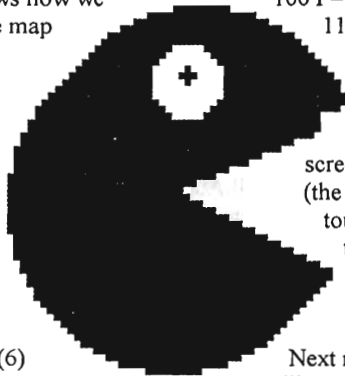
```
10 key off : curs off :  
hide on : mode 0  
20 load "blocks.mbk",5  
30 load "map.mbk",6  
40 S5=start(5) : S6=start(6)  
50 world 0,0,320,200,0,1
```

The blocks loaded into bank 5 are the sprite blocks we converted to World blocks using the Make Program and the map file loading into bank 6 is the map we created using the Eddy Program.

Now we can show the map and get STOS to

recognise the blocks. To do this we need to enter the following routine. Add these lines of code to the routine above. This routine will show our map, and when you click on a block STOS will print the block number.

```
70 repeat  
80 world logic,S5,S6,0,0,1  
90 XM=xmouse : YM=y mouse  
100 P=which block(S6,XM,YM)  
110 until mouse key=1  
120 home:print "Block ";P  
130 wait 10:goto 70
```



Line 80 displays the map on screen and line 100 looks in bank 6 (the map data) to see if the mouse is touching a block. If so then it returns a block number, meaning the number of which world block you selected.

Next month we will start work on a scrolling pacman type game. I will show you the map so you can simply copy it.

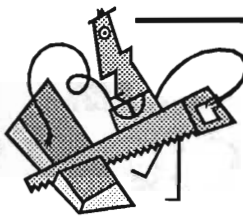
Then we will look at the routines to get it all together. We shall also design a little pacman character to move around the maze.

See you all next month.

**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**

# W.I.P.

Work In Progress



by  
Tony Greenwood

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 the boil...

## TRIPLE BILL

Now we have news of three programs that are Work In Progress from Pascal Nowak.

### 1. GAME (no name yet)

**Author:** Pascal Nowak  
**Target:** STE, Falcon, pacifist & clones.  
**Type:** Reflexion game based on a new concept.  
**WIP:** Under development, no demo available yet.

### 2. ST2DISK

**Author:** Pascal Nowak  
**Target:** All Atari computers and clones.  
**Type:** Small utility to convert Pacifist image disk files - Creation of floppies form images - Creation of images from floppies.  
- Extraction of datas from

images - conversion ST to MSA and MSA to ST  
**WIP:** V1.04 at present. All the functions not implemented yet Freeware but need a key to work correctly.  
<http://st2disk.atari.org/>

### 3. WEBMAKER

**Author:** Pascal Nowak  
**Target:** All Atari computers and clones.  
**Type:** Wysiwyg HTML composer & editor.  
**WIP:** Under development, no demo available yet.  
The contact email for all the WIP titles is [nowak@imaginet.fr](mailto:nowak@imaginet.fr)

## STinG

Peter Rottengatter brings us up to speed on STinG as well as a couple of other snippets.



“Still working on improving STinG. That's the main thing. “

“Then there are a few things to fix on TelStar, the telnet client. I got a half-finished Telnet server here too, and work on an NFS client is suspended too at the moment”

[perot@pallas.amp.uni-hannover.de](mailto:perot@pallas.amp.uni-hannover.de)

## FiST 2.56C

Fidonet (NeST, Atarinet)/internet for ST  
Works with LED, NOS, NewsWatch, PopWatch

(LED is a offline reader for Fidonet). For all Atari computers (tested with a Hades 060) Original code ©1995, Daron Brewood, Robert Darling, Neil Stewart. v2.30->2.33 code

©1996, John Richardson. v2.40+ code ©1996, 1997, 1998 Christian Marillat.  
Freeware  
<http://www.alpes-net.fr/~marillat/logiciel.htm>

# Toolbox DLL

From the newsgroup  
"comp.sys.atari.  
programmer"

Gaven Miller  
gmiller@inca.co.nz tells us  
"I am still working on my  
"Toolbox" DLL engine.  
(started mid-1992) It was  
written in 68k assembly  
language. It uses 32k of  
RAM, runs on TOS 1.0  
STs through TTs. Falcons?

Hades?) A 68000-family  
CPU is required. Libraries  
can be bootloaded, or loaded  
as needed by applications.  
It supports System and User  
libraries. There is support for  
library enumeration and in-  
terrogation. Each library can  
be used by more than one ap-  
plication. It can be called  
from the foreground applica-  
tion via a TRAP. Or, if you  
must it can be called via a  
jumtable  
Still to do: user and program-  
mer manuals."

