

STAPLUS



Featuring in this Issue

Running for the Falcon, Hades experiences,
STOS, Protracker, HTML and Pagestream tutorials,
Lottery Companion 5, ACCessorise and so much more
we've run out of room...:)



FANZINE

ISSUE 33

October

1998

£1.50 UK

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.

Mega Picture Service

Want a picture of your babe or model?, Now's 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.

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EDITORIAL

The wheels screeched to a halt. The rain an unrelenting deluge outside. The office was dark, only the light from a nicotine stained monitor which illuminated the unshaven features of someone who looked as if they hadn't slept for a month. In fact it seemed as if he had been there longer as his mind wandered once more to the world outside.

Suddenly the door burst open, the figure at the keyboard almost leaving his chair at the sudden noise. He turned his eyes squinting against the light streaming past the silhouetted figure in the doorway. The shadowy figure spoke, snapping him back to reality.....

"Fancy a cuppa Rich"

"Ta Gordon, milk, no sugar"

To be continued.....

Rich 10

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<http://www.users.zetnet.co.uk/paxton/stp/index.html>

News News News News

Serial Mouse Interface



This handy little interface

lets you connect any IBM compatible mouse, Track ball or in fact any pointing device onto your Atari ST(E), TT, Falcon or compatible computers. The interface also lets you configure the 3rd button, found on most Serial mice to other purposes, like a double click.

The unit is 4x5x1 cm and plugs straight into your existing mouse port allowing you to plug the serial mouse into the adapter, so not tying up your Atari serial port.

There also has more hardware announcements coming soon, so we'll keep you posted.

See Ad elsewhere in this

issue for full details on where you can obtain the interface. Hopefully it'll be available locally in the UK soon.

Sweet music turns sour.....



It seems Steinberg have clearly declared that there won't be ANY new Atari versions of Cubase. They've said that if they can find time for it, there MAY be some bug fixes, but nothing else and not even bug fixes are guaranteed to come. It has VERY low priority for Steinberg now that the PC-market is virtually exploding and VST is becoming ever so popular.

So the two major music packages are no longer supported as Emagic dropped support for Notator/Creator quite some time back.

WAG Update

Following on from last months news about the WAG user group. The committee got together and have announced that WAG will continue on a quarterly meet basis. So for anyone living in that area check out their web site for dates and venue. <http://users.zetnet.co.uk/groring/wag/>

DarkForces BBS Winners

Four lucky callers to the The DarkForce! BBS (1-606-886-9014) have each won a copy of ST+ Fanzine. They are:

- 1) Gunner (Mike Harvey)
- 2) Bill F. (Bill Freeman)
- 3) Angle (Shannon Slone)
- 4) Starlord (Dennis Bishop)

So if ya wanna win next month ring the BBS....)

Illegal Drivers

From a message posted by Uwe Seimet onto comp.sys.atari.st it is alleged that Terre de Milieu are distributing illegal copies of HD-DRIVER in France. This means, of course, that there is no support for anyone who has bought a copy from them at all and no way to get an update.

New Newsie



The latest version of Newsie, the Atari email/News/ftp software has just been released. It now stands at version 0.92. So to grab a copy point your browser at

<http://www.primenet.com/~rojewski/newsie.htm>

to download and find out all the latest info on it.



Atari History

We look back in time to the ST scene of old.
This month we look at ye auld glossy magazines.

Article by Deano

Back in the days of old we had an healthy stack of ST Magazines that we could go and buy from places like W.H Smith. The magazines we have had throughout the years are: ST Format, ST Review, ST World, ST Action, ST User and Atari Times. But what happened to these mags? Gone forever only to leave us older ST users with our happy memories. There was also another magazine which was mail order only. This was the ST Handbook. Here's an account of what happened to those old magazines we knew and loved.. well, adored I should say.

Right, here we go. The first magazine on the scene was ST World which was mainly aimed at the serious user. From the one issue I saw there seemed to be no games coverage in it, only articles on hardware and tutorials on the same subject. From the info I got it seems ST World closed down and merged with ST User, which itself was sim-

ilar but did cover games and a public domain review section. ST User closed down after 106 issues which makes it probably the longest surviving ST Magazine ever. ST Action was just a games magazine which covered reviews and adverts of games. This eventually merged with ST User as a pull out mini magazine. All that was left now was ST Review and ST Format. Both magazines were doing well when suddenly Future Publishing closed down ST Review. It turned out that ST Format decided to buy out ST Review so it would have no competition and so they thought, a lot more readers. However, seeing as a lot of the people already read ST Format it wasn't much of a gain.

With being the only ST Magazine left, ST Format put their advertising prices up sky high. This caused a lot of the PD libraries to stop advertising. The sales of ST Format dropped so the size and page count was reduced. Then came a decision by Future Publishing to close down the mag-

azines that weren't selling well. This included ST Format. Unlike the other magazines the team of ST Format weren't disappointed, they actually celebrate in the last issue.

The ST Handbook came out during this time but only lasted for four issues. This magazine was different from the others as it was in a similar vein to ST+ Fanzine. It was written by the readers. The editor and founder, Vic Wright, had a lot of plans for the ST but unfortunately things didn't work out and he ended up having to close down ST Handbook. There was no mention of the end in the last issue. It just vanished. Shortly before the death of ST Format a few members of the late ST Review started up Atari World. This lasted for around twelve issues before lack of sales caused it to fold. Like ST Review it featured a lot of interesting reading material such as tutorials, reviews, features, interviews and so on. They may be gone but their memory lives on.

Flight of the Falcon

John Gill reviews the Falcon Game

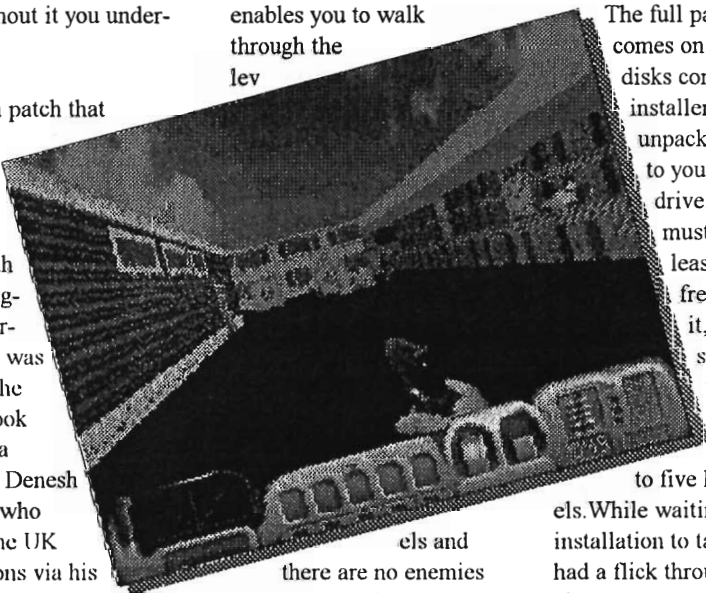
RUNNING

Well, I got fed up waiting for you lot to help me get the demo of Running working properly, so I found the programmers' Web site and discovered that the problem lies with the Nemesis accelerator that I have fitted to my machine (not that I'd be without it you understand).

There is a patch that you can download but this only works with the full registered version, so it was out with the cheque book and send a cheque to Denesh Bhabuta, who handles the UK registrations via his CyberSTrider scheme, for the full version of the game.

For those who don't already know Running is a first-

person shoot-em-up for the Falcon, i.e. a Doom type game. As far as I know this is the first game of this type since Substation. Work continues on the Bad Mood project, which allows you to use Doom WAD files, but this only enables you to walk through the lev



els and there are no enemies (yet !). Sadly, due to its complex nature, Running will not work on an ST, so hard luck all you sixteen-bit users (he says, thankful that he bought a Falcon !).

At least 4 meg of memory is required although, as with most programs, the more memory the better, and of course it now works on Falcons fitted with Nemesis, or I wouldn't be writing this review.

The full package comes on four HD disks containing an installer program to unpack the game to your hard drive, which must have at least 18 meg of free space on it, giving you some idea of the size of the game, which runs to five huge levels. While waiting for the installation to take place I had a flick through the eight page A4-size printed manual which details the controls, options and basic aim of the game.

