

STIPPLUS

FANZINE

Featuring in this Festive Issue

New section for our favourite cat the Jaguar,
ACC'98 Show report, Interview with Evil of DHS,
TAF report, HTML Tutorial continues
and so much more.....



ISSUE 35
December
1998
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CONTENTS

News	4
ACCessorise	6
HTML Tutorial	8
Smilies	11
Interview	12
Hades	14
Mouse Trap	17
Show Report	18
Web Ring review	23
Flight of the Falcon	24
TAF report	26
Software City	29
STOS corner	30
Jaguar	32
Back Issues	34

EDITORIAL

First things first. .HAPPY CHRISTMAS...there that's got that out the way...:)

So what's in store for the Christmas issue apart from lots of gratuitous Christmas clipart.. Well there's a show report from the very successful ACC'98 show and we on the SHAG stand which incorporated ST+ Fanzine, would just like to thank all those who popped over to say Hi.. An interview with Evil AKA Anders Eriksson of DHS. The start of a new series all about our favourite Cat box, the Jaguar. The HTML tutorial continues, so there really is no excuse not to get your web page up and running and all our usual feast of Atari sections.

So read on.....

Rich 10

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http://www.users.zetnet.co.uk/10s_Spot/stp/index.html

News News News News

Like a Phoenix

Just like that mythical bird a new PD library rises from the Ashes of L.A.P.D.

Steve Stupple has acquired their PD library and is in the process of sorting everything out and hopes to get the library up and running very soon. So as soon as we hear anything we'll let you know the new name and all the information.



Cab moves home

The author of CAB, Alexander Clauss has moved his homepage to a new location.
<http://www.tu-darmstadt.de/~aclauss/>
His new e-mail address is: aclauss@hrzpub.tu-darmstadt.de

Atari Times Up

Unfortunately Atari Times next issue, issue 16, will be it's last. The end has

New User Group

MAG - Manchester Atari Group is a new user group is trying to start up in the Manchester area. If anyone is interested in joining the group they can contact Kevin Jones AKA AtariMad either via email on atariamad@zetnet.co.uk or k.jones@business.salford.ac.uk or via snail mail at 26 Broughton Ave, Lowton, Nr Warrington WA3 2PR They currently have 2 possible venues for the meeting but any additional suggestions are most welcome.

come after a decline in contributions to the HTML mag.

STFM IDE Interface

An IDE Interface and TOS upgrade for the Atari ST(FM) and Mega ST is now available. With this board, which is fitted inside the ST, you can connect almost any IDE hard disc drive or CD-ROM drive (with appropriate driver software) to the Atari ST(FM) or Mega ST computer. Up to two IDE devices can be connected at once. Ordinary 3.5" and 5.25" drives as well as the compact 2.5" drives are supported. The board also includes an upgrade to TOS version 2.06.

Fitting involves soldering a socket onto the computer's CPU. The package includes the IDE-Interface/TOS Upgrade board, fitting instructions and basic hard disc driver software.

The price is 150 New Zealand dollars. To find your closest dealer go to <http://www.pl.net/~mario/> or email Mario Becroft on mb@tos.pl.net.

UK dealer is Chris Crosskeys of Abingdon Synthesis Projects (ASP) who can be contacted for price and information on email chris@zetnet.co.uk Telephone 01235 534152 or snail mail 40 Evelin Road, Abingdon, Oxon OX14 1JR.

All Change...

Yep ST+ Fanzine's home on the web has changed again..but this will be the last time...honest guv..) It can now be found at: http://www.users.zetnet.co.uk/10s_Spot/stp/
So if anyone has a link into these pages please can you update them.

ST+ Fanzine would
like to wish all it's
readers
a Very
**Happy
Christmas**

and may the new
year bring you
everything you



A



Seasonal Fun

C



B



Some of our
regular writers
decided to get all
dressed up as **Santa**.
Can you tell who's who

D



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card to Richard Clark,
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 - Arithmetic
 - NVDI v4 support
 - GEM Clipboard support
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 - Sample playback
 - Error catchment
 - ST Guide support
 - File (copy / delete etc.)
 - System hacks & traps
- Easy to follow example programs *with* source code
- Suitable for novice & pro users

Requirements

- Hisoft BASIC V2.10 (not supplied)
- 1Mb memory (more recommended)

Prices:		UK	ROW
ENCHANT	£15 plus P&P	£2	£4
ENCHANT demo disk*	£1 plus P&P	£1	£2
Hisoft BASIC v2.10	£35 plus P&P	£5	£10

Cheques should be made payable to "Matthew Bacon"
in UK Sterling. Please allow 28 days for delivery.

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ACCessorise

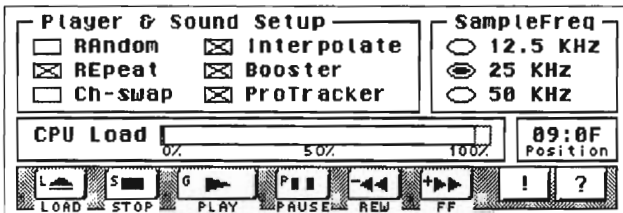
This Review is dedicated to sound, and 2 very useful sound players.

Paula 2.5.

This particular version is Freeware, and as far as I know, it is the last version

which you use, can determine how fast your program is at running. For example, a word processor will slow down, this is

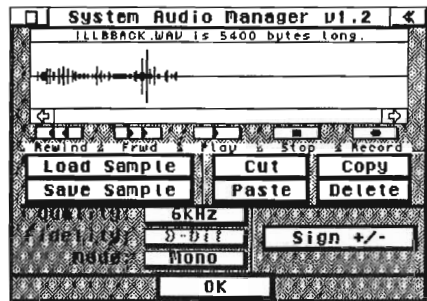
example, Before Dawn Screensaver. It allows you to have a screensaver with sound. I currently use stars with Red Dwarf theme music.



This program is very highly recommended, it can relieve the boredom of silence or maybe just frustrate you, but I keep this as an ACC all the time.

ever made, note all versions lower than this are still actually Shareware. This program is a background mod player, it allows you to play mods whilst doing a various number of other tasks. Depending upon your processor power, and the settings

shown by the amount of time it takes to format text and show it onscreen. The advantage of this player is that it is accepted by certain other programs, for



SAM, Sound Audio Manager V1.2

As far as I can see, this too is freeware, but because they are freeware doesn't mean you have to do nothing, even a friendly message is appreciated by the authors. This ACC will allow you to play certain sound files, such as AVR, WAV, RAW etc. This is where it becomes useful. One of the more popular types of Sound file is the WAV file, and this is the first program that I came across that actually played them, and I have used it ever since. You can do very basic editing of the sound samples, like Cut & Paste, speed increase etc. Overall, I find this a useful program for playing all those amusing WAV files that people send me, I can convert them to other formats too if I want.

Both of these programs can be downloaded from:

<http://www.users.zetnet.co.uk/atari/am/main/dl/bay.htm>

So that's it for this issue, come back again for the next instalment of ACCessorise.

AtariMad

An Idiot Guide To

HTML

Tutorial Part 8. 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.

This Month

After Eight months we have covered the basics of making a web page and anyone following the series should be able to author a page that will not only appear in CAB looking splendid but also in any other browser such as Microsoft's or Netscape or even Text only. It is now time to start looking at each part in a little more detail but still with full explanations.

META Tags Purpose

To supply meta info (information *about* the document) such as author, expiry date, a list of key words etc.

It depends on how programs (eg browsers or search engines) process HTML files as to what they do with the info. It should also be noted that Meta tags will have absolutely no effect on the way your page is displayed, they are

for internal information only.

NB. Some browser software may use some information on the actual browser, status bar or info bar, but not the actual authored page.

The Meta Tags are placed in the header of the document after **<HEAD>** and before **</HEAD>** They would also normally appear before the **<TITLE>**

NB. Meta tags unlike **<HEAD><BODY>** and other tags are optional to the document.

Several Web search engines, such as InfoSeek and Alta Vista, recognise META elements with NAME values DESCRIPTION and KEYWORDS. They might be used when indexing documents, and

the CONTENT value corresponding to DESCRIPTION could be used as the abstract for the document when returning query results (instead of just taking first few words of a document which is often not very enlightening.)

