

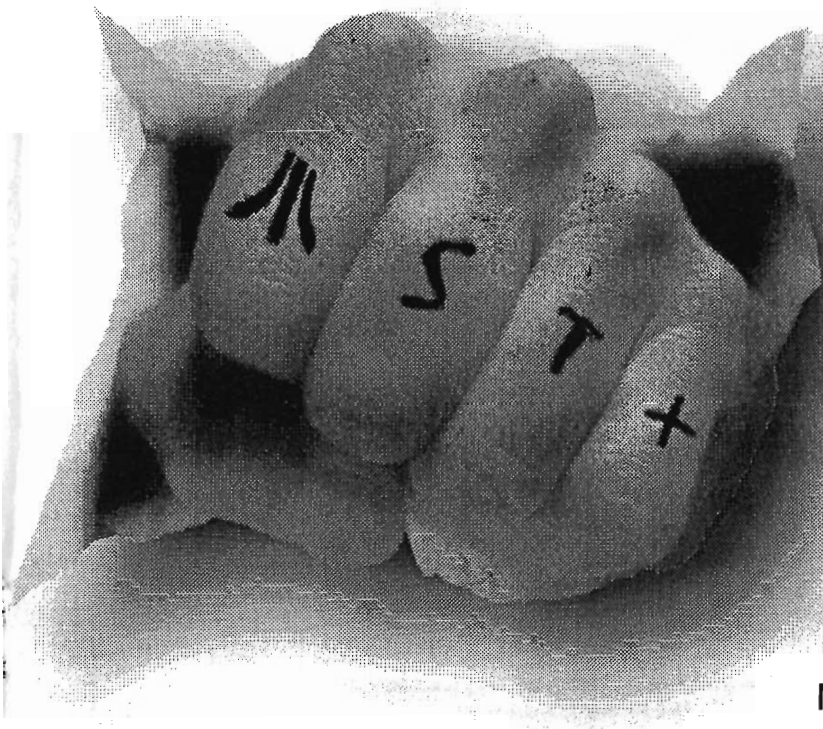
ST PLUS

Featuring in this Issue

Interview with LAPD's Leigh Caudwell,
Course Angler, EZ Art reviews, Atari History,
Pagestream, HTML and STOS Tutorials,
Cyberstrider and Interactive Profiles
plus so much more.

FANZINE

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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 has recently been updated to Edition 2. Cost is £9.99 (without disks) £12.99 (with disks) 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), 1 HD 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

After last month's off the wall intro it's back to normal this month but the story will be continued at some point. Firstly I forgot to credit Dave the Berserker with last month's excellent cover picture, so that's another free issue he got. Next, what's in this month, well there is the sad demise of LAPD the PD library and we have an interview with Leigh Caudwell one of the founders. All the Tutorials continue and at long last the fisherman amongst you get a fishing program reviewed. A map to the UK shows along with a list of who'll be attending, so why not come along and say Hi to some of the ST+ team...we'll be on the SHAG stand.

Rich 10

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Copy for inclusion in the next issue should be received no later than the 24th of each month.

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

News News News News

Another one bites the dust

Unfortunately LAPD the respected, long running PD library has closed it's doors.

This is a great loss to the Atari Community and with Goodmans PDL closing a few months ago leaves only a few PD libraries still going.

In Leigh Caudwell own words "Yes, it had to happen, we can no longer afford to subsidise the run-

ning of L.A.P.D. ourselves and have decided to call it a day. I have amended our web page in light of this decision and also listed the equipment that we now have for sale, we are looking for sensible offers only.

Check our page at <http://www.lapd.demon.co.uk> for the RIP screen and a link to our equipment listing.

Best wishes to you all."

NVDI 5

The latest English version is now available from System Solution. It is now an all systems version, so no need to specify which platform you're running it on. It'll run under TOS, MagiC for Atari, MagiC PC and MagiCMac. The cost is £59.95 inc VAT or £29.95 for upgrading from NVDI3/4. P&P is £3.95. For further info contact Sytem Solutions at Mail Order Sales & Atari Sales 119 Arthur Road, Windsor, Berkshire. SL4 1RU UK. Telephone: +44 (0) 1753 832212 or point your Browser at [\[alspace.dial.pipex.com/
town/avenue/abr73/\]\(http://alspace.dial.pipex.com/town/avenue/abr73/\)](http://di-</p></div><div data-bbox=)

FREE To Destroy

The commercial game Destruction Imminent that took the ST scene by storm as by far the best Doom style clone to run on an ST or STe is now available for FREE download from the authors page, Yes the full game for free.

And if that wasn't enough you can also download the full source to the game and see how the author did it. <http://www.users.globalnet.co.uk/~mrandrew/>

PH Player 4.6.1

A new release of the Free-ware, DMA Sample Player, PH Player. Can now be downloaded from one of the URL's below. Some of the new features are:

New user interface, Midi error display in window, Play direct from disk, plays MIDI without blocking GEM, better & faster MIDI conversion.

<http://probehouse.home.ml.org>
[http://www.geocities.com/
iliconVal-
ley/6880/phsw.html](http://www.geocities.com/iliconValley/6880/phsw.html)

Moving House

The Stev-
nage & Hert-
fordshire
Atari



Group's home page has now moved to a new address on the web, so anyone with a link into this site please update it. The new address is: <http://websites.ntl.com/~gordonstore/> This also means our very own Design & Production guru Gordon has a new email address: gordonstore@net.ntl.com

ASP Expanding

Abingdon Synthesis Projects announce some new hardware solutions for enhancing your Atari.

PSU-Burster for ST/e and Falcon is a cable that goes from a PC power-supply motherboard connectors to a Falcon (or ST for the ST version) motherboard. Really useful for re-casing, but also offers a cheapish alternative to replacing the PSU. Cost (ST and Falcon): 6.5 UKP inc P&P

The IDE-Burster is a kit to run a 3.5 IDE hard-drive off the Falcon's 2.5" interface. Once again currently of most use to re-casers, but in the near future should be offered as a complete kit along with the new version of HDDriver and an LS120 superfloppy

as a replacement to the on-board floppy disk in Falcons

Coming soon, STartIDE is an internal fitting HD interface for IDE drives on the STFM. Comes complete with a switchable TOS2.06 installation which is needed to boot from IDE. Cost 5 UKP

Key-Burster is a new PC keyboard/mouse interface for all Ataris. This will also integrate the functions of the Genius Netmouse (and similar mice) to allow scrolling with the wheels. the current Mouse-Burster will only support the wheel as a double-click button. Cost TBA

MouseBurster: 19 UKP for basic unit. Installation service offered for Free-Keys and standard cases.

They're running tests now to see if it is compatible with a Mouse-Pen and trackball, if so a bundle deal of 45UKP for the Mouse-Pen and 40UKP for the Trackball.

STartIDE FM: 60 UKP, Installation service available and there could be a bundle available with a 40-60Mb internal fitting HD, prices for these TBA

Also there are exciting projects in the medium-to-long term including a big accelerator / graphics board for the TT and a graphics card for the ST.

Contact ASP for further info / ordering: Email: chrisc@zetnet.co.uk
Telephone: 01235 534152
or write to: 40 Evelin Road, Abingdon, Oxon OX14 1JR.

Join the Team

Writing for ST+ Fanzine is EASY!!

ST+ Fanzine is your Fanzine!

You wanna see something in it? Have something to say?

Wanna review your all time fav program? Found a great web page? You name it you can write it ! Plain ascii text and a few screen grabs, ideal for your Atari to produce easily.

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

Send any contributions to

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

The Electric Chair!

With the sad demise of LAPD, the award winning Public Domain library, Leigh Caudwell takes a seat and gives us one last chance to ask a few questions. So let's plug the chair in and sort out the fuse box...



Name ?

Leigh Caudwell

Age ?

45 3/4

What have you got to do with the Atari scene ?

Partner in L.A.P.D.

What was your first computer ?

Video Genie

When did you get it ?

1981, it cost over one months wages, it had 16k of RAM and chunky graphics, no sound to speak of but I loved it.

What's your current setup ?

2 Pentium PC's, 3 Ataris, 1 amiga1200, various laptops and notebooks.

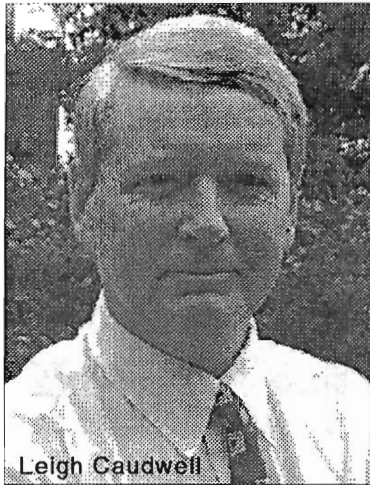
What made you enter into the world of home computing ?

I think I was a gadgeta-

holic, I was always interested in new technology.

What is your favourite computer ?

Now the PC, Once the Atari. I just love flight sims



Leigh Caudwell

and the PC progs allow me to create my own scenery and aircraft

What are your main uses for the computer ?

Graphics, picture retouching, Internet use and Flight simming.