The plot involves someone

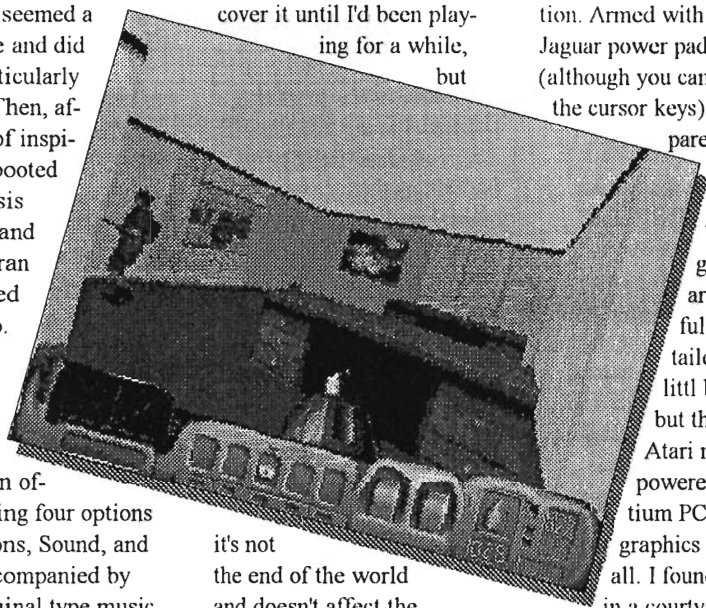
called Evil Bill, whose goal is to conquer the world and has taken control of an Atomic Power Station. Crikey !! Anyway, installation finished, lets load it up and start killing people !

After my problems with the demo, I booted with a clean system and, after several attempts the game loaded, although it seemed a bit unstable and did not run particularly smoothly. Then, after a flash of inspiration, I rebooted with Nemesis turned ON and everything ran as I imagined it should do.

The first thing you come to is a title screen offering four options (Run, Options, Sound, and Credits) accompanied by some aboriginal type music which soon changes to a techno style tune. Anyone who thinks their ST is good for sound should try the Falcon, it's even better, and plays high quality sound effortlessly.

The Options menu allows you to alter screen size and level of detail (for slower

machines without accelerators) while the Sound option gives you access to volume and sound frequency, although there is another in-game menu which lets you choose between mono and stereo sound and a surround sound effect. I would have liked to see this in the main menu as I didn't discover it until I'd been playing for a while, but



it's not the end of the world and doesn't affect the gameplay so perhaps it's just me being picky. The Credits menu shows the various programmers (German I believe) who worked on the project and as you scroll down the screen, the little box at the bottom changes to show (presumably) their faces. A nice touch, and indicative

of the attention to detail which is evident throughout the game.

The Run option is pretty self explanatory, and after another screen allowing you to load a previously saved game, and a picture of the Atomic Power Station where you begin your quest, it was onto the action. Armed with my Jaguar power pad (although you can also use the cursor keys) I prepared to do battle.

The graphics are colourful and detailed, if a little blocky, but this is an Atari not a high powered Pentium PC with 3D graphics card after all. I found myself in a courtyard and soon encountered my first opponents, two armed guards who came towards me, obviously intent on my demise. I hit the fire button, but instead of the burst of gunfire that I expected, I was in self defence mode (I should have read the instructions properly but why

change the habits of a lifetime) and found myself kicking out Kung Fu style. Trouble was, I wasn't near enough to do the enemy any damage and ended up getting killed. I started again and found that you have to kill the second soldier in order to get the pistol. Makes a change from starting with an arsenal of weaponry as in some games that I've played.

Pressing the C button on the joy pad opened a door into the building on my right, behind which were more enemies for you to kill in your quest to find the hostages and some dynamite, as detailed in the pre-game briefing. Special mention must be given to the sound, which is excellent and should be given the Falcon's hardware. Sound effects are crystal clear and there are some nice humorous touches such as our heroes voice, which sounds uncannily like Arnold Schwarzenegger.

After you have kicked the crap out of the soldier at the beginning to get your

pistol, he says "Don't try this at home", very reminiscent of the 1960's Batman TV series. When you shoot the baddies they scream and you believe they are really in pain. Great stuff ! Well that's about it really- kill people and find things- just my cup of tea ! If you've played Doom, Wolfenstein and other games of that ilk, you will be at home with Running, although having said that, it reminded me visually of the N64 game Goldeneye more than the aforementioned titles.

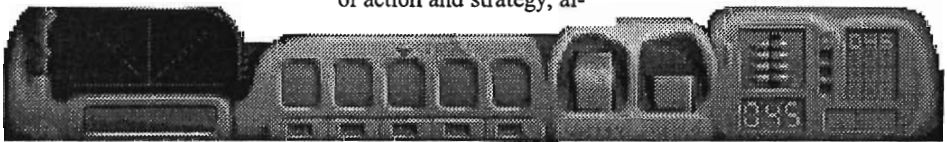
You are supposed to rescue the hostages although I haven't discovered how to make them follow you despite locating them fairly early in the game. There are plenty of medikits and ammo to pick up throughout the game and the difficulty level seems set about right in my opinion. There are computer screens dotted about the complex, where you can save your position and get hints to help you in your quest and there is just the right blend of action and strategy, al-

though the bias is towards the former.

I particularly like the enemies' artificial intelligence where they will attempt to duck behind walls so that you can't shoot them. To be honest, I've barely scratched the surface for the game is huge, and I've got the reflexes of a brain-damaged amoeba !

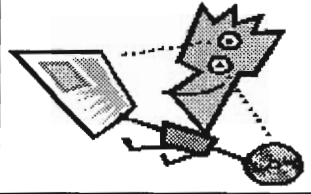
So, to sum up then, while not being a particularly original game, Running is extremely well written with bags of playability and the presentation is superb. It beats Substation hands down, and compares favourably with the likes of Doom, Wolfenstein and Duke Nukem, given the limitations of the Falcon, and shows that Atari's machine is more than capable of handling this type of game, despite its age. It's well worth the asking price of £20, so if you own a Falcon and like a good blast, dust off the cheque book and send for it tomorrow.

It's certainly worth the money !



DISKMAGS

By the Monkey Man



KelAUG 10

Under a new Editor John Weller, KelAUG 10 hits the ST's.

It has a very simple shell with a picture and a scrolling menu. Pressing return over the article, unpacks it and let's you read. Pressing the space bar is meant to take you back to the main menu, however there seems to be a bug in the shell

net topics and ads to UFO and cinema topics.

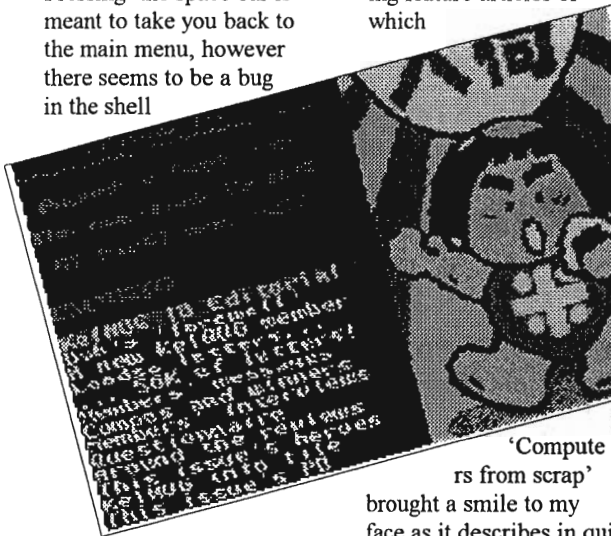
There are a couple of Tutorials, a DTP one, which had some strange ideas, installing a HD disk drive and getting 2.5 megs out of your STE.

There are several interesting feature articles of which

joy. Hopefully they'll have sorted the shell bug out by the next issue.

For more info on KelAUG contact KelAUG, c/o John Weller, Flat 1, 28 Victoria Road, Bournemouth BH1 4RR.

The diskmag can be obtained from all good PD libraries.



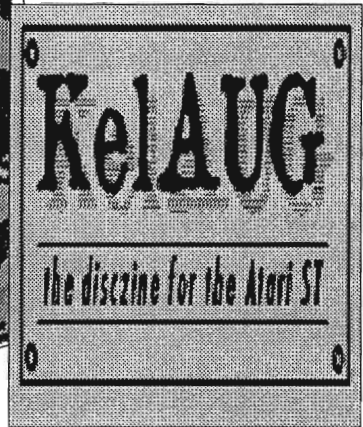
'Computers from scrap'

that forces it to re-unpack the same article and display it again. Most annoying.