Thus, it is **recommendable**

Basic syntax

```
<META NAME=info item name
CONTENT=info contents>
<META HTTP-EQUIV=info item name
CONTENT=info contents>
```

to include META elements and a more detailed description for there use with search engines can be found in ST+ issues 25 to 28

A good tip is to look at other web pages to see how they have set there Meta Tags out and follow that lead but using your own Keywords and info. Feel free to look at the ST+ Web pages source.

LISTS

A change of pace now and a subject I believe we haven't actually covered and that is Lists.

Laying out the information on your page is equally as important as the graphics and content. It has to look as good as it reads. List allow for some nice effects and are automated and can even be nested. Look at the following

```
<ol>
<li>This<br>
<li>That<br>
<li>These<br>
<li>Them<br>
</ol>
```

The code is `` stating we want an ordered list, `` states we want a list item and `` is the end of the ordered list. The resulting page will look like so.

- 1 This
- 2 That
- 3 These
- 4 Them

Numbers are automated in an ordered list. For example if you want to insert "Those" in the middle of the list you would place between "That" and "These" `Those
` And the item will be placed there at number 3. With "These" and "Them" being moved to 4. And 5.

Unordered List

An unordered list is similar in syntax but `` as opposed to `` and must be ended with a corresponding `` like so.

```
<ul>
<li>This<br>
<li>That<br>
<li>These<br>
<li>Them<br>
</ul>
```

Resulting in.

- This
- That
- These
- Them

Nested Lists

Sometimes you will need a list with a sub list. We can mix'n'match or nest equal type lists like so.

```
<ol>
<li>This<br>
<li>That<br>
    <ul>
    <li>That A<br>
    <li>That B<br>
    <li>That C<br>
    </ul>
<li>These<br>
<li>Them<br>
</ol>
```

I indented the extra list to make it more readable and it is a coincidence that the resulting lists look similar.

Remember we could have had `` and then `` or

both the same. This is what we call nesting.

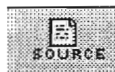
1. This
2. That
 - That A
 - That B
 - That C
3. These
4. Them

TIP

You can use the `` and `` or other list tags to indent or format your text.

This also means it is something to watch out for if you forget to add the `</>`

Other lists



More types of lists are available in HTML 3.2 and even more in HTML 4.0 therefore as always my advice would be to investigate the source of any web page you visit if you see a list you like, or indeed you see anything you like. This is not stealing peoples code and far from being underhand it is the accepted way of learning various HTML styles. The WWW encourages such actions. So don't be scared to click on the "View Source" Icon in CAB the next time you're out and about on the WWW.

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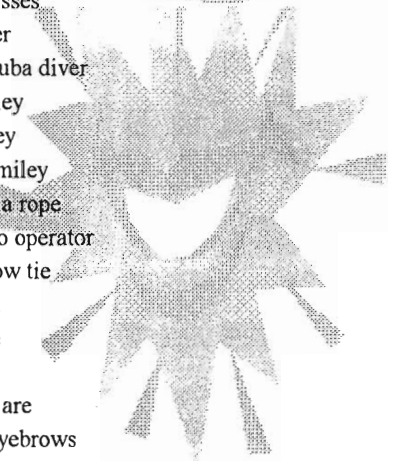
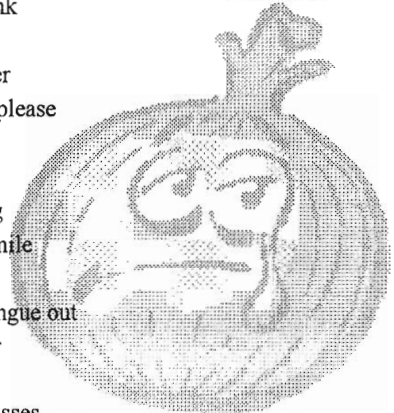
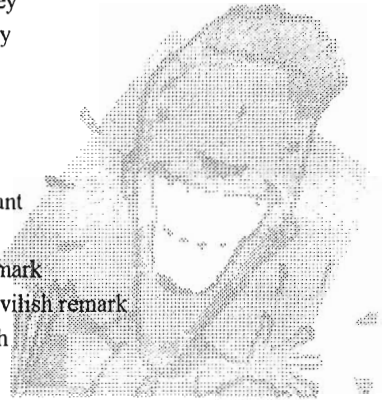
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 :-} girl smiley with lipstick
 }>-) satanic
 :-\$ put money where mouth is
 :-' spitting tobacco
 :-& tongue tied
 :-@ screaming
 :-/ sceptical
 :-9 licking lips
 :-[vampire
 :-E buck toothed vampire
 :-X lips are sealed
 :-C bummed out
 :-Q smoker
 (-: australian smiley
 B-) shades on smiley
 8= beaver smiley
 (:I egg head
 :-< kissy face
 ;-)8 big girl smiley
 [:-) wears a walkman
 <(-) chinese
 invisible man
 :8) pig
 :(crying
 d:-) with baseball cap
 @= nuclear explosion
 ~:-(net flame (for sysops)

:) midget smiley
 ;-) winky smiley
 ;*] variant
 :-_ drooling
 8-) glasses
 :D wide grin
 :-: another mutant
 :-< another sad
 :-> devilish remark
 >:-> another devilish remark
 :-! foot in mouth
 :-* puckering
 !-(tired or wink
 :-% banker
 :-? pipe smoker
 :-0 no yelling please
 :-D laughing
 :-7 wry smile
 :-6 after eating
 :-] reluctant smile
 :-O yelling
 :-P sticking tongue out
 %-{ hang over
 :] gleep
 [] hugs and kisses
 O-) scuba diver
 (:)-) another scuba diver
 \$-) yuppy smiley
 8:-) girly smiley
 :-;) mohawk smiley
 +O:-) pope on a rope
 E:-;) ham radio operator
 :-)X wears a bow tie
 :-:)) overweight
 +:-(- the pope
 3:O cow
 oo headlights are
 <^_^> raised eyebrows



THE ELECTRIC CHAIR!

AtariMad tracks down Evil AKA Anders Eriksson of DHS and persuades him to take a seat whilst we sort out the fusebox.....]



Q. What is your name?

A. Anders Eriksson

Q. How old are you?

A. 25

Q. What is your occupation?

A. oh dear, the sad story again. I am working part time as a teacher (all possible compu things) and I have my own firm doing web-related work.

Q. When did you get into the Atari scene and what was your first Atari?

A. If counting "scene" as the atari demoworld it was in the beginning of the 90's. I bought my first 520 stm in 1987.

Q. What made you decide to get a 520 STm and do you still have it?

A. What actually made me decide to buy the 520 was testdrive. the first game I saw. the best graphics I've

ever seen. well, it wasn't much to talk about. sell the MSX machine and get the atari. But no, I sold the 520 in 1990 to buy my new STe computer.

Q. What is your current position on the Atari scene?

A. Heee.. well, I do alot these days. I am trying to keep the dhs webpage well updated, and I'm trying to help out as much as possible with the atari.org project, and I'm the 'founder' of the now quite popular #atariscne irc channel.

When not using or working with the internet, I mostly program my falcon and st. I only do demos (well, so far at least) and I think the last year has been active from my side.

Q. When did DHS start up and who's idea was it?

A. In the beginning of 1992, a few guys who had been working in different crews at different places decided it was time to get a place to meet up at, and a

permanent place for our machines. after a short search, we found a cheap, small place that we rented. We called it "the bunker" because it was a cement-room in a cellar without windows (in double remarks ;)). After only a few weeks at this place, we decided to merge those crews into one big happy group instead. it got the name dead hackers society (yes, after that famous movie..)

Q. What is your current Atari setup that you use for this?

A. I re-bought an atari 520 in 1992, I used this as a terminal to our bbs. so this is the smallest machine I got. 512k ram and only floppy. Unfortunately, it doesn't get used as much as it deserves to. As said earlier, I bought an ste in 1990, I still have this, with 4 meg ram, a few hundred meg harddisk, dual tos, dual floppys, sound enhanced, rgb monitor,

sm124 monitor, track display.. I use this for programming st(e) demos. In 1993, I bought my first falcon. a 4 megger without anything else, I took the rgb screen from the ste and used it like that for half a year. Interlace isn't as bad as they say once you're used to it. but never the less, I bought myself a vga half a year later, and some scsi disk space as well (the 120mb ide wasn't enough for the first week even..) This machine is now on loan to other dhs programmer, "gizmo". And about one year ago, I bought a second falcon, that's what I am using most of the time now. her name is falstine :) and has 14 meg, 17" vga, a few gb scsi disks, and so on. I use this falcon for everything. programming demos, view demos, use the internet, use it for my web-company etc. it's working brilliant. I run MiNT/ N.AES as the OS, and it's by far the most powerful tos-compatible os out there.

