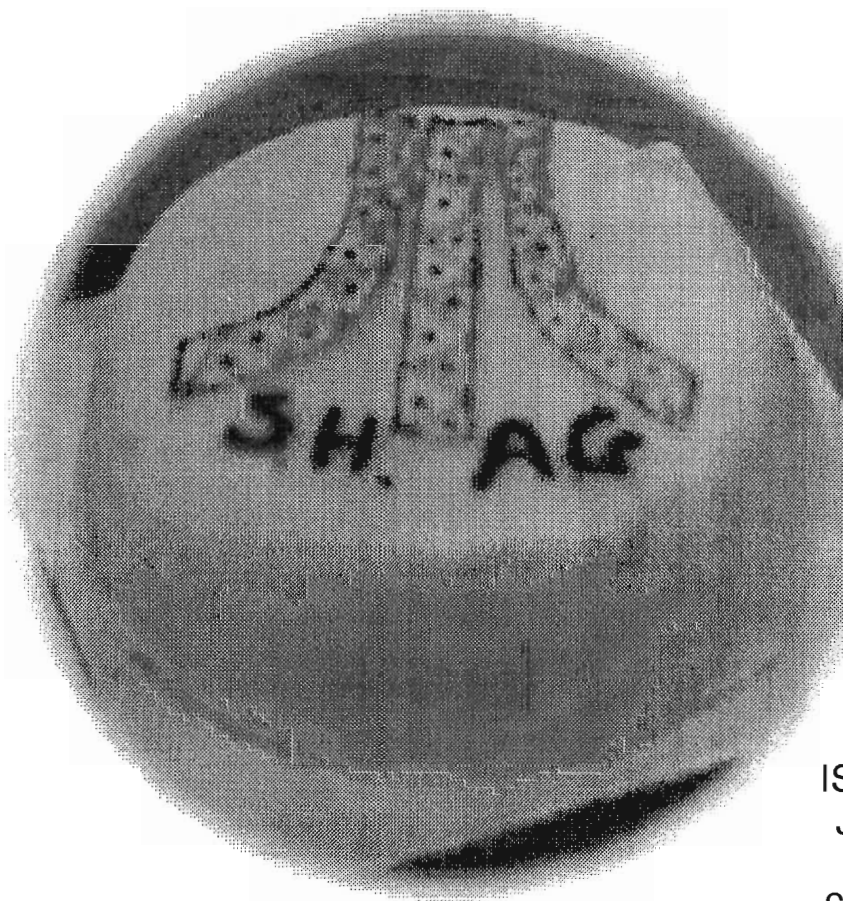


ST PLUS



Featuring in this Issue

The results of the Atari Times awards, PDL Launch,
HTML and STOS Tutorials, DTP hints and tips,
Website reviews, and so much more



FANZINE

ISSUE 36
January
1998
£1.50 UK

ENCHANT

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EDITORIAL

Firstly a happy New Year to everyone and we here have had a good start to it by being named the Best Paper Based Atari Magazine as voted for in the Atari Times Awards. I know it's a bit of "blowing your own trumpet" but we weren't sure at the beginning as to whether we could make it work so thanks to everyone who voted, and a bigger thanks also to everyone who is and has been associated in any small way with the Fanzine. Also a big thanks go to my two fellow partners in crime Tony Greenwood and Gordon Storey for their hard work and whatever else it is they do.

There doesn't seem to be much room to tell you what's in this issue except there's much, much more.....

Rich 10

Published by R.Y.M.E.

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

News News News News

Floppy can't keep It Up

After rumours of their demise circulating at the end of November the following Floppyshop press release came as no surprise.