The articles themselves are quite varied, ranging from Atari news, reviews, Inter-

brought a smile to my face as it describes in quite some detail how to get computer bits and pieces from junk yards and skips and then sell them on.

All in all a nice Diskmag with a variety of articles which most people will en-



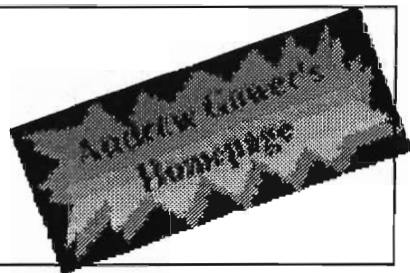
If you edit a diskmag and would like it reviewed then send it to:

Diskmags
27 Turbary Walk
Milnrow
Rochdale
OL16 4JN

Andrew Gowers Home Page

<http://www.users.globalnet.co.uk/~mrandrew/>

Web Review by Tony Greenwood



WHO

So who exactly is Andrew Gower. Well he must be known at least for his game making skills. How many of us have wanted a good Doom clone for the ATARI, one that would actually work on an ATARI

ham UK and had a crowd around the monitor playing all day. Originally released as The game, source is now available for download from Andrews page. However you will need the graphics and levels to test it and thus need to buy the game.. Hey having the

only game Andrew has written and I defy you not to have heard of some other titles such as **Parallax- Painter**, a 3D platform game! The object of the game is to paint all the blue blocks purple. However a variety of blocks will get in your way. The game also features 2 player mode, either levels where you must work together to win or competitive mode where 1 player paints blue and the other paints purple! This is the full version of the game - with all 120 levels!



Again you can download the game, the Assembler source code and instructions, there are screen shots a plenty and more info.

ST and enhanced if run on an Ste rather than need Ste and oodles of memory. Well Andrew came up with the answer in the form of:

Destruction Imminent

This game was first released at the Goodmans ATARI Show in Birming-

source code must be a bonus..Its Assembler BTW.

Instructions, reviews and screen shots are all there for your enjoyment.

THERE'S MORE!

However that's not the

GRINDERS

Grinders is basically a light-cycles game, but with every extra option you could think of - including

an all-new curvy control option! Flamers, crushers, cleaning robots! power ups and more... It currently only supports 2 player games. Try to get more points than your opponent by not being the first to crash. You also get bonus points for taking risks!

Yes the full game is available for download as well as the STOS source code, This man isn't shy, ASM to STOS who cares! :) Screen shots and instructions on site as well.

Battle-Zone

Even though Destruction Imminent is a milestone in

It's a near perfect port of the game, it really does have everything and that includes addiction.

ATARI Computing gave the game an 82% score and the old ST+ Diskmag actually gave it 100%. It has been reviewed by just about everyone everywhere and has always received high praise as well as a high score. If for some reason you haven't discovered the game then get along to Andrews web pages and download it today!

On the same page as the game download are extra levels which can be downloaded, as well as the in-

STOS programmer and should be downloaded as well...

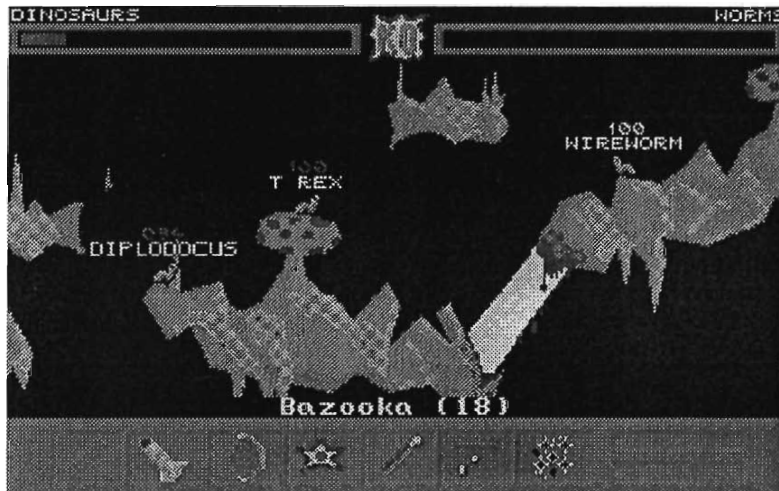
ST 2 MIDI Converter +

Available for download, it is a utility to redirect sound from YM chip to the MIDI ports, vastly improving a games music.

YM-2-MIDI

The very latest and most recent title on the page is YM 2 MIDI another utility (See it's not just a game site).

YM 2 MIDI is Currently at Version 2.0. It Converts YM3/YM5 files to PC MIDI files!! and was last Updated on 25th Aug 98.



The whole site is based in frames, is colourful in that, screen shots abound. As they are ATARI 16 colour pictures then the page is fast loading. You can visit this site and have

ATARI ST game making, I would say Battle Zone is one of the most popular games around... Its basically WORMS on the ST.

structions and view more of the games screen shots. The STOS source code (including extensions used) will be a must for any

a merry time with lots to read and lots to download...

Enjoy...



Design and be Damned



by Gordon Storey

Following on from last month when we discussed how to import text and graphics we now look into how to fine tune them with the use of Pagestream's Edit, Line, Fill and Text Wrap functions. So hold onto your hats, we're going in.... :)

Edit box

One of the most powerful parts of Pagestream in my opinion is its ability to give you ultra fine control over every aspect of your design. The edit box is one such part and gives you complete control in the positioning and size of objects in your design. With this one dialog box you have so much control over the objects on the page. You can get to it by selecting an object and going to

Object - Edit Coord menu or pressing F8 if you added the Macros I gave you in issue 31.

The Edit box can be used for any object apart from grouped objects. You will get a warning if you try to edit grouped objects. Just ungroup them and edit the parts singly.

As you can see from Fig 1 you have control over all 4 edges, the width and height or the scale in percentages. You can also adjust the x and y corner radii of boxes. You can use a combination of these together and have the ultimate in fine control over where the objects is on the page or/and the size of them.

Screen Angle	:---	<input checked="" type="checkbox"/> Separable
Screen Frequency	:---	<input type="checkbox"/> Mechanical

fig 2

Edit Coordinates			
Left Edge	:34.4264 m	Top Edge	:33.0388 m
<input checked="" type="checkbox"/> Right Edge	:126.8738	Bottom Edge	:51.5426 m
<input type="checkbox"/> Width	:62.44751	Height	:18.50382
<input type="checkbox"/> % of Width	:100	% of Height	:100
Corner X Radius	:0 mm	Corner Y Radius	:0 mm
<input type="button" value="OK"/> <input type="button" value="Cancel"/>			

fig 1

The editable fields can have any type of measurements units that Pagestream understands placed into them and it will convert it to the unit of measurement you are using.

For example you can type in the left edge box 10pt and this will move the objects left side 10 pts from the edge of the left hand side of the page.

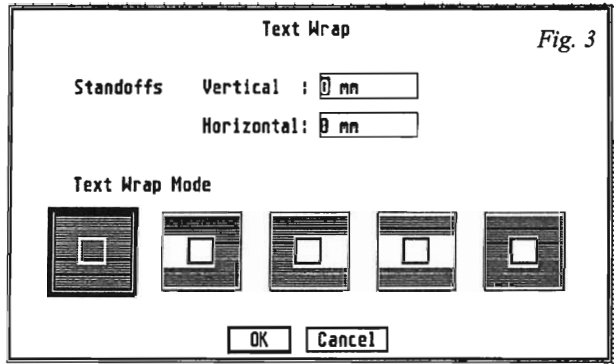
The Edge fields all relate to the distance from the corresponding edge of the page.

Pictures

If you're editing a picture then you will get two other options. (fig 2)

These are used to select the Frequency (basically how big the halftone dots are and the angle of these dots. This can be useful if you are going to photocopy the finished work or the picture doesn't look very good when printed.

I found that the Frequency wasn't too good for my printers (Canon BJ10ex and HP 550c) and I just used the defaults, which prints out the picture at the highest possible rez.. Your best bet is to experiment with these 2 settings and see what kind of results you get from your



own printer.

The Angle definition is mainly used to try and eliminate the Moiré pattern. (see Moiré box out below)

The frequency concerns the Screening of the picture or Halftoning. This is used to break the picture into dots for better printing results. As a rough guide use about 60 for photocopying. The smaller the number the larger the screening. The larger the number the finer the screening.