Why do you think

the Atari's popularity is still so strong amongst it's users ?

What it does it still does well without the need for lots of different add on parts and upgrades.

Why did you set up a Public domain Library ?

We felt that we would be able to offer the kind of service that we had not seen too much of until then, Goodmans was about the only exception.

What are the main problems with running a Public Library ?

Long hours copying disks, the massive tax bill that you get because the taxman cannot understand the philosophy of non profit making. There are also the odd customers who want something for nothing, they failed to see that by ripping us off they were ripping off the rest of the Atari community in the long run,

time and money wasted on them we could not devote to the real customers.

Why have you closed LAPD ?

There is insufficient demand now to justify the admin costs of running the library. As long as we trade we have to pay an accountant to keep the Inland Revenue off our backs.

What kept you in the Atari market for so long ?

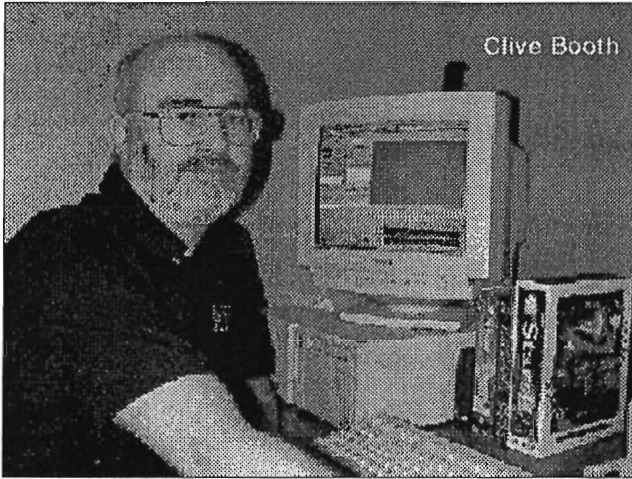
Our popularity meant that

we had a very strong user base, our customers knew we were there for them, their benefit came before ours every time. Being voted best PD Library by the readers of ST Format was a high.

As a Public Domain library how have you seen the Atari market decline ?

The users that we once had have just about all sold off their Ataris, whilst we once sent out up to 6,000 disks per month, for the last few months we have only sent out about 50.

Is there much new PD software being released ?



The odd bit, though we have not kept our noses so close to the ground as we once did, we were also on all the authors mailing lists so we got everything direct, that has slowed right off now.

And how hard is it to get new software and are authors still sending it in ?

I suppose that the internet will be the main source, as I said previously, we get next to nothing sent in now.

How long do you see the Atari scene continuing ?

I think that the die hards with specific needs for their machines will keep going, whether they can support the last few libraries and mags is another matter, I hope so. Further than that, I think I've more chance of picking this weeks lottery numbers :)

Will you still continue in the

Atari scene ?

No, once we have sent out the last few blanks everything will be sold off and my wife can have half the house back. We will go out on a high and look back on 8 very different years.

Cheers to all you Atari Fans!

ST+ Fanzine would like to thank Liegh, Clive and anyone else involved with LAPD throughout the years for the service they have given to the Atari Community. We wish them well in their future.

Course Angler

John Gill discovers he needn't leave the house to go fishing...

I've had this program sitting in my diskbox for five or six years now and had forgotten all about it until I had a conversation with Gordon Storey about computer fishing games. I was most surprised when he said that he'd never seen it, so I made a point of taking it, with my ST, to the Cheshunt Computer Club. Gordon was very taken with the game and before long we had a crowd gathered around my computer, waiting to see if we landed the mystery fish that we'd hooked on screen.

A loud cheer went up around the room when we actually managed to land one. And they say that fishing is boring !

The Coarse Angler was written many years ago by Ted Moody and Roger Wildin, who collectively went under the name of VFM Shareware. Written

in STOS basic, it was an attempt to portray the noble art of coarse fishing, as practised by us mad Englishmen, on a computer screen !?

These chaps did such a good job in programming this game / simulation, call it what you will, I was able

ing then you will get to grips with this game very quickly indeed, as it is very true to the real thing. But even if the idea of sitting beside a patch of water for hours on end drowning worms does not appeal to you, this is still a good game.



On loading the game you are greeted with a picture of a fisherman standing beside a lake, and are prompted to enter your name, upon which a hand rises from the lake (very King Arthur !) holding the mouse pointer which allows

to put my nephew through his paces in the comfort of my home, before letting him loose on the local canal to actually wet a line, where what he'd learnt playing the game held him in good stead when he actually hooked something in real life.

So, what do you do then ? If you actually enjoy fish-

ing you will get to grips with this game very quickly indeed, as it is very true to the real thing. But even if the idea of sitting beside a patch of water for hours on end drowning worms does not appeal to you, this is still a good game. On loading the game you are greeted with a picture of a fisherman standing beside a lake, and are prompted to enter your name, upon which a hand rises from the lake (very King Arthur !) holding the mouse pointer which allows

you to access the menus for PRACTICE, MATCH, SPECIMEN HUNT, or QUIT. Practice and quit are pretty self-explanatory, while match pits you against other anglers to catch the biggest weight of fish, and specimen hunt requires you to catch a large fish of a given species (they're not all just fish you know !)

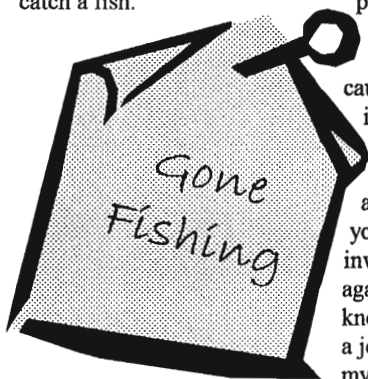
After making your choice you are given the option of fishing various waters, such as rivers, lakes, ponds, or canals. It is here that a knowledge of fishing comes in handy in deciding bait and tactics, but having said that, the manual is excellent and you should be catching in a very short time.

Once you have made your decision, you are presented with a screen showing your angler sitting beside the water, from where you can access other screens which allow you to select such complex things as hook

size, type of rod, type of bait, etc.

Such subtleties will probably be lost on the non-angler but it does make a difference, believe me! Once you've done all this the real fun

starts as you attempt to catch a fish.



Using the joystick, you adjust the strength of your cast, before casting the poor doomed maggot into the water to tempt a hungry fish. As the bait lands in the water with a distinctive plop a window opens, showing your float, which you watch until a fish takes the bait, causing said float to dip under the water. Pulling back on the joystick sets the hook and you are left to carefully reel it in using the fire button, but it is not easy and you lose a few fish due to the line breaking before you get the hang of it and actually land one. Even then, a monster from the depths sometimes

takes your bait before snapping your line or, even worse, your rod.

Perhaps I'm biased because I actually enjoy fishing, but this is a cracking little game which will provide hours of amusement, especially if you get the whole family involved and compete against each other. I know, I've done it and had a job regaining control of my computer for more serious use. Don't be put off if you don't like fishing, it's still a good game, but the anglers among you will appreciate it even more. The graphics are attractive and well drawn, and sound effects are well used, all combining to add to the atmosphere. It certainly grabbed the attention of all the non-anglers at Cheshunt Computer Club and I was inundated with requests for a copy.

It's well worth a look though, and I for one will be dusting off my ST and having a cast or two when it's too cold to do the real thing.



It is definitely available from Floppyshop P.D. Library on disk number GAM.3745, otherwise if you want a copy, e-mail me johnngill@zetnet.co.uk and I'll file attach it for you, 650K or alternatively send a SAE and floppy disk to me at 20 Glenister House, Avondale Drive, hayes, middlesex UB3 3PP.



InterActive

A Company profile by Tony Greenwood

<http://www.cix.co.uk/~inactive/index.html>

Sharware support specialists

jconnor@cix.compulink.co.uk

About InterActive

Joe Conner is the man behind InterActive. It is hard to know if Joe is better known for his presence in the ATARI magazine scene or the Shareware support scene as he is prominent in both.

A founder member of ATARI Computing magazine and review writer for many ATARI newstand magazines in the past. Joe has also been running his Shareware support for over five years.

The Scheme

This from the InterActive web pages.

“For over five years InterActive has offered a convenient way to register non-commercial software.

The service continues to expand and currently supports over 50 non commercial titles from 23 different authors. They all deserve

your support and feedback so if you're regularly using any of the software in these pages please register there's usually some added incentive: “

TOSBOX

Tosbox the highly rated ATARI emulator for the PC is supported here and more details about this can be found on the web page.

Registration fees as well as links to the software's own home pages (if applicable) can be found on the InterActive web pages. The list of titles supported is too

large for these pages, but here's an example of the quality titles you can register.

Kandinsky
Two-in-One
ST-Guide
Remarker
Everest
Freedom
ResourceMaster
TurboBlanker
Thing
McBoot
Stewart.
LED Panel
1stGuide

All the InterActive supported software can be ftped to your machine from the Dryden Brown server by clicking on the Download buttons.

Alternatively, using suitable ftp software, you can access the Dryden Brown server directly at:

```
ftp://ftp.dryden.co.uk/pub/atari/interactive/  
ftp://195.26.32.14/pub/atari/interactive/
```

Login as 'ftp' and enter your email address as password.