Q. Can you tell me more about the BBS, is it fully functioning?

A. The DHS BBS, or "DHS North" as we called it was active from late 1992 until August 1997, so nearly five years. It was mainly aimed

at demo-things, but we tried our best to have the latest in utils and games as well and it succeeded fairly well. I believe, at the most we had 3-4 callers every hour.

Q. Is there anything you would like to see happen to the Atari scene?

A. Not really. But it would be nice if everyone finishes what they have begun (you know who you are..).

Q. What do you think of Atari shows/conventions and do you go to them?

A. I visit as many conventions as possible. At least 4 to 5 of them per year. It's great fun to meet the people you only see over irc. Otherwise the "shows" I'm not that much into. I think shows should have 24h open, and place where you could setup your own machinery, like an convention, but perhaps less demo-orientated

Q. Have you met many people from the Atari community?

A. Too many to count.

Q. What keeps you working on the Atari as opposed to some other platform?

A. Well, if you mean windows/macOS as other platform, that's simply because they suck. unix/linux/other clone I do use a fair bit, even on the atari MiNT is very similar. but there is no demoscene, and I am (as you might have figured out) totally obsessed by this :) But why I am not on Amiga I don't know, it's a great machine, great demos, great scene.... well, it matches atari well and might even outblend it in many aspects!

Q. Do you get a lot of input from users of your many releases?

A. That entirely depends on what "a lot" means. But from the released where coding is the main part, I get quite alot yes. For the dreamdimension demo (our 'big' 98 demo) I've certainly had 30-40 mails. gemdemo mails exceeded that a whole lot, but I guess that is mainly due to that we were "breaking new ground" there.

Q. That's it, Thank you for taking the time to be interviewed, would you like to make any comments?

A. Yes, support the atari.org project! it's for the benefit of all atarians!

Send in the Clones

Edward S. Baiz Jr. continues his series on the

HADES

Christmas Labels Anyone?

Since it is the Christmas season, I thought I would relate yet another story about my experience with my Atari computer. About 6-7 years ago I received a Christmas card from a friend. The one thing I noticed was the label on the envelope. It was beautiful, had nice lettering and even had some graphics on it.

The friend who sent it to me lived in town, so I called him up, thanked him for the card and asked him about the label. He said that he made it on his computer with a program he had. All he had to do was to set the color of the text and add some graphics and the program would print out his whole database of addresses.

Now at the time I had a 520ST with only 1 meg of memory and a Panasonic

24 pin color printer. I did not have such a program that he had. Oh there were programs that printed out addresses labels, but I wanted color, different fonts and graphics.

With only 1 meg of memory I could not install GDOS., well I could, but I could not install anything

Geneva) Software.

This program, which I will do a more complete review on someday, is basically a program that allows you to type in names and addresses of your favorite people. Now this is quite like any other program of it's kind. You can, of course, print out the whole

The screenshot shows a graphical user interface for a card management program. At the top, it displays 'Card: 19 of 61' and 'Family'. The main card content includes the name 'Jon Schlatter', followed by 'Rene, Tin, Lisa, Amy', the address '555 Kinsmore Fort Wayne IN 46087', and phone numbers: 'Home phone: 1-219-456-3331', 'Work phone:', and 'Fax line:'. Below the card is a 'Hidden line:' and a 'Last name:' field. On the right side, there is a vertical menu with options: 'Edit ^E', 'Delete ^D', 'Filter ^F', 'File Menu', 'Print Menu', 'Dial Menu', '- Send +', 'Agenda ^R', 'CFG Menu', and 'Quit ^Q'. At the bottom, there are navigation buttons: '< Card', '< Group', 'Home', 'Group >', and 'Card >'.

else. I had to think of another way. Of course the solution came to me when I was reading an article in ST Format. It was all about a program called Cardfile 4 by Gribnif (makers of

database of names and addresses, but not with any special fonts, colors or graphics. I would have passed up on this program except it had one feature that no other program had

that I knew of. It allowed the user to send data to almost any other word processor-type program. Now I also had PageStream. I was wondering if it would work with it. So, I gambled and ordered Cardfile 4. I was wondering how I would run both programs at the same time (I had no multi-tasking program installed since I was short on memory), but after reading the manual I noticed that Cardfile 4 could be installed as a desk accessory.

I installed Cardfile 4 as a desk accessory and then loaded in PageStream. I then checked just how much memory was left. I cannot remember the exact amount, but I can say that it was not very much.

There was enough left over for a small data file for

Cardfile 4, if this was going to work. I called up Cardfile 4, made out an address label and clicked on the "SEND" button. You cannot imagine how ecstatic I was when I saw the address data appear in the PageStream window. I then set up a template in PageStream that was the size of a normal address label (0.5in x 3.5in) that had three lines. That took no time at all. I had a large list of fonts to choose from which could give the label a more professional look. However, there was still one more thing to conquer and that was adding color and graphics.

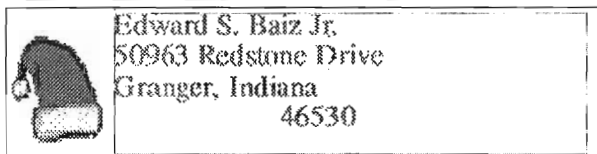
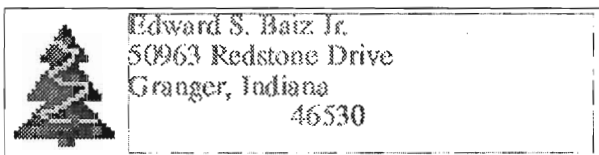
Getting the colorful fonts was no problem with PageStream. I just highlighted the text and then chose a suitable color. I believe the one I picked was hunter green. You must re-

alize too that I was working on a monochrome monitor, so the text was still black until I printed it out. That was kind of strange, but I had no choice in the matter.

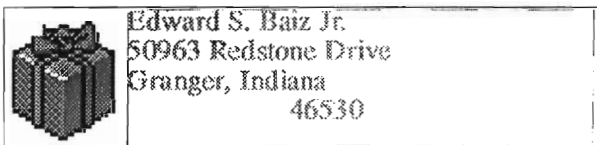
Now the graphics was another thing. I did not have too many graphic Christmas files, but I did have some. I chose a picture of Santa in his sleigh being pulled by some reindeer. I put the picture on the template and printed it out with some text. It looked fine. The text was in hunter green, but the picture was in black. This, of course, was not what I wanted.

I took the picture file and loaded it into Degas Elite. I then colored it in the following manner. I made Santa red, the sleigh a light brown and the reindeer a dark brown. I made it simple because my printer was not that sophisticated. I re-installed the graphic file on to the template and

(Continued on page 16)



Some examples of the labels. Somuch better than just hand written



(Continued from page 15)

reprinted it with some text. It looked great, not perfect, but never the less great.

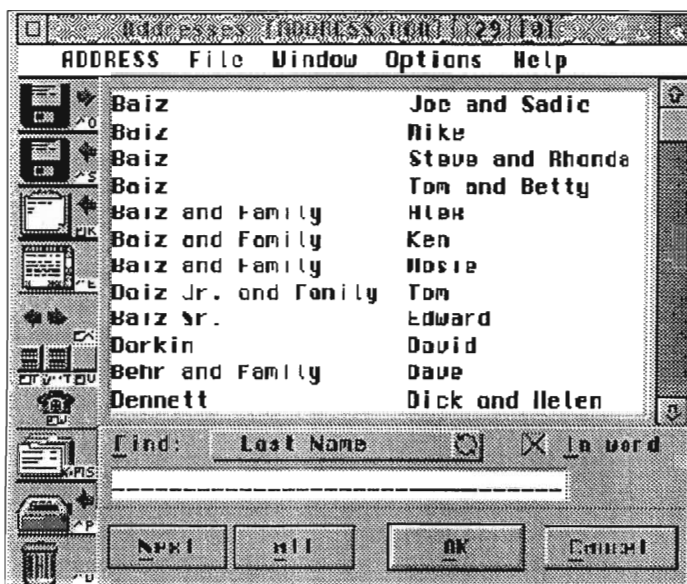
I used this method for my labels until I got my Hades. PageStream is nice, but my Hades deserved something better, so I got Calamus

graphic icons and the look of the program. If you have a computer that supports 256 or more colors, you may as well have programs that do the same. I even got a new DTP program, DA's Layout (which I will review later). So now I had two new programs to do

come up with something else. Address allows the users to send data to the Atari clipboard and Layout allows one to load in data from the clipboard. Got the picture??