(No web page, URL yet)

*If you hear of or know  
of any Work In Prog-  
ress for the Atari. Then  
why not drop us a line  
and let us know. We'll  
try to give the Author a  
bit of encouragement by  
letting  
everyone else know*

*Send to one of the  
usual address listed  
on page 3.*

## JagOS

**Authors:** Laurent Favard  
for Software and Sebastien  
Favard for hardware.

**Title:** JagOS (Operating  
System for jaguar),  
JagStudio98 (Client  
software for  
ST)

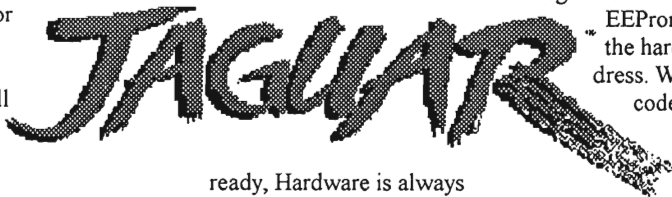
**Target:** All  
TOS com-  
puters

**Type:** JagStudio98 is a  
client software which  
communicate with JagOS  
a small kernel for the Jag-  
uar.

This couple of programs  
permit to upload a jaguar  
program and performs  
some operations with the  
kernel. Currently my ker-

nel allows dump memory,  
read/write serial eeprom,  
upload program, handles  
68000 exceptions, and big  
memory transfer between  
ST and Jag and provides  
about 25 systems calls.

**WIP:** Software is nearly



ready, Hardware is always  
under development.

WEB pages will be arriv-  
ing soon, early, demo ver-  
sion not available, be-  
cause hardware is RE-  
QUIRED.

Another snippet of info  
regarding work in prog-  
ress from the newsgroup  
c.s.a.p

Rodolphe Pineau and a  
friend (Eric Gaudet) are  
working on the adaptation  
of a parallel pocket  
ethernet adaptor from  
PC World to the Falcon.  
For the moment, we could  
read and write adaptor's  
registers and read the  
EEProm to get  
the hardware ad-  
dress. We hope to  
code the read  
packet

and write packet routine  
very soon then release a  
beta of the MiNT Net  
driver.  
NOMAD SARL /  
STraTOS  
62, Bd Aristide Briand  
77000 Melun FRANCE

<http://www.chez.com/stratos/>

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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.

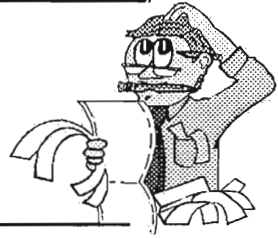
Timo Tiitonen, Jöllinaukio 2, 20300, Turku, Finland. e-mail: tt4038@turkuamk.fi Price 13.50 fin mk

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

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

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

# Rich 10 Winds Up



That's all folks, well almost. Just time for me to have my final few words of waffle. You'll have seen Tony's article on our visit to his place for the final putting together of Issue 31. Unfortunately it doesn't give the whole story or flavour of the weekend. He missed out the flaming cake that we almost needed the fire extinguisher for, him and Gordy's late night

stint trawling the net for Atari news, me talking to myself on IRC courtesy of Tony and the huge pot of curry that Julie, Tony's better half provided. As he said a good time was had by all.

This month it's just me up at Gordon's place putting the final bits in place, so no curry or flaming cake just another very late night.

## Subscriptions

There have been a few people inquiring about subscriptions, so just a reminder to say yes you can subscribe here in the UK for up to 3 issues. Just send the appropriate amount, cheques payable to ST+ Fanzine along with your name and address and state which issue you wish to start from.



# BackChat



Dear Richard

I enclose the sum of £3 tightly sealed between two pieces of card (another fine use for junk mail). Please can you send me the August and September issues of ST+ as and when they are available.

You may or may not be interested to know that I do not own an Atari ma-

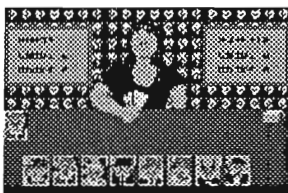
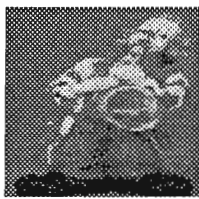
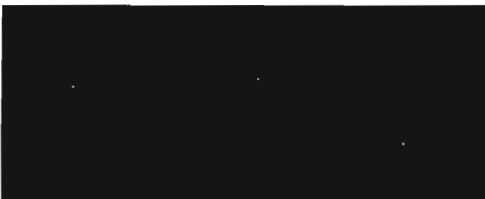
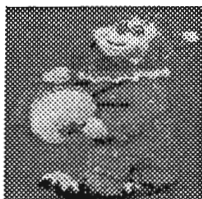
chine, and indeed there has never been a point when I have owned one. Your magazine, however, is good enough to stand on it's own merits (if the July issue is anything to go by). Yours Rob Alexander.

*Thanks Rob, If you really get into it then you can pick up Atari's very cheaply. Who knows one day you may even be tempted to buy one.*

**If you have anything to say, good bad or ugly then drop us a line at**

**BackChat  
Richard Clark  
1 Rokeby Close  
Bracknell  
Berks  
RG12 2NA**

**email rich10.hel@zetnet.co.uk**



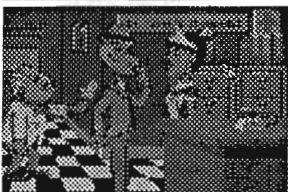
**Mummies Playtime: £3**



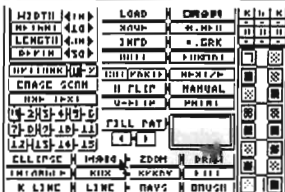
**Grannies Garden £1.00**



**Gin Rummy: £1.00**



**Mobsters City: £1.00**



**Grafix Art: £1.00**



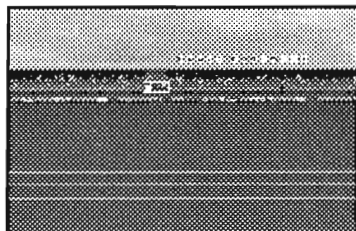
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