The InterActive files are all stashed in the path:

```
/pub/atari/interactive/
```

CyberSTRIDER

Company Profile by Tony Greenwood

<http://www.cyberstrider.org>

CyberSTRIDER the long standing Shareware support center

About CyberSTRIDER

Owner Denesh Bhabuta is a well known name in the ATARI community and has been on the scene for more years than most. Perhaps well known for his connections with hensa as he dealt with ATARI sections there for many years.

Danny as he is known to the ATARI people, is also well connected with the magazine scene and his work can be found in many ATARI publications including the current ATARI Computing magazine.

The Scheme

This from the Cyberstrider web pages...

"This scheme was started to encourage authors to produce and support English versions of their software and to encourage UK users to register quality 'foreign' software.

It now covers software on

various platforms: Atari, PC, Mac, Linux and BeOS and has expanded to include commercial software and printed magazines.

The scheme however is not only for UK users: anyone in any country can register via this scheme. I would personally like to thank Joe Connor (InterActive) for the inspiration behind me starting this scheme.

Benefits of registering include: Key to remove features reserved for registered users (if required), Local e-mail and snail-mail support, Free update service, No hassle handling foreign currency, Optional labelled Master Disk and other software. Registration fees are set to cover the currency handling, stationary, media, postage and on-line costs incurred."

Not just Shareware

Cyberstrider also support a wide range of freeware software as well as semi commercial and full blown commercial packages

Cyberstrider support a list of titles too large to print here, but some well known shareware would be..

MGIF

FracIRC

Antmail

MG-FTP

Junior Office

KIVI

ReJoinDer

HS-Modem

PARCP

zControl

You really do need to contact Cyberstrider for a full and comprehensive list.

By Post

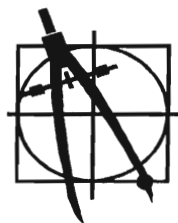
CyberSTRIDER, PO Box 2023, Wickford SS12 9RX, UK

By e-mail

support@cyberstrider.org



Design and be Damned



by Gordon Storey

This month we're going to put together an A5 flyer that will contain a subscription and back issue form for ST+ Fanzine, much like the one created for the show.

We'll use some of the features already discussed plus the Duplicate feature, not yet covered, this is a very handy feature as you'll find out. So let's start with that....

Duplicate

You can access the Duplicate Object Dialog by pressing either ALT+D or selecting **Duplicate** from the **Object** menu.

There are only 3 fields to fill in, which are all pretty

obvious. You can of course, as with most of Page-streams fields, type in any measurement unit you want into the horizontal and vertical offset box's and it'll be converted to the unit you are using as default.

This is really handy if you

want to line things up with text and can type in a space in Point sizes.

Using the duplicate function is a real time and effort saver, as you can create multiple copies of anything anywhere very fast and with considerable ease.



Creating the Fuji Logo

The Logo is really only made from two parts, but using Pagestreams, Copy, Twist and duplicate functions a 3D looking logo is created easily and quickly.

The side parts of the logo are drawn with the Polygon Tool and created by using a mixture of straight and bezier curves.



Once happy with the shape it was copied (Select, press ALT+C and then ALT+V and click).

It is then twisted by 180° from within the Rotate dialog **Object - Rotate** menu to create a mirror of itself.

The centre part is a simply rectangle drawn with the rectangle tool.



All three parts are now positioned and aligned at the top so it represents the Fuji

symbol.

All parts are now

filled solid black and have the line style set to 0.

The three parts are now grouped together by selecting them all, either one at a time whilst holding the Shift key down or lassoing them all, and selecting **Group** from the **Object** menu or pressing ALT+G. This makes controlling the duplicated objects easier.



Flyer

First we create an A5, Portrait page, using **File - New Document** menu and selecting A5 from the presets, making sure the Portrait box is highlighted before clicking on OK.

The words STPLUS and FANZINE are pictures, so we imported them into our document. We laid them out like they appear on the cover of the Fanzine.

We created the + sign by drawing a rectangle with a 30% tinted fill and no line style. This was copied and the copy rotated by 90°.

The two were then centred on themselves using the Align function, **Align -**

Object menu or **ALT+I** or better still if you have the macros I showed you programmed in, by pressing **F2**. This was placed behind the STPLUS picture.

The Fuji symbol is drawn using Pagestreams own drawing tools, see the Creating the Fuji logo boxout for how I did this. Once this is done it was placed in the corner. We now

have the shell for the flyer (fig 2).

(Continued on page 14)

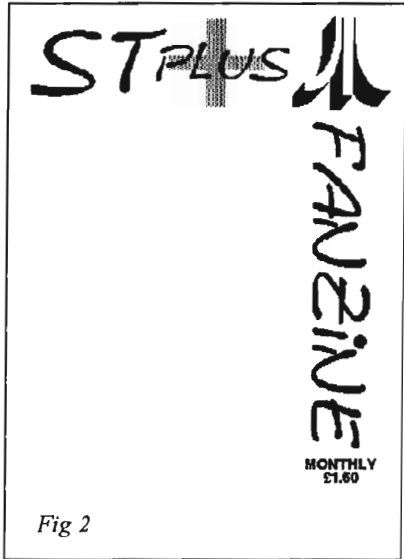


Fig 2

Having selected the grouped object either select **Duplicate** from the **Object** menu or press **ALT+D**. The resulting dialog is simplicity itself.

All you have to do is enter how many times to dupli-

cate, the horizontal offset and vertical offset. The last two can of course have negative numbers.

NB The Duplication of objects uses the same buffer as the copy/paste, so any object you have previously

copied will be lost. So make sure you haven't got any important objects in this buffer.

The settings we need in the duplication box (fig 1) are Duplicate number 20 Horizontal offset 0.5mm Vertical Offset -0.5mm

The final step is now to select the top group and change the fill style to solid white. Now lasso all the objects and group them together.

You now have a vector Fuji logo for your work.

So easy and quick.

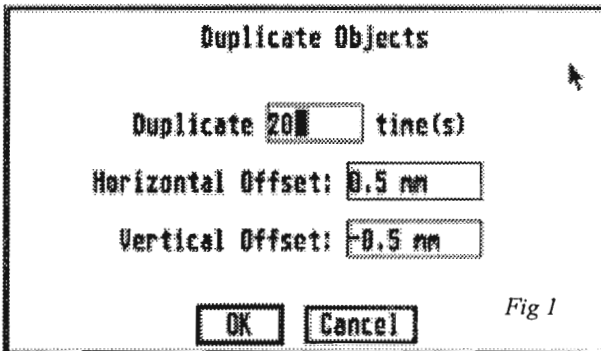


Fig 1

(Continued from page 13)

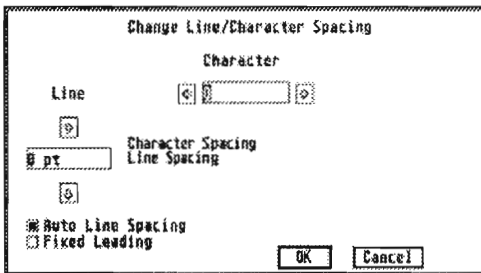
We then create three columns using the column tool in the space left. One at the bottom spanning the whole page and the other in the gap where the cover picture normally goes.

In the top column we put some blurb about the Fanzine, making it 12pt Garamond bold. We gave it 1pt leading (space between the lines of text) as Garamond requires extra leading or else the Ascenders and Descenders will clash. This is just the way the Typeface was designed.

To add leading, highlight the text you want to add leading too and go to **Format - Line/Char Spacing**. If no text is highlighted you will be asked what parts you want effected The resulting Dialog box (fig 3) allows you to change the space between the lines and/or the space between the Characters.

Make sure the *Auto Line Spacing* box is highlighted

Fig 3



and either type in the amount of space you want or use the arrows to increase/decrease it. In our case we put in 1pt and OK it.

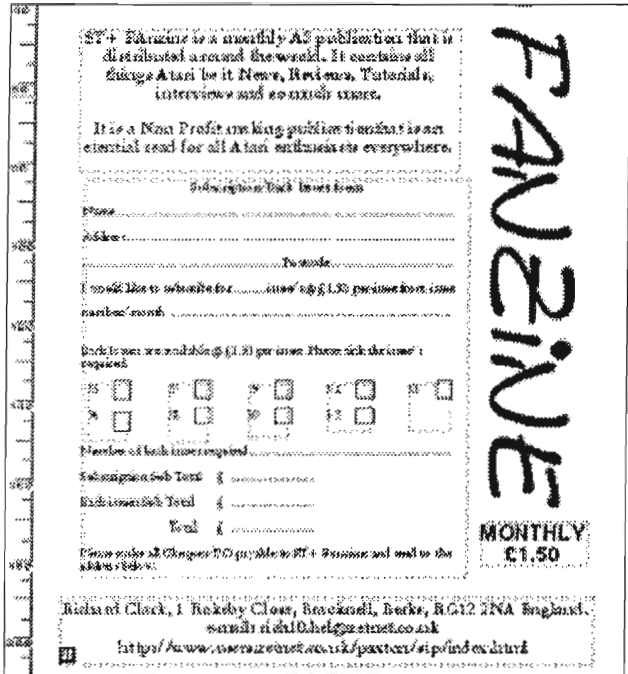
In the Bottom Column we put the contact name and address along with the web page URL. We made this 12pt Garamond bold and again added 1pt leading.