It worked like a charm. So, that is where I am at right now, but soon there will be something else added to my setup. I've just received NVDI 5 which has ALOT of printer drivers it supports.

I plan to get the Epson Stylus Photo 700 printer. This will allow me to print out excellent graphic files which will make my Christmas labels look their best. I would tell you all about it, but I have not as yet gotten this printer. I will have to save that for another time.



SL. I basically did the labels the same way except my graphic files were much better and more colourful. Cardfile 4 worked perfectly as usual. Again, creating the template was a snap.

Cardfile 4 served me well for about 7 years and then I saw something else that made me switch. It was a program called Address and it was by Carsten Setje-Eilers. The one thing that caught my eye was the

my labels. I also realized I had some problems. Address did not have a SEND option. It had something I was not familiar with, the XACC protocol.

If you ran any program that supported this protocol (Papyrus), one could transfer data just like Cardfile 4 did. Layout does not support this protocol, so I thought I would be doing my labels using Papyrus or PageStream. But I did

I would like to take this time to wish everyone a very Merry Christmas and a Happy New Year. May everyone find alot of Atari items under their tree.

Take care and God bless. Edward "Mr. Christmas" Baiz Jr.

Mouse House

Trouble shooting and taking care of your rodent.

Article by Tony Greenwood



Problems

There is a whole array of problems you can have with your ATARI mouse. Unfortunately if any of these are fatal then finding a replacement can be a nightmare. Just try asking in your local computer store for an ATARI mouse and watch the reaction.

So we must fix our own or better still prevent any problems as all is not lost just yet :)

Fixing

Let us suppose you have a problem.

Q. Mouse moves in the opposite direction.

A. You possibly have a computer virus. The common problem here is the Ghost virus and any decent virus busting software will rid you of it.

I would recommend the UVK (Ultimate Virus Killer) by Richard Karsmaker. It is not free but a working demo can be downloaded or ordered

from any decent PDL.

Q. Mouse works intermittently.

A. Possibly the worst of your problems as this can mean the ports have come loose or your mouse is actually dying and the innards are wearing or breaking away.

The good money would be on the ATARI ports and you should check for Dry Joints or cracks in the soldering. You can easily resolder the joints or any half decent electrician can do that for you without any computer knowledge.

Broken filaments in the mouse cable could be the problem. If you bend these about a little to see if it makes the slightest difference, If it does then fix or replace cable.

Insides

A recent discussion on usenet brought forward this from Steve Rollinson. "The electronics in the Atari mouse is simple. Pin-

wheels interrupt optical sensors which are used to switch comparitors (a single quad comparitor is used I think) which then toggle the control lines.

If you have continuity from your mouse connector through to the tracks on the PCB then the problem isn't there. You can also check to see if the comparitor is being driven by measuring the input and slowly rotating the pin wheel."

Maintenance

Q. Mouse is sticky and won't always do as intended.

A. Clean it. Warm soapy water will clean the roller ball. Personally I then use metholated spirits and cotton buds the clean the rollers that the ball connects to. You will be amazed at how much muck comes off them so have plenty of Cotton buds handy.

ROLL UP....RO

The show's about to start. So over to our Ring

I think that the Atari Computing Convention '98 was probably the most eagerly awaited Atari show for many a year.

After long-established firms like HiSoft, LAPD and Goodmans had pulled out of the Atari market, most people were probably wondering what level of

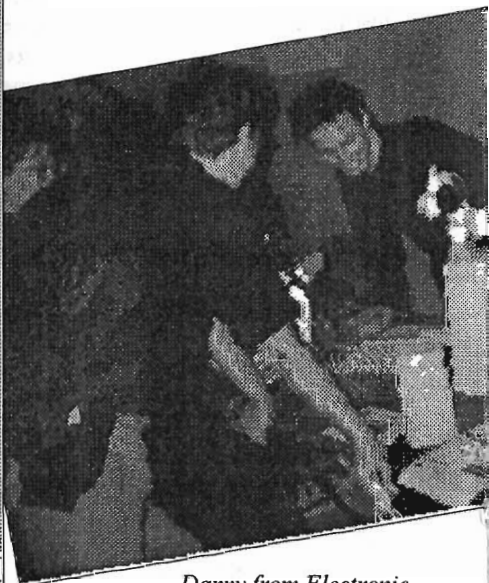
support they could expect for their machines. I'm pleased to report that the future looks fairly rosy for a while yet.

I travelled up on a sixteen-seater minibus, arranged by the SHAG user group, in horrible weather, but that was soon forgotten when we arrived at the Bingley

Hall in Stafford. The hall was much larger than I'd expected, and had the feel of a cattle market at first appearances, bit of a culture shock after the like of the plush Novotel and Osterley Park Hotels of recent years. It was filled with plenty of stalls selling all manner of electronics stuff from PCs to tools and aeri-



Roy (to me) Golding telling all about the internet



Danny from Electronic Cow showing off his Music software

LL UP

Master...John Gill

als. But it's the Atari vendors that we are interested in, so I'll concentrate on them. I was on the SHAG stand which incorporated ST+ Fanzine and we all took our turn so that everyone had a chance for a look around, although our Editor, Richard Clark seemed to find it hard to tear himself away from

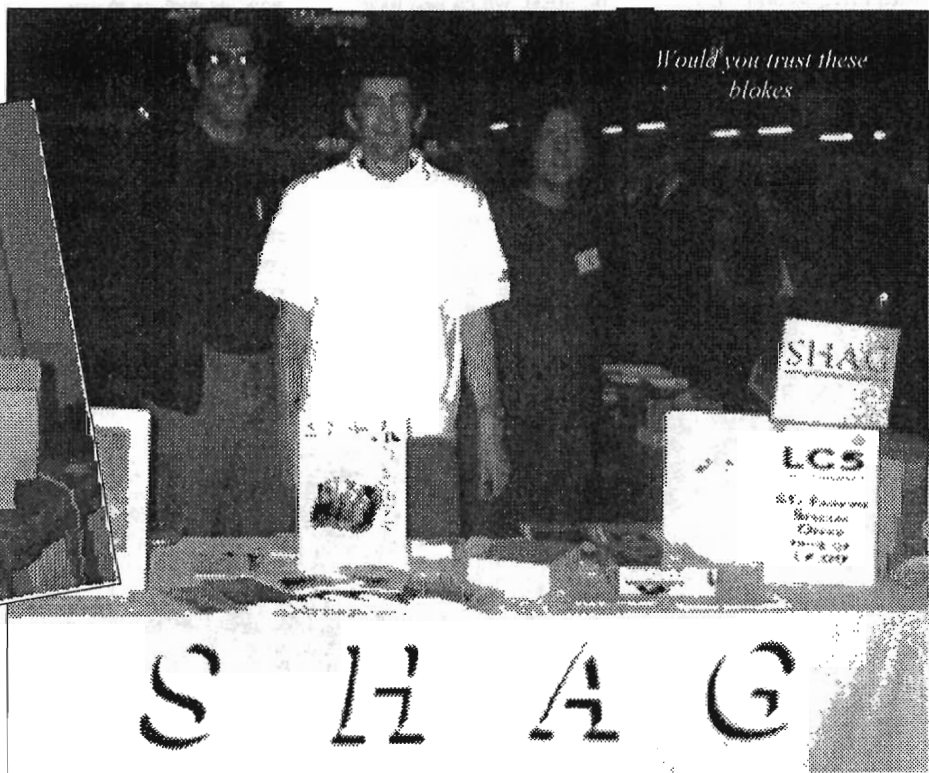
selling copies of STPlus Fanzine. By all accounts we did very well, so hopefully we've got some new readers this month. My own experience bore this out and a lot of people seemed surprised to find that another Atari magazine even existed. Hopefully we've put them right now!