Text Wrap

The Text Wrap function in Pagestream is excellent and can be applied to any object on the page.

To apply Text wrap to an object all you have to do is select an object and go to **Object - Text Wrap** menu.

The Dialog box (fig 3) then gives you several options for wrapping text around the object in certain ways. These are all pretty obvious from the diagram.

Moiré Pattern

As you can see from the 2 shoots below, Moiré can be a right problem. It is created when you screen a screen. i.e. if you scan an already printed picture and then apply another screen on top to print it out again.



The Standoffs can take positive and negative measurements and relate to the sides and top and bottom of the object. This measurement is how far from that object you wish to wrap the text. I've touched on this already in an earlier article but I'll show you how I Wrap text around irregular objects.

If you import a picture then apply Text wrap to it, the text automatically wraps round the surrounding rectangle (fig 4). This is fine if the picture is this shape but if it's irregular then it looks naff. So instead of wrapping text around the picture we draw a mask for it to wrap round.

The simplest way to draw a mask is to use the **Polygon tool**. By using a mixture of straight lines and Bezier curves you can create an outline around the shape (fig 5). Now apply the Text wrap to the mask object (fig 6) and tweak the shape, if necessary with the **Select points tool**. Once you are happy then make the line invisible by going to the **Object - Line Style** menu and selecting Style 0. You now have a perfect Text Wrap (fig 7).



fig 4



fig 5



fig 6



fig 7

Line Styles

The Line Style dialog (fig 8) lets you assign width, Style, shape of ends and colour to any lines, whether they be on their own or in shapes, grouped or ungrouped. You can type in the style number you wish or click on the corresponding diagram of the style and the same applies to the width. You can also type in any measurement you wish into the Width field.

There are 2 types at the top of each set of diagrams that you can't see, but they are for style 0 and width 0 so just click on the empty space to apply it.

You get a choice of 3 types of ends that can be mixed and matched. Normal ends, arrow and rounded ends.

To apply colour to the line just click on the colour shown in the right hand window. We'll be covering colour later on in the series

There is an option to have a user defined line style, if you click on the Edit button you can get a box allowing you to draw a style (fig 9)



fig 9

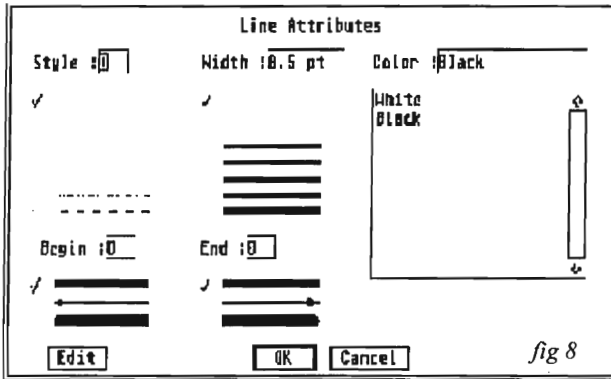


fig 8

Fill Style

The Fill style dialog (fig 10) lets you assign different fills and colours to any object, whether it be text or picture. All you do is select an object or Highlight some text and go to **Object - Fill Style** menu.

As you can see in fig 12 there are quite a few pre-set fill styles. You can click on any of these for

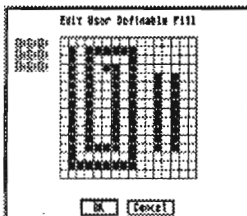


fig 11

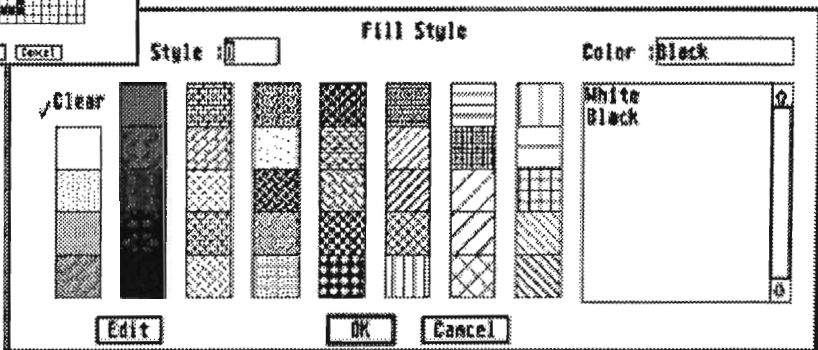


fig 10

that pattern or type in the number in the style field.

If there is a tint that isn't there that you want you can also type in a % value in the Style field and this will apply that tint to your object/text. Example typing in 17% will give you a 17% tint....)

When you print out some percentage tints you will notice that some look the same. Your printer can't print subtle changes. So it is a good idea to create a document with loads of different pattern filled boxes

and print it out as a reference guide. This will show you what can be achieved on your printer. If you're going to get it printed at a bureau then it's a good idea to do the same test for their imagesetter. This will show you what that machine can do.

Unfortunately you have no control over the screen size (size of dots) of the tints, which is a shame.

Applying colour is the same as the line style, just click on the appropriate colour in the right window and OK.

Again you have a user-editable option. Click on the edit button and you see fig 11. Just make the 'fill' up and then select it in the other dialog box. This user fill will be lost if you start a new document. You'll have to redraw it for every document. It will save out with the one it was designed in though.

Atari Times

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SILLY SOFTWARE



Silly Software have been supporting the ST for five years and are still going strong. We have two new games planned for release before next Easter. These games are Mummy's Schooltime which is an educational game starring Mad Sue from Mummy's Playtime. It will include games like Mummy Maths which will teach children their Ten Times Tables and basic sums. The next one is Silly Olympics which is a collection of very Silly Sports Events. If you would like a copy of our Silly Handbook containing all our titles and other bits then please send a cheque for £2.00 made payable to D Sharples to:

Silly Software
27 Turbary Walk
Milnrow Rochdale OL16 4JN

Eduka2hun

by Rich 10

There is no review this month more of an overall look at educational programs and what defines an educational game. So how do you define an Educational game and is every game an educational one, if you learn something from it then technically yes it is.

I'm going to take my children, yup, Kerry and Sam and use them as examples of what I mean. OK so what are their 2 favourite games. Kerry's are Match It and Scrabble, Sam's are Heartland and Sensible Soccer.

So how are these four totally different games educational and in what way. Well you can see that Scrabble is one of Kerry's favs and because of the nature of the game i.e. word building, you say yes that's ok, but what about Match It, Well, believe it or not Kerry is a better player at this than her old Dad. This isn't really a surprise as I'm not much of a games player anyway, but what it has done is that as she got more and more used to playing the game her reactions and speed of thought

gotten faster. If you have never played Match It then what you have to do is remove all the tiles from a rectangular board by matching them up and linking them together by making no more than 2 * 90 degree turns in the process. Easy you say well sometimes yes because of the randomly generated board but not always.

What it does do is make you make quick decisions under pressure against a time limit. Again possibly easy for an adult but maybe not so for a child. So is it educational, in my book yes, as it helps with hand eye co-ordination and general decision making. I know you could say this applies to all games, so does that make shoot 'em ups educational? You decide on that one. I'd sooner my kids played Match it then a potentially violent shoot 'em up.

Now onto to Sam who at 5 is a couple of years younger than Kerry. So how are his 2 favourite games educational from his point of view. I'm sure Tony will be pleased that

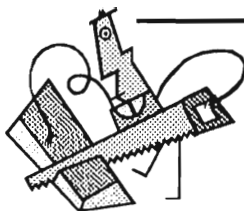
Heartland is one of Sam's favs. Well when he started playing it he struggled and needed assistance with playing but quickly picked up what to do and now can complete the game quite quickly. So what educational benefit has he gained, well he has learned decision making, map reading, route planning and hand eye coordination. Quite alot really when you're only 5 and I bet he doesn't even realise. So stand up Tony and take a bow you've helped educate me boy.

Finally what about Sensible Soccer, well basically increasing his reactions as this can be a frustrating tricky little game to play. You may think that all these games are educational or maybe none of them but education is about learning and I think mine have learnt in whatever small way from all of these.

Heartland is Freeware and available from Tony's web page or most PD Libraries. Sensible Soccer and Scrabble are Commercial and Match It is I'm not sure.:(

W.I.P.