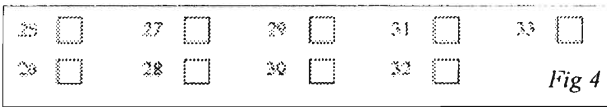
The middle column is where we will put the ordering information.

Having typed in the information we had to create some boxes to tick. Again this type of thing is easy to do in Pagemaster with Duplication.

We first created a small column and typed the first 2 numbers. Then using the Rectangle

Tool we drew a small box. Selecting the box we went to the edit dialog, **Object - Edit Coord** or **ALT+E** or of course **F8** (My macros again). We en-





tered 4mm into the Width and Height fields and OKayed it.

We arranged it under high magnification in the right place next to 25. Then using Duplication we made a copy underneath it. The vertical offset was 18pt. This being the distance to the next set of numbers.

9pt text + 9pt space (blank line). We grouped the 2 boxes and column and then duplicated this across the page 4 times. We ungrouped them all and change the numbers to the relevant issues. The last one we took out, seeing as the back issue are only up to

33 (fig 4). The flyer was all done. The only job left to do was to make it 2 up on an A4 piece of paper, seeing as printing an A5 flyer on A4 is a bit of a waste.

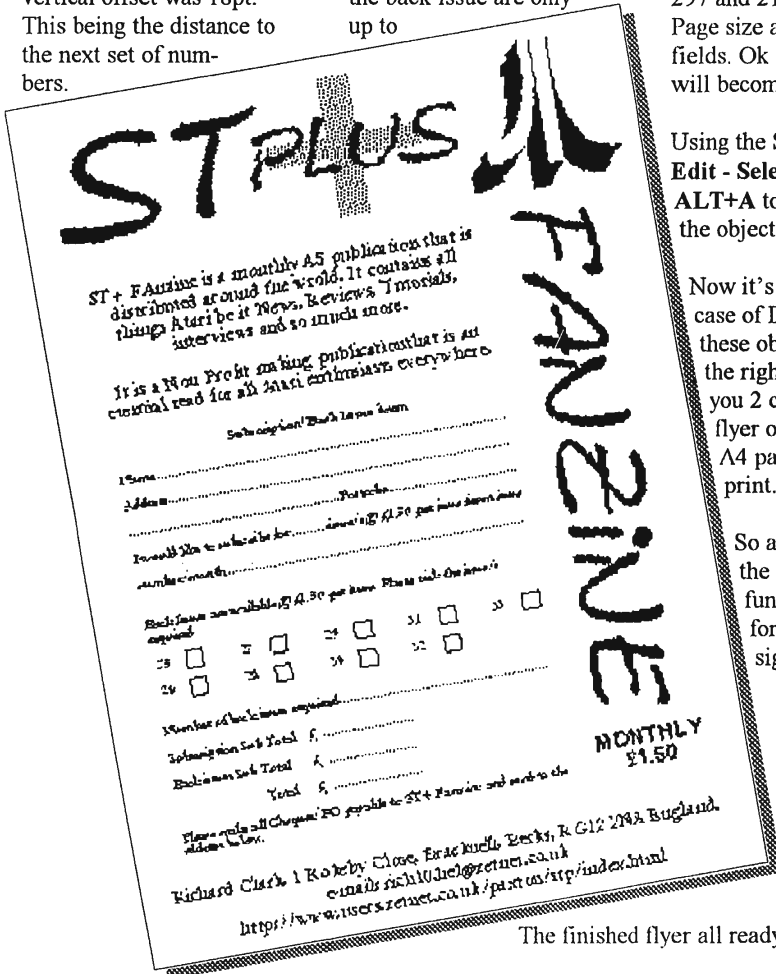
To double it up is easy as you've already sussed out....haven't you..?

Go to **Layout - Set Page Dimensions** and type in 297 and 210 in both the Page size and Bleed size fields. Ok it and the page will become A4 landscape.

Using the Select all option, **Edit - Select All** menu or **ALT+A** to er.... Select all the objects on the page.

Now it's just a simple case of Duplicating all these objects 148mm to the right, thus giving you 2 copies of the flyer on one sheet of A4 paper ready to print. i.e. 2 up.

So as you can see the duplication function is essential for making you designing life easy.



The finished flyer all ready to print.

Atari Times

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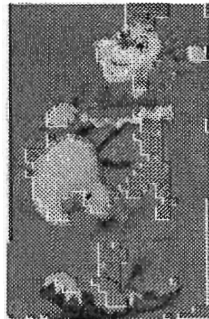
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Eduka2hun

by Rich 10

This month I am going to review two shareware programs that do exactly the same thing. They are called Mathpage and Mathfact and what they do are produce maths worksheets for children to practice on at home or even at school.

So first....

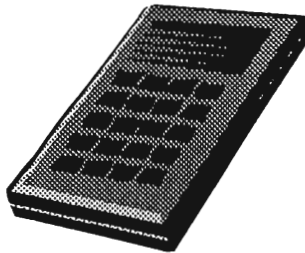
Mathfact

This is a Shareware program that was released by EnQue software in 1992. There is a "readme" file with the program which is worth reading as it explains the aims and principles of the program.

On loading you are presented with a blank screen. There are 2 drop down menus which is where you start putting together your worksheets. It's very easy to customise your sheets with the option to make them very easy or very difficult. The ranges can be set on all the calculations so that you could have a range of 0 to 5 or a range of 0 to 999 on both the first number of the sum and the second number. So the sums could be 1+1 or

they could be $999 * 999$. (Where's my calculator). You can also set the work sheet so that it has 1 type of sum i.e. Addition or a mixture of types, Addition, Subtraction, Division or Multiplication.

The number of sums per page can also be set so that you can have between 3 and 10 row per page and also between 3 and 10 columns per page.



The worksheets can be printed without the answers included for the child to do themselves and also with them included so that you can use them for marking purposes or as an example sheet.

This is a very small neat program that is simple and easy to use and quite useful if you want to give your child of any age a bit of ex-

tra maths homework.

MathPage

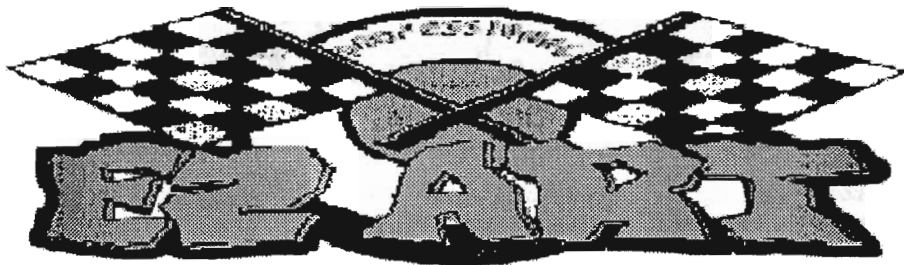
Mathpage was released in 1991 as Freeware by Priceless Software Inc. Again there is a readme file which gives a little extra information. There isn't the flexibility for setting the ranges as in the previous program but this one is aimed at younger children so you don't to be able to set difficult sums.

The program makes up a work sheet of 100 sums, but this time they can only be of one sum, i.e. all Addition.

You can either save out the worksheets to disk for future use or print them straight out. I couldn't get mine to print out straight from the program an had to load them into Everest and print out from there.

Again this is a neat program but overall the options of MathFact make it the better of the two.

You can find these from PD libraries, My web page or on the Suzy B CD 2.



by Tony Greenwood

STFM/STe, Falcon
TT compatible but not
enhanced.

What is it?

To put simply it is an Ste happy Art package. Not just Ste compatible as most art programs are, but this one actually takes advantage of the Ste and let's you make Ste enhanced pictures. I can not put it any better than the authors themselves, so from they're site we can read.....

EZ-ART PROFESSIONAL came about as a result of a comprehensive study of the top graphics packages on the ST and Amiga. It appeared that the programs which were most desirable to the public were those which offered thousands of colours on screen.

Due to the architecture of

the ST, these type of packages were only ever seen on the Amiga, although a few are starting to appear for the Falcon now. They were great for creating realistic effects but would eat up huge amounts of RAM and were cumbersome to use.

When developing **EZ-ART PROFESSIONAL**, we decided to go 'back to basics'. The obsession with lots of colours has clouded everyone's judgement to such an extent that they have come to accept the fact that you cannot create a realistic looking picture in 16 colours. This is a myth when you consider that the average game title screen and backgrounds are done in 16 or 32 colours. With this in mind, we have created a graphics package which is very easy to use, yet produces realistic effects through the use of

specially developed proprietary algorithms. We have dispensed with the limited size of the low resolution screen and given the user, perhaps the most comprehensive, yet simple to use, editing tools available on an ST. The program is icon driven and includes a built-in Help feature to guide the user as to the function of each and every icon. **EZ-ART PROFESSIONAL** is exactly what its name suggests, it is **EASY** to use and can generate **PROFESSIONAL** results. **ART HAS NEVER BEEN SO 'EZ'!**

Is it True?