Next to us we had Titan Designs, who were showing the new Milan TOS-compatible computer along with plenty of software and hardware for Atari machines, specialising in the

Falcon, which of course interested me. The new PCI adapter which allows you to use a PC graphics card on a Falcon was on display and although they are still doing some work on the drivers, it looked very impressive indeed.

Next to them were Floppyshop, who I have used for a lot for my Atari software for the last four or five years. They were not selling individual PD disks, but instead had a new collection of seven CD ROMs covering their entire

(Continued on page 20)



(Continued from page 19)

Atari catalogue, which is a great idea but has me wondering what the future holds for them. I bought volumes 6 & 7, which cover their entire Falcon collection of disks, for the sum of £15 each, although I would imagine that they would cost more after the show. Well worth the money though, if you have a CD drive in your setup. As well as these, they were also selling their commercial software and loads of second-hand hardware and software. Steve Delaney seemed pretty happy when I left, so hopefully they had a good show and will continue to support us.

Also on our section was Roy Golding, who was selling his Internet Users

Guide for Atari, which has recently been updated. He was also promoting the Atari Wrinklies Club, which he has taken over the running of. I was a pleased to see other User Groups taking stands at the Show, such as the Tyne and Wear Atari Users Group and Coventry Atari Users Group, from whom I managed to obtain the latest version of MPlayer, which I registered recently. An excellent program if you want to view animations on your Atari. The Tyne and Wear group also had support for the old 8-bit areas, which was nice to see.

Shareware was well supported with stands from Interactive and CyberStrider, who were both

taking 'live' registrations for their supported titles, and I managed to get

Thing updated to the latest version 1.27. Most of their software is still being developed, and shareware is certainly the future of our platform in my opinion, so make sure that you support their efforts. Registration fees are very reasonable, so there is no excuse for not registering that piece of software that you use every day.

Atari Computing magazine, who of course arranged the show in conjunction with Sharwards, had a large stand selling magazines, subscriptions, various goodies such as mouse mats and CDs, and registered versions of Mark Wherry's excellent Gemtrade translation program. I managed to pick up my evolution CD ROM which I was owed as part of my subscription, although you could buy it for the very reasonable sum of £14-95. AC editor Joe Connor was permanently rushing between this stand and Interactive's, the poor



Tyne & Wear Atari Group



The Upgrade Shop with their meiad of upgrades

bloke must have been worn out by 4:00 p.m. when the show ended. Over in the top corner was System Solutions, who were displaying their usual large range for Atari computers, including the awesome Hades and Milan machines, although these are aimed more toward the high end user. Also present on their stand was Wilfried Behne, one of the authors of the MagiC multitasking software. He seemed to be constantly surrounded by people asking him questions, but it was nice to see him make the effort to attend the show. There were new versions of both NVDI and Magic, although I was not convinced of the extra features in the latter to upgrade my recently purchased MagiC 5.

Also in this area were The Upgrade Shop, who were showing their new Veloce accelerators for the ST, along with a soon-to-be released version for the Falcon. This is the place to go if you need any hardware upgrades, as their fitting charges are very reasonable. It was nice to see the FaST Club, who have been absent from the Atari shows

in the last couple of years, there. They had a number of CD ROMs for the measly sum of £10, as well as their usual top quality software such as Image-Copy.

16/32 Systems had a huge range of games for the ST, Falcon, Jaguar and Lynx systems, as well as items of hardware. I managed to get the RGB splitter to go with my Videomaster digitiser for a very cheap price.

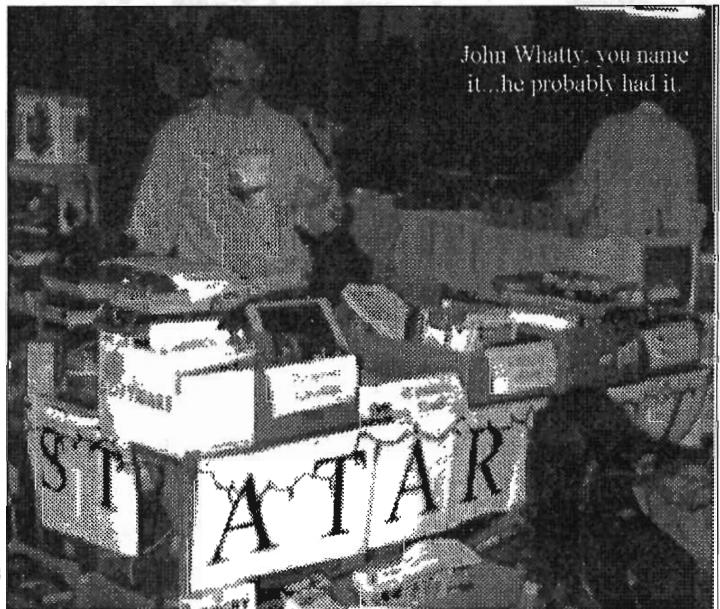
Last but not least, the two stands that really caught my eye. Abingdon Synthesis Projects, run by Chris Crosskey, had numerous leads and adapters to enable you use PC mice, cases, and power supplies

on your Atari system. I was able to obtain a lead for my newly-purchased Falcon IDE hard drive from him on the day and he also had a mouth watering list of forthcoming attractions to be released in 1999, so don't sell your Atari yet (as if you would !).

He is intending to take his products out on the road and visit as many User Groups as he can, so get in touch with him and arrange for him to come and show you his wares (no Carry on-style jokes please).

Cadenza Software, consisting of Matthew Bacon and Paul Jones, program in Hisoft Basic and, for me at

(Continued on page 22)



(Continued from page 21)

least, the most exciting bit of software at the show was their web page creation program, Web Wizard. Matthew explained to me that he hopes to release the finished version around January, as he has been busy with his studies, but he found the time to show me a rough demo. I have played around with Home Page Penguin, which does a similar job, and was not particularly impressed with it, thinking that I would have to learn HTML coding in order to create my own Web pages. But from what I have seen of it, Web Wizard is stunning, allow-

ing you to choose what you put on your page and where, all wrapped up in a user-friendly interface. All this programmed in Basic! Look out for it next year, it should be well worth waiting for.

To be honest I didn't get much chance to see the other stands, i.e. PC ones, as there was so much going on around the Atari ones, but several members of SHAG got bargains from them. From my own point of view, it was the best Atari show that I've been to for many years, with plenty to make me feel optimistic for the future. It was nice

to put faces to names of people that I've spoken to on-line (even AtariMad!) and it pleased me to hear that there are actually people out there who enjoy my Falcon pieces in STPlus!

There is already talk of another show next Spring and hopefully that will go ahead. All of the Atari stands seemed to be doing good business so there seems no reason for it not to. I finally arrived home at around 7-30 p.m., worn out and ready for an early night, but it had been a most enjoyable day and with a bit of luck we'll be doing it again very soon.

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

**Gordon Storey 253 Ripon Road, Stevenage, Herts SG1 4LR
England or email: gordonstorey@net.nfl.com**



Keith Dunn
is back still
working his way
through the
ATARI Web ring

Title: NEWSie Support

Ring Description: Official support site for NEWSie, the News, Email, FTP program for Atari computers.

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

The Review: Everything you ever wanted to know about Newsie, the Usenet and Email reader for Atari's, also includes downloads of the latest versions. Thats it...

Title: TransAction

Ring Description: -TransAction is the home of the TransAction translation crew, responsible for the translation of quality German and French shareware software into the English language. The site will give you up to date information about our latest offerings.

URL: <http://www.users.zetnet.co.uk/micklock/transact/links.htm>

The Review: Brief biographies of those involved, and a link back to the Atari webring... Ermn.. that appears to be about it as well, have I reached a black hole??..

Title: Ultimate T.O.S. Software Index

Ring Description: The best way to download the latest version of TOS programs from their author's page.

URL: <http://www.geocities.com/Tokyo/Temple/9537/PRG-IND.HTM>

The Review: An excellently huge collection of links to Atari programs and files of just about every kind.... with both English and French text but.... the page is on Geocities, and has to be said... is painfully sloooooow.. I almost gave up during most of my 5 or 6 visits... If this page were to be moved, then it could be brilliant.