Work In Progress



More Up and coming software
Investigated By
Tony Greenwood

First up we have a whole array of projects from

Dominique Bé ré ziat

Title: Notes

Target: All TOS compatible system

Type: Little utility to create notices on your desktop. An AV-desktop is highly recommended.

Language: Fr/Eng

WIP: vers 2.11

Title: Magic Setup

Target: All TOS compatible system

Type: A graphical shell to setup easily your MagiC file configuration (compatible MagiC6).

Language: Fr/Eng

WIP: vers 1.31

Title: Awele

Target: All TOS compatible system

Type: An African game with GEM interface

Language: Fr/Eng

WIP: vers 1.01

Title: SGscan

Target: All TOS compatible system

ble system

Type: A ttp utilities t create a ST-Guide image of your drive (or folder).

Language: Fr/Eng

WIP: vers 1.1a

Title: Group

Target: All TOS compatible system

ble system

Type: A small utility to manage group objects as Thing with a AV-desktop (including MagXdesk)

Language: Fr

WIP: vers 1.00

Title: Excellent!

Target:All multitasking TOS compatible system (*)

Type: An universal text viewer with an emacs-like interface, plug-in modules, programmable interface.

Language: Eng

WIP: vers 1.2R2

Title: WinDom

Target: All TOS compatible

Type:A GEM/TOS Pure C library. Previous software are created with this library.

Sources and complete documentation with tutorial available.

Language: Fr

WIP:version 1 (May 98)

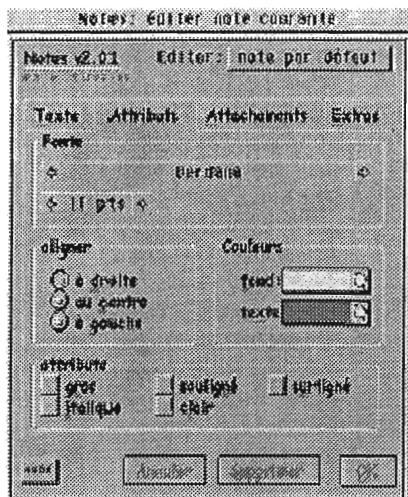
Title: WinVdi

Target: All TOS compatible

Type: A Vdi Pure C library to perform vdi call into windows. Use WinDom environment.

Language: Fr

WIP: version 1 (Feb 98)



Information and screen shots regarding all Dominiques titles can be found on his Web Pages <http://www-air.inria.fr/~bereziate/windom.html>

Title: WinEdit
Target: All TOS compatible

Type: A bad text editable library using WinDom environment.

Language: Fr
WIP: beta (Feb 98)

Title: WinRSC
Target: All TOS compatible

Type: A graphical GEM program builder, code generated uses WinDom environment.

Language: Fr

WIP: beta (Oct 98), still in development, a demo version is available

Title: WinConf
Target: All TOS compatible

Type: To configure WinDom programs/llok and feel.

Language: Fr
WIP: vers 1.5

Title: Librairies Dynamiques Gem (Gem Dynamical Libraries)

Target: All TOS

compatible

Type: A GnuC/PureC library to manage dynamical libraries.

Language: Fr

WIP: vers 0.81 (beta version) Drawback: bag bugs under plainTOS

I think you will agree that 12 WIPs is quite an impressive list, So why not pop along to his site and offer some encouragement, I am sure he will appreciate it.

There doesn't seem to be too many games in production, So nice to see a couple of new platformers on the horizon.

DOWN THE PIPES

Is being written in STOS which as we all know this is the best language for making games. Down the Pipes is being written by Matthew Smith and if the screen shots are anything to go by then it does look promising, there is nothing on the authors web page about the project yet but will be soon so here's the url to keep checking back on http://www.users.zetnet.co.uk/atari_shack/



MICHIGAN MIKE II

THE JOURNEY HOME

The original Michigan Mike game was the ST Format LAPD Compo winner, its Author, our

Michigan Mike II The Journey Home

According to the informa-

tion on Gordons web page that can be found at <http://www.users.zetnet.co.uk/monkeyhouse>

The Game is well under construction, screen shots and game info can be found at the site mentioned. I must mention that ST+ Editor, Rich 10, is also collaborating on the project..Ooooor:)

Rich 10's User Groups



Well we're down to one page, obviously the user groups all have enough members or there's nothing going on at the meets worth talking about....

SHAG have taken a stand at the up coming show next month at Bingley so if you want to meet a load of old SHAGgers, please come over and say Hi.

Myself and Gordon along with other assorted Fanziners will be on the stand representing ST+ Fanzine as well. Pop over and tell us what you really think of the Fanzine.

New for Old

Roy Golding explains the A.W.C. changes

A.W.C. (Atari Wrinklies Club) was founded 8 years ago by Jim Hornby (Jimbo) for the more "mature" Atari user, and new/articles etc were distributed by diskzene to members.

Jimbo has handed over the running of the Club to myself and Edmund Smith and we are having a change of policy in that we produce a printed work to replace the diskzene. Contents will greatly be influenced by what members contribute, and we hope to include News items, Members list, Articles, Letters, for Sale. Wanted and a Swaps page and whatever else we can cram in.

It's a new format, and

promises to be an exciting challenge.

Annual membership will cost just £1.00 per member, and the first Issue of the magazine £2.00.(available end of September, early October) The second issue is planned for early December.

We would like to encourage new members, and there is no age limit

(up or down life's scale)
Details/Subscription/Order forms can be obtained from either myself or Edmund.
R. E. Golding (Editor)
rgolding@zetnet.co.uk
95 Washford Farm Road
Ashford. Kent. TN23 5YA
01233 633177
Edmund Smith
(Design/Production)
edmund@zetnet.co.uk
"Firs-Thyme"
10 Laurel Bank
Derby Lane
Derby. DE23 8UR





Software City



It's Back, the Software City PD Review Page. It might have something to do with the fact that I have found something to review.

CRACKMAN

by TNH
One meg STE or
Falcon only.

As if we haven't already seen enough Pacman clones on the ST over the years someone brings out another one. This joins the list of games like: Multi-player Pacman, Snackman, Cr*pman, and H-Mec.

In Crackman the story goes something like this: Pacman leaves the gaming scene and makes a new life for himself. He gets a proper job (???) and settles down to married life with a couple of kids. However one day he comes up and finds his wife murdered. He hits rock bottom and ends up on the streets. One day a kid, who used to play Pacman in the arcades, comes up and pumps him full of drugs. Now he becomes a junkie and gets addicted to crack.

Your job is to help him

find his dealer. You do this in the traditional pacman way, moving around the maze eating the little dots, which happen to be E's or something. There are other drugs that make Crackman do other things like speed up. It seems you can't eat the baddies but with the first level only having one (which looks like a bad tooth) it's not a problem.

The maze is only small but scrolls up and down using the STE's hardware scrolling but this is only in a small area so there is no reason why the programmer couldn't just get rid of the scrolling and use the full screen area instead.

There is a nice bit where some fast fancy music plays when he eats the Speed Up drug. One weird thing is that the game

doesn't use a joystick. Movement is made by the arrow keys which is okay once you get used to it.

On later levels you do get different graphics but the maze area is still small so doesn't take too long to clear it.

The verdict:

When all is said and done Crackman is just another Pacman clone with a few extras. Looks and plays nice but it's still Pacman. The authors obviously have a wicked sense of humour basing it around drugs but as it makes out taking drugs are a big laugh then I wouldn't recommend letting young children play it.

ST+ RATING: 56%

Available from all good PD libraries.

Send in the Clones

Edward S. Baiz Jr. continues his series on the

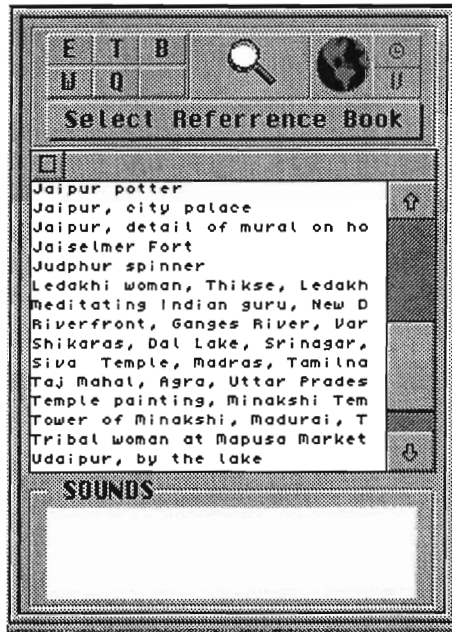
HADES

When I got my Hades the one thing I knew I was going to enjoy was having and using a CD ROM drive. All the CD's with Atari programs, all the picture CD's and all the graphic animation CD's were things I was looking forward to seeing. When I got a CD player and got it working, the only thing left was to decide which CD's to buy.