“5th December 1998
Floppyshop To Close
Down After Nearly 12
Years

It is with deep regret that we announce the closure of Floppyshop on 30th January 1999. Despite tremendous support from a small section of our customer base, it became apparent that we simply lacked enough 'active' customers for us to continue providing a service as we head towards the Millennium. Before we go, we'd like to give something back to our loyal

customers, some of whom have been with us from the beginning. With this in mind, we are holding a Closing Down Sale until 30th January 1999. All customers on our regular Internet mailing list should be receiving details of this within the next day or two unless they have already done so. Full details will also appear on our WWW site at <http://www.floppyshop.cyberstrider.org>

Open letters to the Atari community can also be found on the site. In these we give our thanks to our many friends made over the past 12 years. We also pay tribute to those who continue to fly the flag and set out our thoughts for the long term future (and there is a definite future) of the Atari

community. Fellow Atari dealers are most welcome to contact us with regard to taking over our CD-ROM compilations and/or commercial products, should they wish to do so. We will be contactable by email, post and telephone until mid-February.

We would like to thank both our customers and friends (many of you fall into both categories), for their support over the years. Just one more thing, Atari computers are not affected by the Millennium Bug, so enjoy the Millennium while those around you crash!

Goodbye and good luck for the future.

Regards
Steve Delaney and Irene Lamb”

Supercard 3 Upgrade?

After a small nudge, Mark Butler will be updating his database program Supercard 3 so that it runs under a multitasking environment. At present he hasn't started work on it but will soon be, eh Mark.

Supercard was originally released as Shareware under the Beeware name.

Mark's is talking of releasing it packaged with Lottery Companion 5, which incidentally is still being sold at the Atari Show special price in conjunction with the Fanzine. See ad in this issue for further details.

For anyone interested the Fanzines database is stored using this versatile program. Look out for a review when the upgrade is finished.

One up for Atari

It seems not all companies are abandoning the Atari for other platforms and to prove the point the Canadian company MGI has stopped support and development of Calamus 95 for Windows.

Version 2 will never be released. PC users are told to get MagicPC, NVDI and Calamus SL 98.

Calamus 98 (the Atari version) is still supported by Invers Media Verlag in Germany, and they promise to develop the program further.

How's that for turn around...:)

WAG meet again



The next WAG meet is at the Fire Station, Whitchurch, Hampshire, on 23rd January, 1999. The meet starts at 2pm and goes on till 7

Whitchurch is on the A34 between Winchester and Newbury. At the mini roundabout in Whitchurch, take the B3400 to Andover. The Fire Station is 100 metres on your left. So if ya

wanna pop along they'll be glad to see you, all are welcome.

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

New PDL

With the announcement of Floppyshop closing and LAPD gone PDL scene for those Atari-ans not on line looked grim and so our very own Rich10 has decided to start one up. Details can be found on page 33.



Login

A new program called Login has been released from George W. Garner. It is designed to allow different people using the same Atari computer to have completely different desktop configurations, Auto files, Cpx files, and desk accessories all controlled via a username and password akin to Unix.

It is only the start of what he hopes will eventually be a multi-user upgrade for any single user Atari OS (Tos, Magic, Geneva, etc.).

How far this program goes and what gets done with it,

totally depends on the people who download it and what their responses are. Login allows up to 25 different user names and a SMALL degree of security (eventually he hopes to make it hackproof).

Version 0.1 beta is downloadable from:

<http://www.voicenet.com/~quantum/login.zip>

George can also be contacted via email on quantum@voicenet.com

Sign up and support

There is a petition for all those online to try and get Hasbro to do something with the technology they acquired from Atari.



They have an established set of "classics" like Ms. Pac-Man and Joust, and also has some impressive 3D games like Battle Wheels and Warbirds. And so the petition is there to get them to revamp the Lynx in 1999. So help build support for the Lynx and Jaguar. Go sign it now at...