Title: The PJCO homepage

Ring Description: Lots of stuff here, HBASIC programming support, with the GEMMA extension and several HBASIC libraries...

URL: <http://freespace.virgin.net/paul.jones31/>

The Review: A good, thankfully fast site with information of a variety of programming projects, mainly aimed at STOS and HiSoft basic. There are a few extensions available for download. plus loads of info about the PJCO attempts to get a full Gem environment extension for STOS. The text can be really difficult to read against the background... and I'm not sure how recently the page has been updated.... but its worth a quick visit.

Flight of the Falcon

by John Alan Gill

At the recent ACC '98 show I managed to get a new key to upgrade my version of the replacement desktop Thing. New users have to pay about £15, but as a registered user I only had to pay £8 for what is, in my opinion, the best replacement desktop for the Atari range of computers. The manufacturers of the new Milan computer obviously think so to, as they have bundled a special version of Thing with the machine.

Of interest to me in the new version, as you can see from the screenshot, is the ability to display coloured images on the desktop, just like the PC's Windows 95 wallpaper option (won't be mentioning that again in this article). As someone explained to me at the show, when you convert the picture from a JPEG or whatever format using Im-

ageCopy, you need to select the option 'match palette' before saving it as an *.IMG file, otherwise your icons, dialog boxes and windows will all turn a funny colour. I know, it's happened to me !



Notable new features include the option of separate methods of sorting files for each window, which will come in handy if, like me, you keep all your art programs in one directory, etc. Also new is the Thing Icon Manager, which is a vast improvement on the old version. I managed to install a complete new selection of icons on my system

in next to no time, with the added bonus that you can see them in colour as against the black and white of the old version. When you click on a directory or file you now have the option to either open the file, install it as an application, show info, or, in the case of removable media, eject. This I found to be a nice touch, doing away with the need to navigate loads of menus if you want to install a program as an application. Remember that Thing has no built-in code to print files or view pictures, you need to install

your own choice of viewer or printer, though personally I prefer this approach. You can also uninstall Thing temporarily if you have a program that needs large amounts of memory i.e.: sampling or image processing.

To be totally honest, I have only been playing around with Thing for a couple of

days at the time of writing and there are probably plenty of new features that I have yet to discover, but what is evident is that a great program has just got better. If you are still using version 1.09, as I was, then get an upgrade, and if you haven't used a replacement desktop before and have plenty of spare memory, then give Thing a try. I'm sure that you won't regret it.

Another program that I managed to upgrade, courtesy of Antony Lacey on the Coventry Atari User Group stand, was the animation viewer M-Player. One of the benefits of being a registered user and at just £7 for this particular program, registering is unlikely to break the bank. Either my ears are deceiving me (unlikely) or the sound quality is better in this new version 2.97. As I mentioned when I covered M-Player in a previous issue, I like to watch music videos on my Falcon, so this is a worthwhile improvement. Compared to Aniplayer, a similar program, M-Player doesn't seem to synchronise the sound and visuals perfectly every time, but it's certainly more than good enough. Anyway, other computer platforms suffer

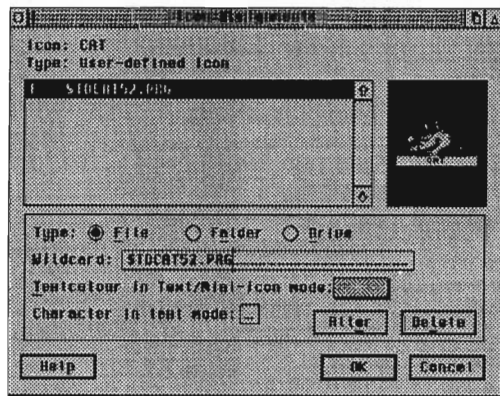
from this to some extent as well (and I said I wasn't going to mention Windows again..Doh!). Talking to Antony, he said that Guillaume Tello, the author of M-Player, was planning to include support for the latest QuickTime movie files and MPEG3 files in future releases so I think he deserves our support. Especially at the silly prices that he's charging for registering. Anyway, you can only

would have been in place inside the Falcon to fit the hard drive, but it appears that this is not the case. I managed to get a cable at the show. A cradle to mount the drive should be here soon, so I hope to cover the fitting of it in a future issue.

One of the things that I was looking forward to seeing at the show was the Eclipse adapter from Titan Designs, which allows you to plug a PC graphics card into the bird. The Falcon uses the CPU for graphics so it slows down considerably when using high colour resolutions, due to the extra load being put on the processor as I think I mentioned in a previous article.

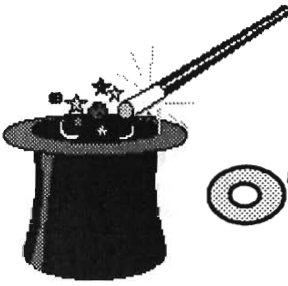
Having a separate graphics card gets round this problem, and while the version I saw at the show wasn't quite finished, it does look a nice bit of kit. Only trouble is it costs nearly £200, complete with graphics card, so unless I win the Lottery or Titan Designs send me one to review, I very much doubt whether I'll be covering it in here. Still, stranger things have happened.

See you next month.



view the animations in greyscale if you haven't registered, so that's as good a reason as any in my book.

I also managed to get hold of a 2.5 inch IDE hard drive from someone at the show. 540 megs of storage space for £30, thank you Antony Hoskins! He had just upgraded to a 1 gigabyte drive so he was happy to sell on his old drive to a fellow Falcon user, which was much appreciated. I thought that everything



A night of MagiC!!

by Ken Macdonald

Herein lies a report of a fabled eve, missed by the tardy, lazy, and those few non-TAF members. I, your president, had purchased MagiC 5, that often heard of but rarely if ever seen multitasking operating system and system accelerator. I also have Geneva, and have run both MiNT and MultiTOS, so I have some experience with multitasking!

I arrived at the TAF meeting plenty early, and set up. When the rest of the TAF members had arrived, and all the announcements about sales, upcoming events, and what else had been made, I introduced the star of the show - ta da! MagiC. MagiC version 5.11 to be precise. I then proceeded to install MagiC, using both double density disks, and installing ALL extra features, and it only took about ten minutes (maximum) to install.

After installation I rebooted the Falcon and

waited for XBoot to come up so that I could set up a MagiC boot up. For those of you without a Boot Manager, you'd have to rearrange your auto folder from the desktop, and then reboot your computer to institute your changes.

Regardless, MagiC should be installed near the beginning of your auto folder (accomplished by using XBoot or a program such as DIRSORT.PRG or AUTOSORT.PRG, or moving all programs from the AUTO folder and putting them back in, one at a time, in the order you want them to run) so that most auto folder programs run under MagiC and not TOS. On my system Mag-iCbot.prg runs just after XBoot, so that I can control whether or not I boot MagiC. So, I placed MagiC near the beginning of the auto folder, then created and saved a XBoot set-up called, of course, MagiC!

Then I clicked on 'go!' in XBoot and the computer

ran MagiCBoot and... rebooted!!? Yes. Since MagiC completely replaces TOS, it has to run right from the beginning. So the MagiC-Boot program loads, reboots the computer, and when your monitor screen comes on again it is no longer running TOS, but is completely MagiC(al).

Then we ran through XBoot and all the auto folder programs selected in the MagiC set up, with the exception of MagicBoot (as MagicBoot has already been run) and voila! we are at the MagxDesk desktop. MagxDesk is the default desktop for MagiC, but you can use other desktops, preferably an AVserver desktop (Maybe we should have an article that explains what AVservers are in the near future?!) such as NeoDesk, Thing, Jinnee, and perhaps others such as Gemini, no!desk,...

After the Falcon had been booted up with MagiC, I proceeded to show off the neat multitasking capabil-

ities of MagiC - with zip-all slow down in the system. Holding down the Alt-Control keys while repeatedly hitting the Tab key will cycle through all open apps. You can also click on any blank part of the menu bar at the top of your screen to bring up a list of running applications and you can hide any application (make it disappear from your screen, although it is still running) or unhide it, or even click on start program and a file selector comes up for you to select a program to start.

I always thought that the space to the right of any programs menu was wasted real estate, but MagiC makes good use of it by allowing me control over my programs.

MagxDesk has some neat features as well.