When I read the ad for Atari CD Master I knew I was going to buy it. I was fascinated by it and what it could do. I realised that Nima at Homa Systems had something of a hit on his hand, so I bought a copy. In case there are some of you who do not know what ACM is I will explain. ACM is a collection of programs that run various CD's on the market (i.e. Time Almanac of 1995, Space Missions, Infopedia 2.0, UFO I and II, Total Health Body and Mind, Pharmassist(my favorite since I am a Pharmacist), Time Magazine Almanac and World War II. The list will probably in-

crease from year to year I am sure. The CD's supported now will be a welcome addition to anyone's computer CD collection, so even if there is not any more CD's added you will still get plenty of enjoyment out of ACM.

dow open at the same time. You must be in a resolution of at least 640x400. This is nothing for the Hades. Infact I run some of the ACM drivers in a resolution of 1280x1024. The graphics can be viewed in 2, 16, and 256 colors according to the manual. I, however, have used the 32k, 64k and 24-bit color modes with various ACM drives with no problems.



The operation for each driver is basically the same. You get a search window where you can type in a subject. If your subject has pictures connected to it, in the graphics window you get a list of the various picture(s) you can bring up. Clicking on the name of the picture will load it in. The picture will come up in a GEM window so you can put it anywhere you want on the screen. If the subject has a video animation attached to it there is a "V" on the screen which will suddenly get brighter. Clicking on this "V" will load in the video and, depending on

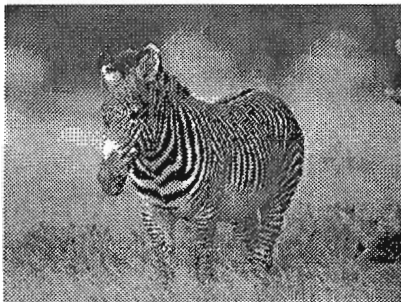
When you load in a supported CD into ACM you get access to the CD's graphics, text and sound. You can have at least four text windows, one graphics window and one main win-

what computer you have, you will not only get the graphics but the sound too.

The sound part of ACM, for Hades owners, has a little story attached to it. When I first got ACM and played the video, I got the graphics, but no sound. This disturbed me, so I did some digging. I talked to Nima about my concern and he told me that ACM uses MPLAYER as the video playing program and that it is embedded into the driver program. He suggested that I talk to the author of MPLAYER, so I got on the Hades, and using Cab, I got on the MPLAYER website. After a few emails I learned that MPLAYER (soundwise) supported computers that had DMA sound capabilities. Of course this left me out because the Hades does not have DMA sound (I wish it did though). The Hades has the same soundchip as a regular Atari ST which is something I never liked. I also found out that the original MPLAYER did support the Yamaha soundchip, but that feature was removed. I asked (or should I say pleaded with) the author to add it back in and he did. The only thing was that when you loaded in a video that had sound, you had to hold down the "SHIFT" button to get the sound to come out the

Hades speaker. Another thing about MPLAYER is that it will not run in the 64k or 24-bit color modes. You have to run it in mono, 16, 256 or 32k. Still, I liked and still use the program. I was more than thrilled when I got an upgrade for ACM with the newer version of MPLAYER included. I was on cloud nine. Everything worked like it was supposed to.

So everything was going



fine as far as Atari CD Master was concerned. I used it regularly and impressed a lot of people including my Atari user's group. Being an big X-Files fan, I ordered the UFO CD from Nima. He got back to me with some sad news. He was out of the CD and was not sure he could locate me a copy. After a month's wait I had given up hope when I got an email from Nima saying he had a copy for me and would send it to me as soon as possible. If you

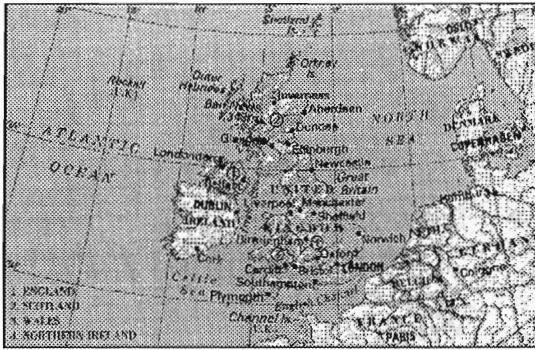
want to have excellent support from a company, do business with Homa Systems. Nima has helped me out in a lot of situations with my Hades including getting me a Nova graphics card with 4 meg of video ram.

As far as upgrades are concerned, Nima will email all registered users of any software bought from Homa Systems. If the upgrade is small, sometimes he attaches the patch with the email. This was the case with ACM, but two months ago I got an email stating the Inopedia CD driver was updated. This update was available for about \$10, a modest price for what improvements were added. Nima billed my VISA and emailed me the upgrade. Boy, what an improvement over the previous version. I now had access to everything on the Inopedia CD (World Fact Book, Roget's 21st Century Thesaurus, Dictionary of Quotations, Biographical Dictionary, World Atlas and Timelines). The search feature added was like that in the Windows 95 version. As you type in the subject you want the screen shifts to that subject. No more typing in a word and then activating the "search" option. I love it.

However there were two things that I had a problem with. First there was the sound. Nima intended this upgrade to work with MPlayer. That's fine, but I usually run my Hades in the 64k and 24-bit color modes in which MPlayer does not function. This would have been a problem except Nima redesigned this version of the Infopedia driver to use the MPlayer program separately. You must make sure that both the driver program and the MPlayer program are located in the same area of the hard drive. This is great, because now as MPlayer is upgraded, the Infopedia driver will benefit automatically without having to rewrite the whole driver to include the new version. But this did not still solve my sound problem. Enter Aniplay. This is another program that plays animation videos. This program works in all resolutions and color modes (except 32-bit). I had talked with the author and since he has no Hades, I beta tested it for him until things were right. I then tried something out. I copied Aniplay to the Infopedia driver folder, changed it's name to

MPLAYER.PRГ and then ran the driver. Guess what? It worked perfectly and in 24-bit. I got the opening video animation and the sound. I told this to Nima and he was surprised and asked me to use the option in the driver to turn off the sound. I did this and it worked. Aniplay played the video, but no sound. Now I was really happy.

The other thing I had a



question with was the window positions. Sure, Nima added the option to save the positions of the various windows (graphic, text, etc.), but he forgot one thing. The text window can be shaped to the way you want it, but it always returned to it's original shape when you did another search. To me this was annoying, but tolerable. I emailed Nima and asked him to fix this in the next version. A few days later I received another version and was happy to find out

the text window thing was fixed.

However I did notice that the opening video played with sound, but the color was not right. This of course was in the 24-bit mode, but it did work fine in the 64k mode. Nima was surprised to find this out. I am hoping he fixes the problem soon (I am sure he will). I also mentioned that I could not find any subjects with videos to run. He said there is going to be another upgrade with will include almost all of the videos on the CD and it will displayed at Atari Messe 98. There are two more things I should mention. This new driver did not run too well under Geneva. I had to

make the driver run as a single-tasking program and it ran fine that way. I did find that with Aniplay installed, the Infopedia driver functioned the best in the higher resolutions and color modes. People who only want to run the program in 256 colors may just want to stick with MPlayer. Still, I am pleased with ACM and recommend that everyone buy it. I am sure you will be satisfied as much as I am. Until next time...