<http://www.geocities.com/TimesSquare/Arcade/8063/protari.html>

Eduka2hun

by Rich 10

ADI French for 12/13yrs by Europress

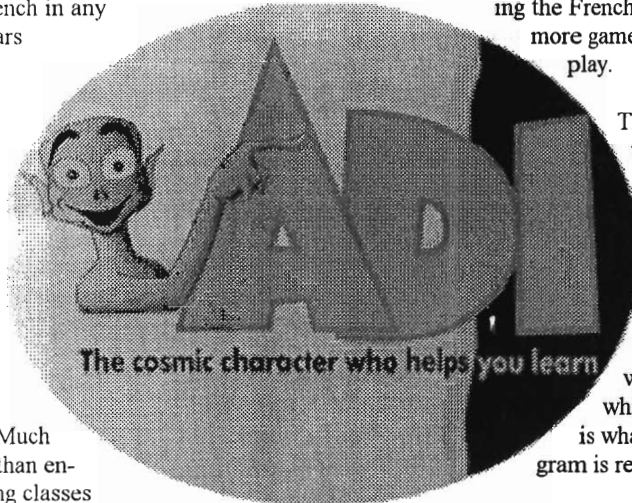
After working in Germany and France for 3 weeks I came back and decided that my French was not as good as I thought it might be. This is not really a surprise as the last time I spoke French in any form was 20 years ago before I left school.

Well what to do... I know I'll have a look at the ADI French prog that I'd picked up cheap for when my kids were older and could make use of it. Much cheaper for me than enrolling in evening classes at college.

So I booted it up and it's quite a polished program with enough to keep most people interested. It's aimed at 12 to 13 year olds French and have a basic understanding of the words.

Firstly a quaint little alien character takes you through setting the date, time, putting your name in and quite nicely asks for your sex. It then proceeds to walk you through the

to play one of the eight in-built games. Each game is only accessible depending on the number of points you score in the work section. Therefore the more points you score by doing the French work the more games you can play.



The Chat option is a bit of a con really as all the alien character wants to do is get on with the work section which I suppose is what the program is really about.

screen setup and explains how you answer questions and what the Icon options at the bottom of the screen are for.

Once you have done this it asks whether you want to work, chat or play. The Play option allows you

The Work section takes you firstly to a picture of an airport whereby either clicking on the screen or on the help section determines what subject you are going to answer questions. I found that my basic knowledge of French vocabulary helped but I was still stumped by a number of

words that I thought I knew. It is possible to guess on a lot of it but that is because of the similarity between the French and English words.

Once into the work section you are asked to match the English to French words and Vice versa, put basic sentences together using a choice of words that are cycled through via arrow keys, and read a small piece piece of English or French text and answer questions in the opposite language on what you are reading. The little character tells you how you are getting on and there is a nice little animation after

each question which varies depending on whether you get it right or wrong. After each section your score goes up and if



you click on the score it shows you how you are doing in each subject.

Overall as I said at the be-

ginning a polished program and definitely worth a look even if your French is very basic.

Au revoir pour maintenant et bon chance.

ADI French is still at present commercial and can still be picked up second hand for a reasonable price. I got my copy at the Atari show.

Let us hope that Europress will at some point soon release their commercial software, which on the whole is very good quality, as Shareware or Freeware as they no longer seem to support the Atari.

Silly Software



Silly Software
27 Turbary Walk
Milnrow Rochdale OL16 4JN
Email: Deano@zetnet.co.uk
[Http://users.zetnet.co.uk/sillysoftware/](http://users.zetnet.co.uk/sillysoftware/)

**Coming Soon....
Mummy's Funschool**

Mummy is back with her bumper book of education. Aimed at young children this game is designed to teach a collection of subjects. Lots of sampled speech and fun for the children.



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,

REDIRECTION

Your web page is open for everyone to visit and indeed that is the whole idea to get anyone and everyone to visit your site. However there are those out there that may want to filter their visitors. As ATARIans we usually know who our audience is going to be and normally we will expect them to be using CAB.

But supposing you also want to cater for PC users or even discourage them as I know some of you will :)

Javascript

Yes the answer is to use JavaScript, I know CAB cannot read or act upon it but we can use that to our advantage. For example CAB has problems displaying <tables> with coloured backgrounds on a standard

ATARI in less than 256 colours (Confirmed by the CAB author Alexander Clauss). Hey I use CAB under MagiC in 640x480 and 16 colours and backgrounds can be a pain.

Thus it is better to surf with background option off, but not everyone knows that, so I devised a bit of code for ATARI

background picture in the <BODY> tag and thus the ATARI will not look for or attempt to load one, but a PC will be able to read the Javascript and act accordingly (Example 1).