You can pick a *.img file to load as your desktop blotter, type notes right on your desktop, double clicking the grey part of any open window (where the disk or file name is) rolls up the window like a window shade, saving tons of visual space, but still allowing you to see where the program/disk window is. For example, say you open up drive C:, and you

want to keep it open but it obscures part of a document you are typing in Edith (you're multitasking, remember!), well you just double click on the title bar (where it says c:\, and where the closer on the left and expander on the right icons are) and the window into drive c: just rolls up! double click it again to roll it down. You can still run and use accessories, but since you can run most of



them by double clicking on them from the desktop, you no longer 'have to'.

MagxDesk also has the regular TOS stuff like "search" for files, set file "masks" (i.e. *.inf), sort files, view as text or icons.

MagiC is capable of either co-operative (like Geneva) multitasking, or preemptive (like Linux) multitasking. In operation it's

probable that you won't be able to tell the difference, but occasionally you run across a program that grabs ALL the system resources, and won't let go until it is done! Under 'co-operative' multitasking all the other programs running have to wait for that program to finish before they can continue running. Under preemptive multitasking you can assign 'slices' of CPU time that will be given to every program, and how often you will switch between programs, so one program hogging it all is not too likely! MagiC also has two features which I demonstrated to TAF members.

Some folks noticed a new drive, called U: no, not 'you', U:!! The U: drive is common to operating systems such as Linux/UNIX and MiNT, and it functions as a window on the

whole system! Opening U: drive and you will see every partition you have mounted, plus all the processes (programs) you have running, the print queue (empty or full!). You can, as a laST resort, 'kill' a process (program) by dragging it to the trashcan, but *only* if all else fails as this is a bad bad bad way to quit programs!

(Continued on page 28)

(Continued from page 27)

WARNING!

Never just 'shut off' your machine when done. ALWAYS use the provided 'ShutDown.prg, Magic needs to write some files to disk, and so has to know when you are turning off the machine.

Since MagiC is not psychic, you have to tell it by running the ShutDown.prg Apparently (or should I say, of course?) ShutDown.prg has a bug in it, so it doesn't always work. A back up method (called a 'work-around') is to perform the three fingered salute, pressing the XControl-Alt-Delete keys together. This is supposedly a rough equivalent to running the shutdown program.

After doing this, pressing the Control-Alt-Delete keys again performs a cold boot. A better way is provided by the keypress: Alternate-Control-Esc. This brings a TOS-like screen listing all processes running, with a simple display of commands at the bottom.

Using the cursor keys you can position the selection bar on the program you want to end, hit the delete

key, and the program is ended and you are back at the desktop. After this virtuososo display of multitasking, I ran a few benchmarks, using NemBench and GEMbench. I misplaced (yeah, sure you did) those results but a definite slowdown according to the benchmark numbers was noticed, "according to the benchmark programs"!! Which goes to show that benchmark programs are only good for comparative purposes, as no one noticed any slow down when run-



ning programs "in real life" on the Falcon.

Actually, with nVDI installed, the benchmark numbers for VDI processes were faster under MagiC than not under MagiC. Since nVDI is also written by the programmers of MagiC, perhaps MagiC taking better advantage of nVDI than other multitaskers? A new nVDI

(version 5) is out, as well as a new version of MagiC (version 6 - though in German only I think) and many more tricks are in the bag. Problems were reported with previous versions of MagiC on the Falcon, but with version 5 these all seem to be fixed, at least we had no problems at the meeting, and I've had no problems with my Falcon (well, I blew up the video chip - but that is a completely different issue called not having ones head screwed on straight! :^)

After the break, Dan attempted to show some incredible MagiC accessories (more on this in future articles!), but not having a mouse (the Falcon mouse broke down!) and having therefore to use the keyboard to move the mouse around (as I had been doing all evening) it proved quite impossible to copy files to the hard drive.

A feature of MagiC is the creation of 'Aliases', created when you hold down the Alt key and copy files, but you need the Alt key to move the mouse with the keypad! rats! I'm bringing my mouse to the next meeting!! (Although, Dave Stonehouse has graciously fixed the spare TAF mouse, so maybe we'll just pick that up first).

Till next time

Software City



A Gem Based Game takes the hot seat this month. Deano battles with this slightly different game.



LINE UP

By Mario Becroft

Download at: <http://www.ak.planet.gen.nz/~mario/mysoft/lineup.html>

LineUp is a GEM puzzle game. The game consists of a grid, and you must slide the rows and columns of the grid to line up the tiles into an orderly pattern.

The tiles can be of different colours or patterns, or for a more difficult game a picture can be loaded, and

the picture must be un-mixed by sliding the tiles. Featuring adjustable grid size and five difficulty levels, LineUp can be made as easy or as difficult to complete as you like.

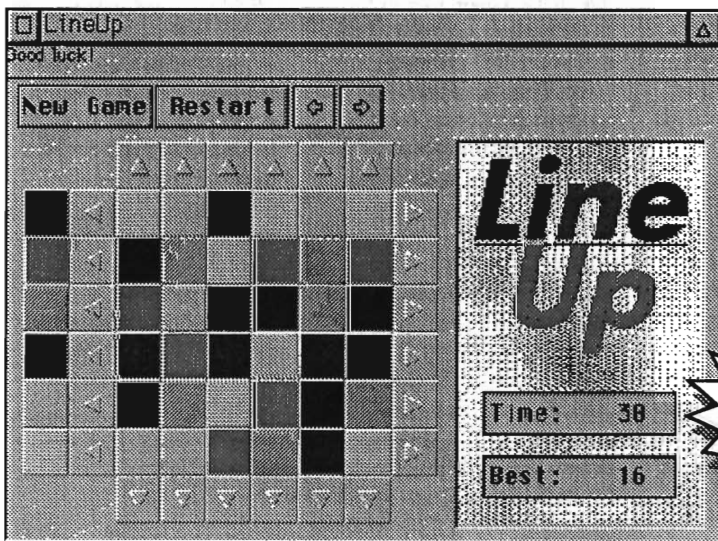
Or if you're really stuck, you could use the automatic solve feature, but you

can't get into the best times table then. I think this game must be for the Falcon because it looked nothing like this when I loaded it up on my STE.

To be honest I couldn't really get into this game so I can't really say it is something you would want to

keep coming back to. Mind you, saying that I am not really very good at these games anyway.

If you are into puzzle games then I say it's worth a try.



STOS CORNER

This month we look at the full listing for our first example of the maze game

Last month I had a little moan about having limited space to do this tutorial, I didn't know I could have more than one page so this month we've gone to two. This may not be forever but it will do for any long tutorials like this.

The code listed on the right is our first full example of getting our pacman character moving around the maze with animation included. Lets take it step by step and uncover what it all means shall we.

Lines 10 to 60 basically set everything up. The array named PANI holds the animation frames for Pacman. The first parameter is the direction number and the second parameter is the frame number. For example PANI(1,1) holds the first frame of the pacman going up animation. The variable DI holds a direction number from one to four. This technique keeps

pacman going in the chosen direction on his own once the joystick has been pushed that way. The values are: DI=1 (Left) DI=2 (Right) DI=3 (Up) DI=4 (Down). As our map is a landscape map it only scrolls up and down so we have to set the clipping area with the Landscape command at line 60.

Lines 70 to 90 hold the subroutines that call up the various routines we need. It's always good programming practise to have all your routines in sections and have a main part of the program that call them when needed. Line 140 places Pacman on the map as an animation frame IMG at the co-ordinates specified by the variables XBOB and YBOB.

Lines 200 to 290 is the section of the game that checks where pacman is on the map. The WHICH BLOCK command checks

to see if pacman's co-ordinates are in range of a map block's co-ordinates. It does this by reading the map data held in bank six.

The block pacman touches returns a value which is the number of the block in the blocks bank and this is stored in the variables BL1, BL2 etc.

Lines 300 to 430 is the control routine and stops pacman going any further if there is a maze block in his way. It checks if pacman is in the middle of the screen at co-ordinates 80,144 and if so, moves the map only. When the map scrolls to the top or the bottom then just pacman moves.

Finally lines 1300-1330 control pacmans animation.

That's it for this month. Next month we shall develop the routine further, so see ya then.