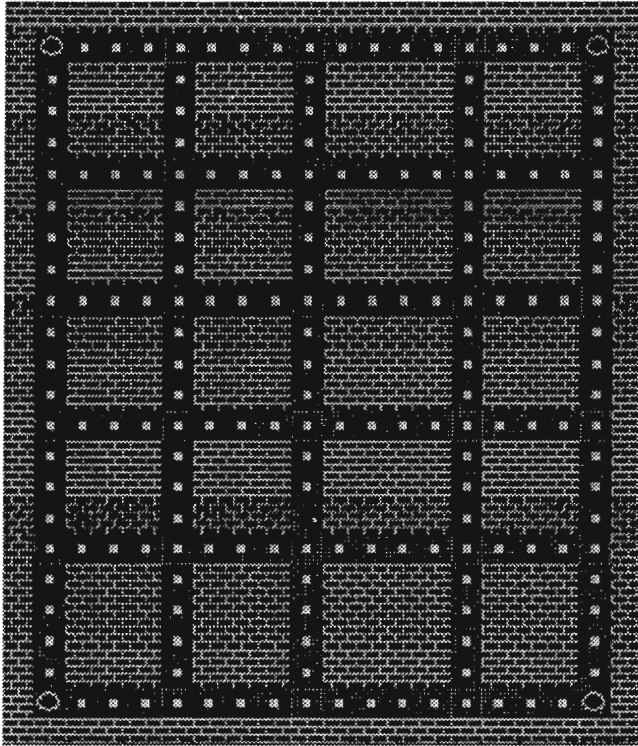
Ed Baiz Jr.

STOS

CORNER

by Deano

This month we design the whole map.



Up to now we have looked at how STOS can read what goes on in a maze game and how we set it all up. Now we get on to the first main part of the design, and that is creating the actual map that our little pacman character will move around. The map here was created using the EDDY map maker program that comes with the Missing Link extension pack. So lets take things step by step and create this map, exactly as shown here. The first thing to do is to create the sprites that will be used as the blocks in this map. First in the sprite definer we design the blocks in this order. Blank Block, which must be the first block in the list because this is the block that Eddy fills the screen in with when you first start it up.

Next is a Dot Block, which is what Pacman will eat. Next is a Power Up Block, which makes Pacman able to eat the ghosts. Another Blank Block, two empty boxes, the first one with a Dot inside, and finally a door block, where the ghosts will appear from. When you convert the blocks using the Missing Link Make Program and load them into Eddy they should appear like the example below. We covered how to use Eddy in a previous part of the tutorial, so use this to design the map above. Note that you will only see one part at a time. As you can see the above example shows a small line to separate the two parts which you can get to by scrolling up and down.



Line of blocks in Eddy

ELECTRONIC COW



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



Scribble Synth

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



EC-909

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

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**Plain ascii text and a few
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**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 RG1 2
2NA England or email:
rich10.hel@zetnet.co.uk.**

ACCessorise

by Kevin (AtariMad) Jones

Welcome to the Accessory section, where I will be taking a look at the many Desk Accessories and Utilities that are around. I am always looking for anything new and give priority to that.

Name: **Crabs**

Cost: Freeware

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

Type: Desk Accessory

Description: A fun little program that invades your desktop with crabs.

Comments: This is useless, completely silly, and can be a bit of fun. I can't seem to find a way of turning it off. It just crashes my system when I try to access it from the desktop. Windows, Icons and menus are just "eaten" by the crabs.

Verdict: This program has very limited entertainment value, but if you like this sort of madness then it's for you.

Name: **Goodies**

Cost: Freeware

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

Type: Desk Accessory

Description: A collection of useful utilities in one Accessory

Comments: There is quite a few useful things in here. On bootup you are prompted for Date and Time, however only 2 digits for the year. There is also the ability to create as many ramdisks as you like up to the point of running out of RAM or drive slots. They aren't reset proof, and the largest you can get is less than 800k.

Disk utilities are offered, such as copying, backing up and even an undelete. The undelete restored a text file, but it did not restore an executable file correctly.

Verdict: This accessory is worth having around, but don't rely on it's undelete function.

Name: **Hickory**

Cost: Shareware, £1.50 or £4.50 with source

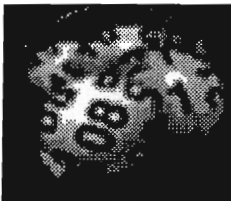
Location: S.J Morley, C/O Box 6, Worthing, West Sussex, BN11 4AF

Type: Desk Accessory

Description: More than just a Desktop Clock

Comments: The clock itself is a clock face which can be manipulated in size from a small corner to the full screen. It can be a window or just the face on your desktop. To alter the settings you must double click the face. It allows you to set the time, date, and alarm time.

Verdict: This version is really quite limited, but looking through the text document, there appears to be plenty of interesting features to be included in what may be a newer version. Still worth a look at though. Remember, register your shareware if you use it often.



Lottery Companion 5

written by Mark Butler

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

Review by Rich 10

The first thing to say about this program is it won't guarantee you winning the lottery but it may go a long way to helping find the right numbers. The second thing is that it is only for the UK National lottery and at present for no other countries lottery, but if you pester Mark enough then maybe.....

As with Mark's releases it is Shareware and costs £10 to register and because of the nature of having to keep a track of the Lottery numbers twice a week is a good idea. It is nice to have the back up of knowing that if you miss the numbers then you can send Mark a disc and back will come the complete draw data and if there have been any enhancements to the program then that as well.

If you register and have an email account then Mark will provide support by emailing the results after each draw so you don't even have to bother worrying about missing the draw as you know that the numbers will be waiting for you when you pick up your emails.

Right, let's get on with looking at the program itself.

Upon loading you will see that there are no flashy graphics or gimmicks to this program as there is really no need, its presented in straight black text on white background and is

you can do it via the Pick bar which is where you can choose your own numbers or allow the program itself to pick them for you randomly, by cold numbers, by hot numbers or if you wish to have say 7 or 8 numbers then in a "perm" system. All information for looking at the history of the balls

Desk	File	Edit	Draw	Pick	Rept	Synd	Help																								
Draw : 278 Date : 22 Aug 1998 Day : Saturday																															
Draw Machine : Lancelot Ball Set : 6 Roll Over : No																															
Draw Order : 2 38 11 27 32 10 Bonus : 6																															
Draw Sorted : 2 10 11 27 32 38 Bonus : 6																															
<table border="1"> <thead> <tr> <th>Category</th> <th>Prize</th> <th>Winners</th> <th>Total</th> </tr> </thead> <tbody> <tr> <td>Jackpot</td> <td>£ 1,500,000</td> <td>5</td> <td>£ 7,503,000</td> </tr> <tr> <td>5*bonus</td> <td>£ 121,506</td> <td>19</td> <td>£ 2,308,614</td> </tr> <tr> <td>5 match</td> <td>£ 1,626</td> <td>887</td> <td>£ 1,442,262</td> </tr> <tr> <td>4 match</td> <td>£ 57</td> <td>54,875</td> <td>£ 3,127,875</td> </tr> <tr> <td>3 match</td> <td>£ 10</td> <td>1,031,056</td> <td>£ 10,310,560</td> </tr> </tbody> </table>								Category	Prize	Winners	Total	Jackpot	£ 1,500,000	5	£ 7,503,000	5*bonus	£ 121,506	19	£ 2,308,614	5 match	£ 1,626	887	£ 1,442,262	4 match	£ 57	54,875	£ 3,127,875	3 match	£ 10	1,031,056	£ 10,310,560
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Jackpot £ 7,503,000																															
Average Prize £ 22.7193																															

perfect for concentrating on the important task of finding the right numbers to win that Jackpot.

There are drop down menu's that allow you to get to the different information you need. If you want to select yourself so numbers for say this weeks draw then there are two ways to go about it one is to select then yourself via the "Edit" bar where it allows you edit any number sets you may already have or want to change/add to or

drawn is in the "Rept" drop down menu. So let's start with looking at all the numbers that have been drawn so far. This can be seen in a number of ways, whether it be a complete list of all the balls drawn (fig1) or as a bar chart of balls drawn. (fig 2)

There are others ways of viewing the draw data these are just two. Also there is the facility to look at just one draw, the last 10, 20, 50 or how ever

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.

FORMS

As pointed out in the last issue, forms are a great thing for interactive web sites. You can use a form to prompt people for information with simple buttons to click, or lists to choose from or actually get them to type info in.

Your ISP has to support CGI and the use of forms, most do. ZETNET the choice of ISP for most UK Atari users are OK. Geocities the free web sites that a lot of people use are also OK. In fact any decent web hosting server will have CGI support.

The cgi directory is normally in the root of the server and can be accessed with a line similar to that in Fig 1. You will see that

we start the section with **FORM** and anything we use now, any commands will all be included in **FORM** until we use a **</FORM>** command

In the one line we have started a FORM, given it a name (in this case "feedback") and have told it the end action will be to post.

SEND TO?