Authors have a habit of exaggerating their products for obvious reasons, however everything these people claim are true. This really is the bees knees and has far too many options too list here, so let's just

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Tel : 01224 312756

investigate some of the better tools and option available to the user.

Colour

When in drawing mode you can simply press the space-bar to see the palette options. Facilities here include RGB settings, Working with ST or Ste, Picking a colour setting, Personal colours or Choosing pre-set colours. The latter is a good option, as it includes IBM defaults.

Grey scale or Sepia for old type photographic colours etc. Further menus allow for dithering etc. Pressing P here gets you to an extended palette for using double colours, fills, pattern editing, its all there from the palette tools.

Shapes

There is a shapes menu with over 20 pre defined shapes including polygons, arcs, disc etc. With the use

of the Block functions you can manipulate to your hearts content and save to be retrieved whenever you need it with the F7 key. You can actually make great graphics just using and manipulating blocks, who needs to be an artist eh?

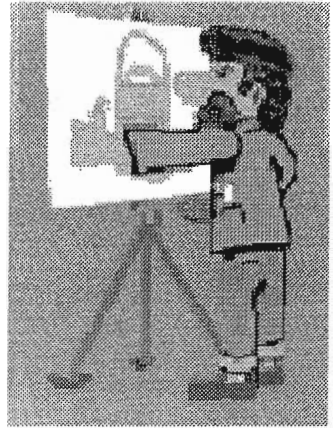
The package is not just for serious use, you can have a lot of fun with it as well.

Text

An all important feature available in all art packages. Most packages have a bare minimum text option that's sadly lacking.

(I was even forced to make my own standalone TEXT util called TEXTY some years ago).

However EZ Art has a winner here with more text options than you could chuck a cat at! Colour, selection of fonts and effects such as Rotation sizing, Propor-



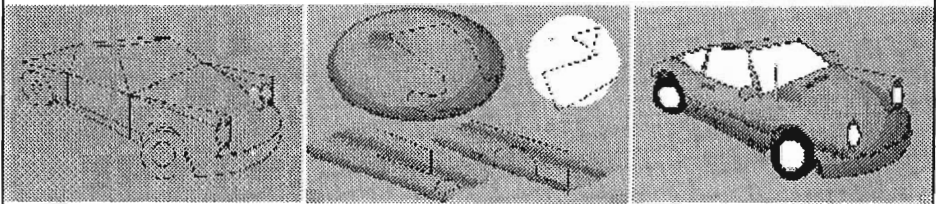
tional spacing and many more, all from the Text attributes menu. More fonts can be acquired from your local PDL.

17 Different file formats are supported including EZ arts own. Spectrum files is a plus as it is a well known higher colour format.

You need to try the package (especially if you have an Ste) to even scratch the surface. EZ art makes the whole process easy, it is powerful and it can also be fun.

It is so EZ

1. The basic shape of the car is drawn - nothing more than a simple wireframe sketch, really.
2. The gradients are mapped onto the rough outline components of the car sketch.
3. The shaded elements of the car are slotted into the main picture.



Flight of the Falcon

John Gill reviews the new e-mail program

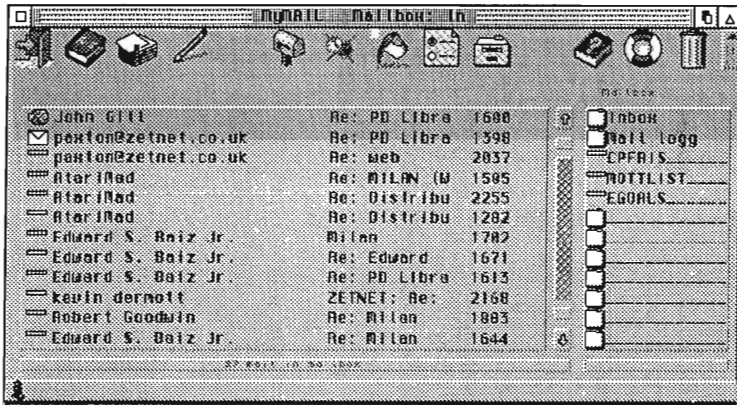
Mymail

Well, it's back to serious stuff this month, after the blood and guts of Running last issue. While surfing the Net recently, I came across a new E-Mailer program for the Atari range of computers, called Mymail, written by Erik Hall. He stresses in the docs that it is nowhere near complete

and needs a separate text editor for writing your own e-mails. Also, on my Falcon running in 256 colour mode, Mymail is a lot more colourful, with some nice icons to assist navigating around the program's various options. Not essential I know, but the presentation of a program makes it a lot more enjoyable to use in my opinion.

The program can use either STIK or STING for the connection to your ISP's mailbox, so that covers most Atari users who use e-mails, and also supports Bubblegem help and

needs a separate text editor for writing your own e-mails. Also, on my Falcon running in 256 colour mode, Mymail is a lot more colourful, with some nice icons to assist navigating around the program's various options. Not essential I know, but the presentation of a program makes it a lot more enjoyable to use in my opinion.



At the moment it is far from complete, but it has everything in place to enable you to send and receive e-mails, so is perfectly usable. I have carried out tests to see whether it performs these func-

tions properly, and it has come through with flying colours every time. In fact I have been having problems with e-mails that I have sent to a mate of mine using Newsie, as he receives the actual message as a file attachment and has to extract it before he can read the message, but Mymail's messages reach him without any problem.

yet, but I have been playing around with it for the last couple of weeks and thought it worthy of a review. To start with, you need 16 colours or more, although I have had it running in higher resolution on my Falcon, but it is not as good to be honest. You also need an AES that supports ani-

object-linking with Olga. As you can see it is aimed more at the higher end Atari machines such as the Falcon, Hades, Milan etc. It seems that most Atari users prefer John Rojewski's Newsie, so how does Mymail differ from that program ?

Mymail is a stand alone program, whereas Newsie



Don't get me wrong, that's not a criticism of Newsie, which is a superb program, but it's nice to know that the recipient is receiving your mails as you intended.

Mymail supports all the essential functions, such as address book, file attachments, and has the ability to send the same message to a group of people on a pre-defined list.

Also, when you run the program, it gives you the option to check whether there is a newer version than the one you are currently using, although obviously you need to be on-line for this to work. A nice touch, and one which enabled me to get the latest version, 0.69 at the time of writing.

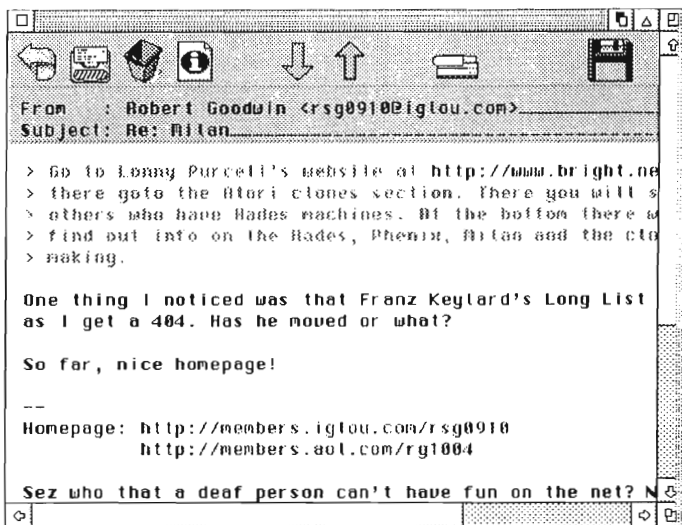
Everything is readily accessible thanks to the clear colourful icons and the whole program is very intuitive to use because of this.

A couple of bugs have cropped up so far, in that when you try to scroll through your messages using the arrow icons the pro-

gram crashes. I thought at first that this might be because of my Nemesis accelerator which I have fitted to my machine, but turning it off made no difference. However I have written to the author informing him of this and hopefully, he will be able to sort it out.

does what it's supposed to do, send e-mails. Newsie is still the number one e-mail program for the Atari in my opinion, but make no mistake, Mymail is a program to look out for.

Once the few bugs have been ironed out and a few



Also the editing of replies to e-mails is a bit flaky at the moment, but as the author goes to great lengths to stress, the program is far from finished. That said, it

enhancements made, this has the potential to be a top class e-mailer. If your machine has the necessary specs to run Mymail, it is well worth a try.