**Any Enquiries Regarding The Stos Corner Please Write To:
Stos Corner - 27 Turbary Walk - Milnrow - Rochdale- OL16 4JN
Or Email: Deano@zetnet.co.uk**

NB: Only start a new line where there is a line number.

```
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
31 dim PANI(4,4)
35 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 : A=palt(S4) : wait vbl :
erase 6 : bcopy 11 to 6 : logic=back
70 rem CALL ALL SUBROUTINES FROM
HERE
80 gosub 100 : gosub 200 : gosub 1300 : go-
sub 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 PAKIMAN ON SCREEN
140 bob logic,S4,IMG,XBOB,YBOB,99
150 return
200 rem CHECK PACMAN COLLISION
WITH BLOCKS
210 BL1=which block(S6,XMAP+XBOB-
4,YMAP+YBOB)
220 BL2=which block(S6,XMAP+XBOB-
4,YMAP+YBOB+12)
230 BR1=which
block(S6,XMAP+XBOB+16,YMAP+YBOB)
240 BR2=which
block(S6,XMAP+XBOB+16,YMAP+YBOB
+12)
250 BU1=which
block(S6,XMAP+XBOB,YMAP+YBOB-4)
260 BU2=which
block(S6,XMAP+XBOB+12,YMAP+YBOB-
4)
270 BD1=which
block(S6,XMAP+XBOB,YMAP+YBOB+16)
280 BD2=which
block(S6,XMAP+XBOB+12,YMAP+YBOB
+16)
290 return
300 rem JOYSTICK CONTROL
310 if jleft and BL1<>3 and BL2<>3 then
DI=1
320 if jright and BR1<>3 and BR2<>3 then
DI=2
330 if jup and BU1<>3 and BU2<>3 then
DI=3
340 if jdown and BD1<>3 and BD2<>3
then DI=4
350 if DI=3 and BU1<>3 and BU2<>3 and
YBOB=80 and YMAP>0 then
YMAP=YMAP-4 : goto 430
360 if DI=4 and BD1<>3 and BD2<>3 and
YBOB=80 and YMAP<144 then
YMAP=YMAP+4 : goto 430
370 if DI=1 and BL1<>3 and BL2<>3 then
XBOB=XBOB-4
380 if DI=2 and BR1<>3 and BR2<>3 then
XBOB=XBOB+4
390 if DI=3 and BU1<>3 and BU2<>3 and
YMAP=0 then YBOB=YBOB-4
400 if DI=3 and BU1<>3 and BU2<>3 and
YMAP=144 then YBOB=YBOB-4
410 if DI=4 and BD1<>3 and BD2<>3 and
YMAP=0 then YBOB=YBOB+4
420 if DI=4 and BD1<>3 and BD2<>3 and
YMAP=144 then YBOB=YBOB+4
430 return
1200 rem PUT PACMAN FRAME NUM-
BERS IN PANI ARRAY
1210 restore 1220 : for X=1 to 4 : for Y=1
to 4 : read PANI(X,Y) : next Y : next X :
return
1220 data 3,4,5,4
1230 data 0,1,2,1
1240 data 6,7,8,6
1250 data 9,10,11,9
1300 rem PACMAN ANIMATION
1310 inc IM : if IM=2 then IM=0 : inc I :
IMG=PANI(DI,I)
1320 if I=4 then I=0
1330 return
```

David (The Berserker) Cowdrey
let's the cat out the bag in the start of a new Jag series

JAGUAR

Being my first Jaguar page (gulp) I thought I would just make sure everyone would know a bit about it.

way over the great pond at about £250, £50 more than expected.

3D hardware, although 3D graphics has great performance when it is used and with 16 million (24-bit) colours it can look great.



The CD-ROM drive for the Jaguar allows larger games and the ability to play music CDs.

Very Quick History

Development for the Jaguar started in 1990 and 3 years later it was finished. IBM produced the Jaguar with their Charlotte, NC facility in a \$500 million contract with Atari. The Jaguar was released early 1994 in the US, and due to popularity was delayed by about 6 months before it made it

Techy Guff

The Jaguar contains 5 processor within 3 chips, the "Tom" chip contains the first 3, a Graphics Processing Unit, Object processor and Blitter, the "Jerry" chip contains a Digital Signal Processor and finally there is a Motorola 68000. It has 2Mb of 64-bit memory, and a 64-bit bus rated at 106 Mb/sec. There is no special

The CD drive includes the Virtual Light Machine, or VLM, giving you kaleidoscope and other types of images moving along with music. Full-screen video footage can also be used in games using CD-ROM.

The Jaguar is definitely powerful and has plenty of excellent games, although I need to get some more.

CHEATS

CYBERMORPH

Unlimited Ammo (at Control Options): 1+3+5+7+8+9, firebutton.

Level Codes:

Sector 1 = 1008

Sector 2 = 1328

Sector 3 = 9325

Sector 4 = 9226

Sector 5 = 3444

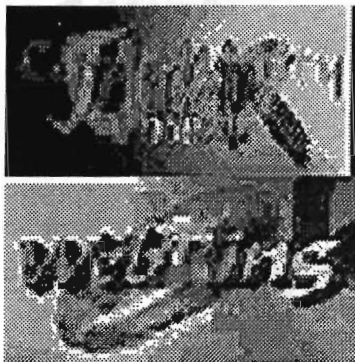
Unknown = 6009 (found on planet Codex)



JCU Web Ring Reviews

I'm going to try and make this a regular piece of the Jag Section of Console Corner until I run out of pages to review. It shouldn't take long as last time I checked there were only nine pages on the web ring <g>.

Title: Jaguar Community United Web Ring
URL: <http://www.geocities.com/SiliconValley/Vista/6856/JCU-WebRing.html>



Review: This page should contain all the information about the JCU Web Ring unfortunately some of the links do not work and it contains some dodgy Java Script. There is a JCUWR Chat Page and JCUWR Message Board.

Jag Game Plea

I got an e-mail from Stephen Moss, asking me if I could put a mention into the Jag pages about a project he's involved in. Well that's what the Fanzine is all about so here goes.....

"I am involved in a project trying to get software companies to produce new Jaguar software. What would help is if we could show that there is still support for the Jaguar by having every Jaguar user sign up to Marshall Carter's Jag petition at <http://home.sprynet.com/sprynet/mwcarter/petition.htm>.

At the moment there are only 260 people signed up, to grab software companies interest we need least 1000 users on the petition. There should be at least 10000 of us out there somewhere, the more that sign the better. Please tell every Jaguar owner you can find to sign this petition, if they don't have internet access let them use your computer or get them to use the nearest library or internet cafe. If you have a local

free paper or newsletter then perhaps you could try placing an add to contact other Jag users. Please do it NOW! before it's too late. To keep tabs on what's happening look at the alt.atari-jaguar.discussion.news-group.

Also Telegames require 30 more orders each for both Worms and Iron Soldier 2 before doing another production run so if you want these games then order them now, it may be your last chance plus it will help to show companies like Telegames that we are still out there. Prices are \$69.95 each (USA) or £59.99 each (UK/Europe), prices exclude postage charges, for more information Telegames can be reached at...

USA <http://www.telegames.com>

UK/Europe <http://www.telegames.co.uk>
or e-mail sales@telegames.co.uk
or Snail mail them at Telegames Ltd. Kilby Bridge, Wigston, Lieicester, LE18 3TE England."

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Phone: (+48 58) 303-34-67 - e mail grey@promail.pl

Rich I O Winds Up



What a cracking show. All I can say to anyone who didn't make it or couldn't be bothered, unlucky, you don't know what you missed. This was the best show I've attended. The atmosphere was excellent, like one big user group meet.

We on the SHAG stand which incorporated ST+ Fanzine were rushed off our feet all day. Thanks to all those who came by and said Hello. We even had a

guy who had come all the way over from Belgium to get a complete set of the Fanzine. Well that's what I'd like to think anyway :)

The Fanzine was a surprise to a lot of people as they didn't know we existed, but they do now. So if you're a new subscriber, welcome and please feel free to send in any articles, comments (good or bad) or adverts the address is in the usual place on page 3. You may also notice the

ever increasing list of distributors on the facing page so the Fanzine family, so to speak, is expanding. It's time also to make a new resolution or two. So my two had better be to get my articles in on time and actually write the "Tower" article. I'm sure I just saw a pig fly by :)

I started by wishing everyone a Merry Christmas and I might as well finish by wishing everyone a Happy & Prosperous New Year.

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.
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