Now we need to tell the FORM where to send the mail to, the POSTal address if you like and that would be your e-mail (see Fig 2). Where we set the address and make it type hidden, this way the user does not see or is troubled with this section. We don't want them tampering with where the file is sent now do we.

Now we need some user input, lets simple ask for the users email address, see Fig 3.

In Fig 3. We set the field a name, email in this instance, then when the form is finally posted to you, there will be a list of names and their values. For example if no one fills this in, then you will receive an email saying

Email =

But if we put my email in then you will receive a form reply that says

Email = paxton@zetnet.co.uk

Play around with the SIZE=50 field to see the results and learn..

You can set value to = something like "Null" and

Fig 1.

```
<FORM NAME="feedback"
ACTION="/cgi-bin/mailform.cgi"
METHOD="post">
```

Fig 2.

```
<INPUT NAME="forwardto"
TYPE="hidden"
VALUE="paxton@zetnet.co.uk">
```

that will appear in the form as well as your reply..



You can add as many inputs as you like similar to the email one, but change the name, ask for real name or web page address. Then you will receive a list of whatever names you set.. Followed by whatever text the user inputs.

POST

Finally you will need to let the user post or reset the form, see Fig 4 for how we do this.

FIG 5. Can be copied and used, all you have to do is replace me@mymail.co.uk With your current email.

The resulting form had I visited your page and filled it in would send you an email looking something like

Username= Tony
Address= paxton@zetnet.co.uk
Url = www.accrington-web.co.uk
Your feedback= Very nice web page, nice looking form, Carry on the good work...

Fig 3.

```
<INPUT NAME="email"
      TYPE=text SIZE="50"
      VALUE="">
```

Fig 5.

Fully usable Form, Copy and use

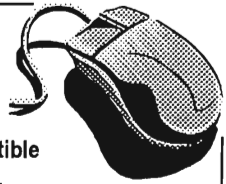
```
<FORM NAME="paxton" ACTION="/cgi-bin/mailform.cgi"
METHOD="POST" onSubmit="return isReady(this)">
<INPUT NAME= "forwardto" TYPE=hidden
VALUE="me@mymail.co.uk">
Your Name or Nickname<BR>
<INPUT NAME="username" TYPE=text SIZE="50"
VALUE=""><br>
Your e-mail BR>
<INPUT NAME="address" TYPE=text SIZE="50"
VALUE=""><br>
Your Web page Url <BR>
<INPUT NAME="url" TYPE=text SIZE="50"
VALUE="http://"><br>
Your Feedback:<br>
<TEXTAREA NAME="comments" ROWS="9"
COLS="50"></TEXTAREA><p>
<INPUT TYPE=SUBMIT VALUE=" Post "> or
<INPUT TYPE=RESET VALUE=" Reset ">
</FORM>
```

Next month... Frames maybe?.. I think we have covered most subjects over the course and I have a feeling frames will be the last instalment.. Unless YOU can think of something?

Fig 4.

```
<INPUT TYPE=SUBMIT
VALUE="Post"> <INPUT TYPE=RESET
VALUE="Reset"> </FORM>
```

Atari Serial Mouse Interface



The Atari Serial Mouse Interface is the best solution for replacing a worn-out Atari mouse, or ensuring that you will never have trouble obtaining a mouse in the future. Serial mice are used on IBM compatible computers, and are readily available from any computer dealer.

- Can be used on any Atari ST(E), TT, Falcon or compatible computers.
 - Support for serial mouse, track-ball, touch-pad or any other
 - Microsoft or Mouse Systems compatible serial pointing device.
 - Easy installation: just plug in and go.
- Unlike other "solutions", the interface doesn't tie up your serial port, or require special software drivers.
- Third button or wheel can act as a double click of the left button, or on software/hardware that supports it, as a real middle button.

The interface is a small unit measuring only 4x5x1 cm, with a serial mouse plug at one end, and a cable that plugs into your Atari mouse port at the other end. Simply plug in and go, no other setting up required.

ORDERING:

Units are available directly from Mario Becroft, PO Box 332, Kumeu, Auckland 1250, NEW ZEALAND

Email: mb@tos.pl.net

* \$50 New Zealand dollars, \$25 US dollars or 16 UK pounds each

* \$60 New Zealand dollars, \$30 US dollars or 20 UK pounds each including 3-button serial mouse.

If ordering from outside New Zealand, you can pay by a Bank Cheque in New Zealand dollars
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Prices are subject to change based on fluctuating exchange rates and other factors so please check first.

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



Protracker Tutorial

In this, the final part of the Protracker tutorial, we look at sample numbers and adding extra effects.

Continuing from last month, which I have to because I ran out of space, the best way to write a mod is to get all your patterns written and then link them together. Otherwise things seem to get mixed up. Can't see why the programmers of Protracker couldn't think of a better way of Pattern Linking.

Anyway, lets look at the samples. Load up your example file (or any mod) and clear everything except the samples. Go into edit mode and press any key, making sure the position marker is to the left of the first channel window. You should see something like this.

C-1 1000

The "C" is the musical note you selected and the "1" means the octave number. For those of you who don't know, an Octave means the pitch of a note. So Octave (or pitch) 1 is a low sound and Octave 3, which is the highest pitch in Protracker is the highest sounding pitch. The "0000" bit. Well the first

"0" is the sample number. Select a different sample and press a key. For example, if you select sample 2 then the four noughts will now look like...

"2000"

Meaning sample two is selected.



The remaining three noughts are Command and Command Number. It's used to add special effects to Protracker. This one sets the speed of the mod.

Move the position marker to the second nought and (in edit mode) press "F". Move to the fourth nought and press "5". Your line should now look like this.

C-1 2F05

Now if you play your pat-

tern then you'll notice a change of speed. Lets have some fun. Change the fourth nought to "1" and play the pattern again. Whooa! Way too fast. Now slow it right down. Change the third nought to "1" and the fourth one to "0" so it becomes "3F10". Play it again and the module plays quite slow. You can enter any value here between 1 and 99.

There are plenty more commands but what I have covered up to now in this tutorial is enough to make any kind of mod. You can use the "F" command to create a mod that plays fast in parts and slow in others. Once you stick in a "F" command then the mod will play at that speed until you change it to another speed, by simply sticking an "F" command in elsewhere in the mod.

That's the end of the tutorial, I hope it's been useful as a starting point. Just play around with what you have learnt and there is no reason why you shouldn't be able to create mods. yourself.

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.

Paper based issues started at issue 25

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

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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.

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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.

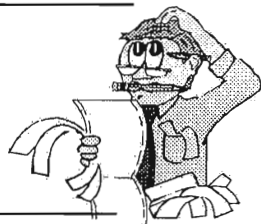
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Contact for price

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

Rich 10 Winds Up



Well time to say goodbye for another issue, I hope you've enjoyed it. As you've read the end of a few series is here. The last of the Protracker by Deano, so we'll have to think of something else for him to do...<grin>. Tony's says he's finished the HTML guide but we have plans for him there so don't worry if you haven't got to

grips with it yet.

Only another month and a bit and the show will be here, so hopefully we'll see a few of you there. In case you've forgotten it's at Bingley Hall, Bingley Staffordshire UK on 14th November. Doors open at 10am. So get saving them pennies for all the bargains that are bound to be there.

You may have noticed that at long last we have sorted out our printing problems and the print quality is much improved. Hands up all those who noticed....
..... I'm still waiting :)))
Next month will be our 10th paper based issue and is also coinciding with the show so who knows what surprise we may have lined up..... *Rich 10*



BackChat



Greetings..

Thanks for the mag, it arrived safely earlier this week. I have to say that I am impressed. Cast your mind back to earlier A5 magazines that have been produced, what a load of c**p they were too, at last a mag has appeared that conveys enough info, delivered in the right manner to appeal to the Atari fans still out there.

The company profile about us is very complimentary, I didn't know that we were

held in such high esteem. What started as a hobby between two Atari users has obviously reached our aims of becoming know for the quality of service that we could offer.

Via email from Leigh Caudwell at LAPD

Hi Leigh

Thanks for the encouraging words, it's really nice for everyone who contributes to the Fanzine to know it's appreciated.

Rich 10

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**

Power Column

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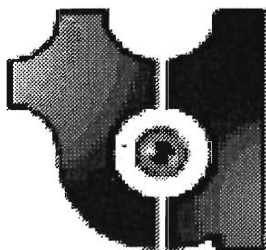
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