You can e-mail the author at: erikhall@tripnet.se
or download the program from his web site at:
<http://www2.tripnet.se/~erikhall/index.html>

Send in the Clones

Edward S. Baiz Jr. continues his series on the

HADES

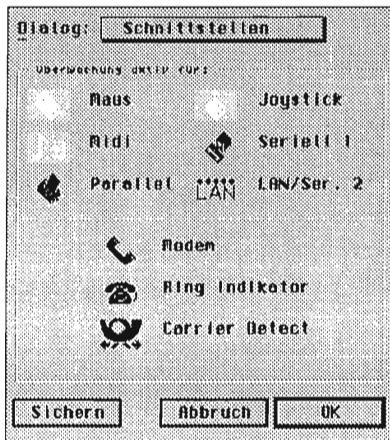
There were a lot of programs I wanted when I knew I was getting a Hades 060 computer. You've read the story of my search for a MIDI sequencer, back in issue 32. No? (Well go to the back page and order a back issue), well here is another one. I work at a local hospital as a pharmacist. Of course there are nothing but PC's in use. The one thing I saw running on most of them was a screensaver program. I was dazzled at the pictures and animated graphics. I never had a screensaver when I used my ST or STc. When I knew I was stepping out for a few minutes, I just turned off the monitor. In fact, I even started doing this with my Hades and my wife's PC.

This, however presented a real problem. Someone might just wonder by and turn off your computer thinking that you left it on my mistake. This happened to me many times as my wife and kids thought they were doing me a favour. Sometimes even I would forget which resulted in a

BIG disaster. I knew I need some kind of screensaver program.

Before I go any further I will say that my Nova graphics card has a screensaver built in to it's accessory program. This just as the monitor screen go blank after a certain

thing I was doing. I could be online downloading something, the screen would go blank and the downloading process would continue. I just wanted something a little more. Something with some excellent graphics and sound that would show off the Hades.



amount of time that the user can set to his/her liking. I had mine set to activate after one minute. The way I use my computer, I figure if I have not used it after one minute then I would have to be away from it. <g> It worked very well and came in handy many times. It also did not interfere with almost any-

So the search began. I went to a lot and I mean A LOT of ftp sites looking for screensaver programs. I was surprised just how hard they were to find. Most sites did not have any, but I did find a few that did. Sadly, most of these turned out to be duds (in my opinion). Now do not get me wrong. They were actually good screensavers and most did work on my Hades, but they were simple. Most were in black & white and had stars going here and there. Others had word phrases that could be typed in by the user and then these would be displayed on the screen. These were nice, but still, not what I had in mind. I wanted something that had colour in it. There is no sense in having a graphics card if you do not

use it. I then found something I thought would satisfy me. It was a screen-saver program that was made for the Falcon. I knew this one had to have



some colour to it and I was right. It also had different modules that could be chosen to come up, which I thought was a very nice feature. This would have been the end of this story except that for one thing, the graphic quality was not good enough. The colour was there, but the resolution was not very high. The graphics, for the most part were blocky or else too simple. So, I put this program aside and started looking again. I was beginning to think I was wasting my time.

Then one day it came to me. I remembered a gent who brought in a screen-saver program at our local IMAGE meeting. It was called Twilight. The pro-

gram had a number of modules in it and all looked good on the STE, but not spectacular. Still, it functioned well and did not lock up the computer even once. I was wondering if this program would work on the Hades. So I searched and found the program on Genie.

I loaded it up and crossed my fingers. It loaded and I was soon looking at the page where I could choose which module I wanted to see. I chose one and gave it a look. I was then witness to some beautiful graphics. I was thrilled to death.

There was even a Pong module that could even be played with the mouse. I loved this since it was the first game ever to work on the Hades. I tried some of the other modules and almost all of them worked and looked fantastic. There were a couple of fractal modules that really looked nice.

Twilight lets you change what each module is going to look like. You can change things like the amount of colours, number of objects, size of objects,

thickness of lines, text, speed, and much much more. Then you can save your setting for each module, so when it comes up on the screen it will look just the way you like it.

Now you might ask how do you know what the module is going to look like? Well Twilight allows the user to view the module. Just click on "demo" in the settings area. To me, this was the program I was looking for. It worked in every resolution and in every colour mode (256, 32k, 64k, 24-bit, 32-bit). It seemed to adjust itself. The graphics got better as the amount of colours got better. Another fantastic feature of



Twilight is that you can choose which modules you want to come up and can also create sets of different modules.

(Continued on page 24)

(Continued from page 23)

When one module loads, it will run for awhile (a figure that you set) and goto the next module, if that set has another module chosen.

In all my excitement I forgot something important, the version I had was only a demo. The demo works like the full version except that it only lasts for 90 seconds. After that it shuts itself off and cannot be used. I did find out that if you interrupted the program before the 90 seconds was up, it still could be used. This meant you could not go away from your computer for any length of time.

So I starting searching for the full version. No one had it and I mean no one. In fact, many people told me that the full version was never released. I talked with a lot of people who had also searched and given up. A retailer here in the US was all set to distribute the program when Delirium Arts pulled the plug and never released the program. I figured that D.A. just released the program as shareware, since most commercial programs go that route after awhile. I was wrong. I searched everywhere and emailed almost 100 people and got nothing. I was not feeling

good at this point.

Then one day, for some reason I went on the IRC and signed onto the Atari channel. People were talking and I decided to bring up the subject of Twilight. Then a miracle happened. A gent on there (SAGE) came on and told me he was a programmer for Twilight. In fact, he was the

program and I sent him \$40. When he got my money he emailed me back and thanked me. He said he and some of the other programmers went out to dinner. That made me feel good.

The full version that I have is in German. Only the demo exists in English.

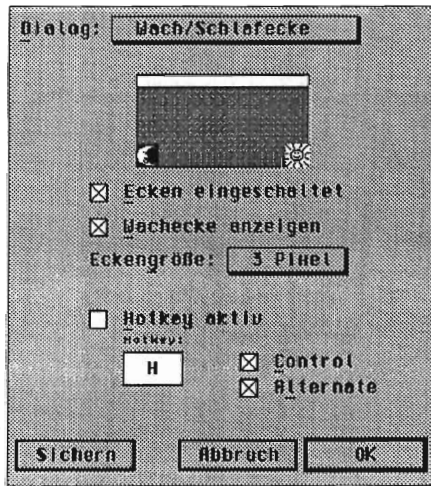
This is not bad however. Twilight is easy to figure out. When I did have a question I just loaded up the English demo and took a peek. As far as I know, I am the only one who has the full version. If any of you want to give it a try and get the full version the email address of Dragan is dragan.espenschie@merz-akademie.de.

The email address of SAGE is

Bjrn.Spruck@theo.physik.uni-giessen.de. SAGE also has a website with some Twilight modules to download: <http://www.uni-giessen.de/~gd1113>.

I recommend this program highly and think every Atari computer owner with a graphics card should get it. Again, it also works great on stock ST's and other Atari computers. The graphics and sound are fantastic.

Until next time.



only programmer left that was still churning out modules. I asked him for the full version and he told me that I had to contact the author (DRAGAN). After a month of emails, I finally got a hold of this guy. He said Twilight was no longer on the market because of lack of interest or something to that fact. He did say that it was still commercial and would let me have a copy because of the interest that I showed. He emailed me the pro-

STOS CORNER

by Deano

This month we get to the actual coding

The code below is the start of the game and is used to set everything up.

Due to space limitation I can't show more than this but I will supply the next part of the code next month. Anyway, this is what everything means.

Lines 20,30 and 40 are used to load in the pacman sprites (or bobs as we shall

call them). The PANI array is used later in the game for the game animation.

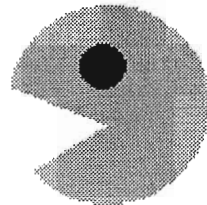
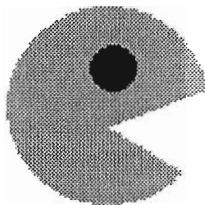
Line 50 sets the start coordinates of the scrolling map and the main pacman bob.

Line 80 is the main section of the game and this is where we call all the routines for movement and collision.

Lines 100-140 simply place the map and pacman bob on the screen.

If you type this code out and save it till next month then you can add the next part of the code and see quite a few features working. Not a very helpful section this month but this is what happens when you are limited to one page. Ah well. See you next month

```
10 key off : curs off : flash off : hide on : click off : mode 0
20 if length(4)=0 then load "BOBS.MBK",4
30 if length(5)=0 then load "LANDBL.MBK",5
30 if length(6)=0 then load "MAP1.MBK",6
35 dim PANI(4,4) : gosub 1200
40 S4=start(4) : S5=start(5) : S6=start(6)
50 XMAP=0 : YMAP=0 : XBOB=144 : YBOB=80 : DI=2
60 landscape 0,0,320,176,0,1 : bob 0,0,320,176,0,1
65 A=palt(S4) : wait vbl : logic=back
```



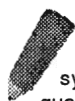
```
70 rem CALL ALL SUBROUTINES FROM HERE
80 gosub 100 : gosub 200 : gosub 1300 : gosub 300
90 screen swap : wait vbl : goto 70
100 rem PLACE MAP ON SCREEN
120 landscape logic,S5,S6,XMAP,YMAP,0
130 rem PLACE PACMAN ON SCREEN
140 bob logic,S4,IMG,XBOB,YBOB,99
150 return
```

**Any Enquiries Regarding The Stos Corner Please Write To:
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Or Email: Deano@zetnet.co.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)



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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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ACCessorise

Welcome to the Wonderful World Of ACCessorise.
And here is your host..... AtariMad!

Name: **The Accessory**

Cost: Freeware, but a donation is recommended

Location: Daniel H. Mckee, 14A Elm St, Mt. Home AFB, ID 83648

Type: *Desk Accessory/Utility*

Description: Access to your files from within GEM programs

Comments: There are a lot of useful features in this program, especially if you are only running a single tasking system. At any time you are working, you can just stop, check your disk space, delete files, format disks without having to quit your program (GEM only). You can get info on any file by highlighting it and clicking the info button. You can also change the read/write status of any file too.

Verdict: This is an absolute must for anyone who still uses just TOS, it offers many features that multi-tasking users just take for granted. Even if you do multi-task, you may find this useful still, I know I'll be keeping it handy.

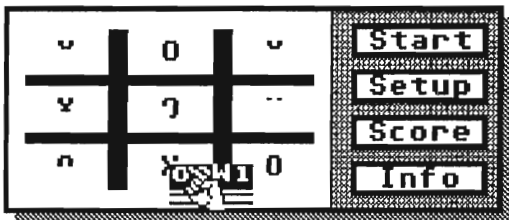
Name: **Entertainment Pack**

Cost: Shareware

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

Type: *Games Accessory*

Description: A compendium of games for those times when you get bored just working.



Comments: There are 3 games which make up this pack, Tic Tac Toe, Flip Flop, Puzzle Slide. Tic Tac Toe everyone must have played, there are options to play against the computer, or a friend, or even computer against computer.

Flip Flop involves filling a grid with your blocks in order to take over as many of your opponents blocks as possible. The computer is very good at this. Same options as above.

Puzzle Slide involves sliding letters around a grid to put them back into alphabetical order, but when it is completed there is no congratulations message or acknowledgement.

Verdict: It's a quick relief from whatever you are doing, and gets rid of boredom. You could find it useful and I am sure that it will tax your mind at the same time without you knowing it.

Tims ATARI Midi World

tconrardy@Hotmail.com

<http://atlantis-bbs.com/dconrard/index.htm>

A Web Review by Tony Greenwood

Midi

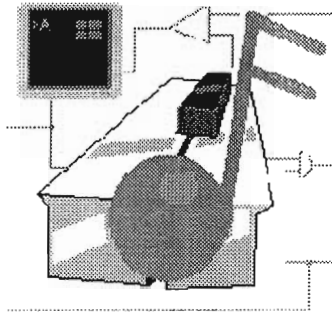
Personally I have always wondered just exactly what people do with their ATARI's. I spend my days programming or writing articles for ST+. But what of everyone else, they are certainly not playing games.

Well of course the ATARI has always been known as the premier home computer for making music. Unfortunately as a tone deaf person myself I have never managed to get into this side of computing. But I have found a man that has and he has made a whole web site dedicated to the subject and like all true ATARIans he wants to share everything he knows with his fellow enthusiasts. Here's what Tim has to say on his web page.

Tim

With the built in Midi interface already installed on the Atari, MIDI has never been easier. I have been enjoying the benefits with programs that are hard to bypass (in the experimental field) in the PC/Mac plat-

forms. Cubase remains the flagship, followed by Dr T's Omega II. Hats off to Emile Tobenfeld (Dr. T). Barefoot software's Edi-Track is also a deep cookie. PG Music's Band-in-a-box makes it fun to try out different styles, but the real gold is making your



own styles and to make them play beyond the programs intention. Also in the experimental area is Intelligent Music's "M" Interactive composer program. Automatic Tangerine Dream style and then some. Also in the experimental area is Laurie Spiegel's Program; Music Mouse. The computer and the mouse become the actual controllers instead of a Midi keyboard. Lets not forget our System Exclusive Editors or Patch Edi-

tors. Some formable and deep programs include XOR from DR T's. and Midi Quest from Sound Quest Great Graphic Sound Synthesis Exploration

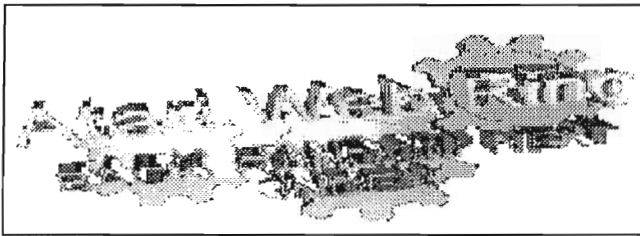
Web

The web page was designed using Home Page Penguin and it has done an excellent job. Areas on the site include.....

My Music philosophy
My Studio
Atari Midi Applications I use
Tips for using Two Atari Systems
Atari Midi programs Reviewed with Tips
A Cubase Tip
Sequencer Tips
My Music Resume: projects

The site has a whole array of information and tips as well as reviews, being new then it can only grow and get better. If you are interested in the music side of ATARI or are thinking of getting into it then this should be a place to visit and certainly bookmark to see how it grows.

It needs a good "Links" section as there are other Sound sites out there.



We're back again
working our way
through the ATARI
Web ring
Reviewed By
Kieth Dunn

Title: Michael Nitzke's Atari Seite

URL: <http://home.t-online.de/home/michael.nitzke/compfrst.htm>

Ring Description: This Site Contains a Card Game I wrote in 1988.

The review: German language site with frames. Appears to be a small amount of Atari related stuff, mainly emulator related, including a downloadable demo of Magic PC. Large pictures on some pages make it a little heavy going. Unfortunately not being able to read German I couldn't tell whether or not there was much more than this.

Title: Falcon Computer Resource

URL: <http://www.tmisnet.com/~strads/hq/atari.html>

Ring description: A brief listing of known suppliers, distributors, and developers of Atari Falcon software & hardware with web page links, email links, telephone numbers, and snail mail addresses.

The review: First page brings up a simple menu with plenty of options. Multiple languages are available. There was a lot of information on this site, although I did notice a few bits were a little out of date. There are fairly large lists of developers, suppliers and distributors for all manner of Atari software and hardware, along with information about other resources such as magazines and newsgroups. Due an update, but worth a visit.

Title: Draco's Atari area

URL: <http://www.orient.uw.edu.pl/~conradus/atarieng.html>

Ring description: Some software and documents related to Atari XL/XE and Falcon computers. IDE Interface for XL/XE, SysInfo for XL/XE, EmuXL, an Atari XL/XE emulator for Falcon homepage.

The review: As the ring description says, this site is mainly aimed at Atari XL/XE owners/programmers. Contains stacks of 8 bit tools and utilities available for download, along with tips and coding information for the machines. I doubt there are many sites left like this on the net, so this site could prove to be a valuable resource. All in all a nicely put together site.

Title: CyberSTrider

URL: <http://www.cyberstrider.org/>

Ring description: The CyberSTrider site belongs to Denesh Bhabuta, offering a UK registration point mainly for the Atari platform. The amount of software you can register with CyberSTrider is constantly growing.

The review: The look of the site is nothing special in itself, but it performs a valuable function as a central registration and information point for a lot of great Atari Shareware titles. Many of the programs supported by the Cyberstrider registration scheme are also available for download from here. Definitely worth a visit.

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,

FRAMES

Having covered just about everything over the last 7 months it is now time to tackle frames. You will find a lot of sites offer Frames and No Frames options, this is partly to satisfy the vast majority of surfers who find frames to be a total pain to use. But to be fair it is not frames that are to blame, it is the people making them that give the whole concept a bad name.

LINKS

How many times have you been to a framed page and when selecting a link to another site it then appears in a new window. You end up with multiple copies of your browser open, or worse than that is the new web site appearing inside a frame of the page you are on. If the new site is also framed you end up with a totally ridiculous scene in your browser. This is what gives frames a bad name. If

you visit a site that forces a new browser to open or opens a new site inside the existing frame then complain to the webmaster because, the only reason it happens is ignorance and stupidity on the webmasters part. There is no excuse.

I will show you how it should be done correctly later, first we must understand how frames work and the basic template below will get us started. The ex-

ample is an absolute bare minimum as a template and a more detailed document will show the extra commands that can be added.

Getting Started

We need 3 html documents to make up a simple frame as shown on the next page.

The first would be as shown in the template and if the browser supports frames then you will never

```
<html><head><title>*** ST+ ***</title></head>

<frameset cols="25%,*">
<frame src="menu.htm" name="left">
<frame src="main.htm" name="right">

</noframes>
<body>
Web page contents for no frame browsers here
</body>
</noframes>
</frameset>
</html>
```

see the contents of this file and that is why we have not used the <BODY> command or any colours. There is a <BODY> in the <NO FRAMES> section and that is where you place your web page content for the people with non frame supporting browsers.

The first document that no one sees sets out the frame, tells the browser what documents to use and gives them names, all very important so let us go into more detail now.

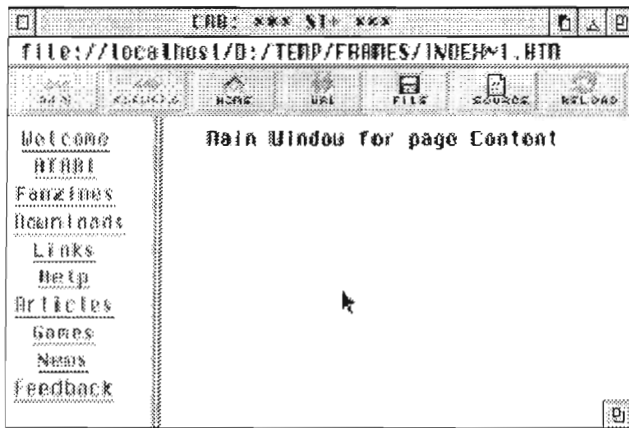
First line of the template is the standard header setup as discussed in lesson One some 7 months ago.

<FRAMESET> tells us we want the first html file to take up a quarter (25%) of the screen and the second html file to use the rest (*) of the screen. You could hardcode this to <frameset cols="100,*"> and the first (left) frame would take up 100 pixels.

The next 2 lines of the template point to the files to use in each frame and give each frame a name. Please note the names are the most important part.

The two html documents to be used in the frames are just normal html files, nothing special needs to be added to the headers.

So the three files needed to make up a framed web site as pictured are the Index.html as seen in the template, menu.htm that will load into the smaller left hand frame and should contain pointers to all the



info you want to see in the right hand frame. The third document is the one you want to appear in the right hand frame.

Names

Your left window is now called left and the large right window called right. We could have called them "One" and "two" or "Tom" and "Jerry". Now we want 9 more html files as listed in the menu.

For our example we want all the files to appear in the "right" frame so let us suppose someone clicks on "Links", then to make the links.htm appear in the large window we would use...

```
<a href="links.htm
target="right">Links</a>
```

You can see from that how to make all the files appear in the larger window. Try "target=left" and it will appear in the menu screen and mess up the system.

External

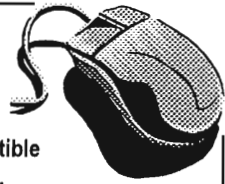
As mentioned earlier, external links

need to be loaded cleanly and replace your site rather than appear in the "right" or "left" frame, we also do NOT want it to force a new browser window.

It is so simple to do yet annoying when not. You simply set target to "_top" That's an underscore and then "top".

Lot's more you can do with frames. But this should get you started...I hope.

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
(NO personal cheques).

Prices are subject to change based on fluctuating exchange rates and other factors so please check first.

You're reading this, so could your customers

Advertising in ST+ Fanzine is

FREE

Sizes available

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

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

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

Copy for inclusion in the following month's issue should reach us no later than the end of the 3rd week of the proceeding month. There is a limited amount of space allocated for advertising so it's a case of first come first served.

Visual Assembler 4.5

Report by Tony Greenwood

<http://www.geocities.com/SiliconValley/Bay/1209/visualuk.html>

Visual Programming

Something I would normally associate with the PC using community, as Visual Basic and similar are not only the norm but are actually sought after skills in the job market.

I have never seen a similar visual application on the ATARI until now.

To use Visual Assembler you will need the software shown in the Software box-out.

The latest version has just been released and here are some of the authors notes.

4.5 Release 00 by Wax & Gen 7/IX/1998 after nearly one year of hard work, here comes the first Object Oriented Assembler Programming Environment.

Kernel entirely re-viewed with an "object oriented" programming method.

Open/evolutionary architecture which will allow Network Distributed Applications. (every method-call is like a system message)
Permits easy class creation

and inheritance. (no multiple inheritance for the moment)

Permits object encapsulation.

Numerous facilities for programmers compared to C++ thanks to the "local method list".

Permits easy class import and creation.

Infinite Timer and Mouse-Zone automatic sharing to get rid of the GEM limitation. (easy thread programming)

New library : Workspace", for programs which need atom-malloc facilities. (for neuron simulation for instance)

Intelligent internal V.A/

programmer error detection with illegal + explanation in (a6).

Extended debugging with Alert boxes showing methods, parameters ...

Easy debugging in window with the VA-LOGGER. (a program to be put in accessory)

User debug messages are possible using the VAL-LOGGER. (sources included of course !)

Keeps the VA 4.1 tree construction for GEM windows, children windows and children objects.

Quite comprehensive as you can see. Pop along to their web page for all the info and more importantly the Downloads.....

SOFTWARE

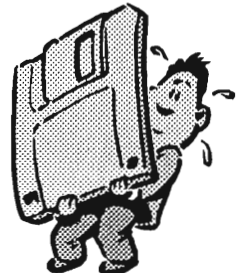
Devpac 3.10 or higher.

Patch Devpac Libraries.

Interface 2.21 or higher for Ressource Editing.

A debugger for your CPU.

(Mon030 for 68030. 68040 can-



The All Formats show

featuring

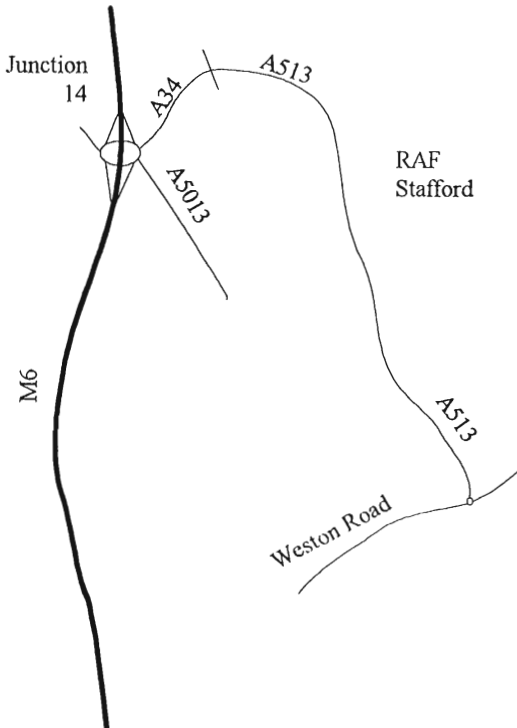
ACC '98'

Saturday November 14th 1998

at Bingley Hall, Staffordshire Showground, Weston Road, Stafford

10am to 4pm.

The Showground is easily accessible by car from junctions 13 and 14 on the M6 just north of Birmingham with ample free parking and there'll be a shuttle bus service running from Stafford railway station. Tickets £3 on the door with £1 further discount for Atari Computing subscribers, children, OAPs, UB40, students and orange card holders.

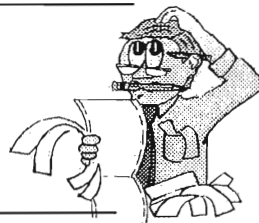


The Showground will be sign posted from the M6 Junction 14.

Who'll be there

- Atari Computing
- Titan Designs
- FaST Club
- System Solutions
- Electronic Cow
- The Upgrade Shop (TUS)
- 16/32
- FALKE Verlag/Milan Computer/Seidel Software Service
- Floppyshop
- Abingdon Synthesis Projects
- ImPrint Solutions
- InterActive
- CyberSTRider
- Atari Portfolio Club
- Roy Golding
- Stevenage & Hertfordshire Atari Group (SHAG)
- ST+ Fanzine
- Coventry Atari User Group (CAUG)
- Paul Jones and Matthew Bacon
- Maggie, Atari Times, All Formats Magazine, The Tyne & Wear Atari User Group, STAG (Scottish Atari Group), WAG (Wessex Atari Group), other user groups and numerous other stands.

Rich I O Winds Up



This marks the end of what is probably the most important issue so far for us. The reasons for this is that firstly we've made it into double figures which after one or two of the technical hitches we've had, which had us occasionally tearing our hair out, (Just check out Tony's picture) but we've always got it sent out on time. Secondly we've splashed a bit of colour on the front page (UK only), just really to coincide with the show and making it to ten paper based issues.

Thirdly it is the first time we've been able to take it to sell anywhere except mail order and SHAG & CCC meets. So we thought we'd try and make it the best yet and if Gordon did his stuff whilst I was away working in Germany & France you'll hopefully agree.

I'm sure everyone will be sad to see the demise of LAPD as it was one of the last PD libraries about, other than Floppyshop and The Fast Club. I don't

know of any others still running. There are a few people who have a vast amount of PD software to offer but are not running it as a business or service as such.

If you know of anyone who is distributing PD stuff and who would like to distribute to a larger audience then send us their address and we will put them all together and produce a list in a future issue.

Till next time....

Please take the time to fill out the form below and send it to:
ST+ Fanzine, Richard Clark, 1 Rokeby Close, Bracknell, Berks, RG12 2NA, England.
You can photocopy it if you don't want to cut up your fanzine

Name:

Address:

Email:

Web page:

How did you hear about ST+ Fanzine:

Comments:

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

Apr '98 Issue 27



May '98 Issue 28



June '98 Issue 29



July '98 Issue 30



Aug '98 Issue 31



Sept '98 Issue 32



Oct '98 Issue 33

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

DISTRIBUTION

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

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

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

Timo Tiihonen, Jöllinaukio 2, 20300, Turku, Finland. e-mail: tt4038@turkuamk.fi Price 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, Koekens BBS, Nevisborg 50 2tr,S-245 45 Staffanstorp SWEDEN e-mail: kock@koekens.pp.se
Contact for price

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

Olivier CHARVET, 346 rue Garibaldi, 69007 Lyon. France Contact for price