Now we know how to tell the difference between a PC or non PC visitor the possibilities are endless. We can actually redirect

```
<script language="JavaScript"><!--  
document.write('<body background="back.gif">'  
/--></script>  
<BODY      bgcolor="#ffffd0"  
          text="#FFFFFF"  
          link="#FFFF00"  
          vlink="#FFFF00">
```

Example 1

users that would only load and display a background picture on their web page if a PC was visiting and no background on an ATARI machine. As you can see there is no mention of a

the visitor to a different page. Imagine you have a web site optimised for CAB and a bog standard ATARI ST setup that could have as low as 640x200 and 4 colours in ATARI

TOP TIP

To find out how many other pages have a link to your Web Site. Pop along to Alta Vista or Yahoo search engines and in the search box enter "link:" followed by your url. You will then be presented with a list of sites linking to yours eg: "link:http://www.accrington-web.co.uk"

medium resolution, we could now also have another page setup for PC users, same content but more colourful and a larger screen area. A menu asking the user what version of your site he wants to visit

other page (Example 2).

The Script

This code will auto send Microsoft or Netscape users to pages of their own or you could send them

```
<SCRIPT LANGUAGE="JAVASCRIPT"><!--
manu=navigator.appName;
vers=navigator.appVersion;

if (manu.indexOf("Microsoft")>=0)
    {
        location.href="mickeysoft.htm";
    }
if (manu.indexOf("Netscape")>=0)
    {
        location.href="netscape.htm";
    }
//--></script>
```

Example 2

is one way, a redirection script is another, this also comes in handy if you want to force PC users to an-

both to one PC page. The point is that you know the difference and can make pages accordingly.

More?

JavaScript can do a whole lot more and is a fully featured scripting language.

You can find out what resolution a visitors PC is running at, you can also find out the size they currently have there browser open to, their colour depth and you can even see what web page they just came from.

CAB

Alas not much of this is of use to CAB users at the moment, However the next version of CAB will support Cookies and presumably some commands to access and save these, this is normally done using some sort of scripting so maybe it's a start

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3. Meta Tag generation based on information supplied by you we will generate the optimum Meta tags. We supply 15 different tags to add to your site and enhance your site listing.

<http://web.cyberstrider.net>

ACCessorise

by Kev (AtariMad) Jones

Wellcome to this months special Christmas edition of ACCessorise, well, the only thing Christmassy about this is the fact that I wrote it just before Christmas Day :-)

As a special treat, I will be taking a look at a nice ACC which I have to have loaded. It's name, 'Before Dawn', it's task, Screensaver.

This is no ordinary screensaver, this particular one has quite a few useful options in it for entertainment value.

Taking a look at screenshot 1, you will notice that you can set the amount of time before it activates, like all good screensavers, but you will also notice quite a few

other options available.

You can select a module, this comes in the form of a Star Field, Movement across screen, Random chaotic movement. I personally use the Star Field.

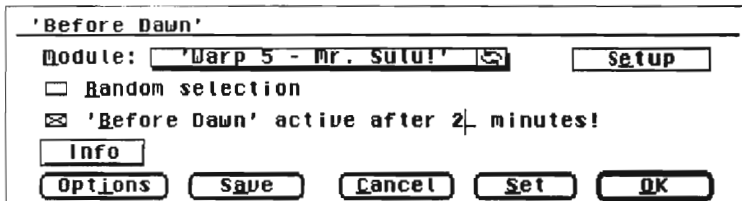
You can also assign an img to go with the module, I have just used a star but I also have a flying Fuji available. If you want, you can create your own images to use with it.

If you notice Screenshot 2, you can see that there is a

sound option, I have set up Paula (reviewed last issue) to be my player. When the screensaver is activated, Paula will play a mod, this can be selected easily.

I have selected Red Dwarf mod to accompany the Star Field. You can of course, get the more "adult" themes for this screensaver, of which I have only one, but it's very good :-)

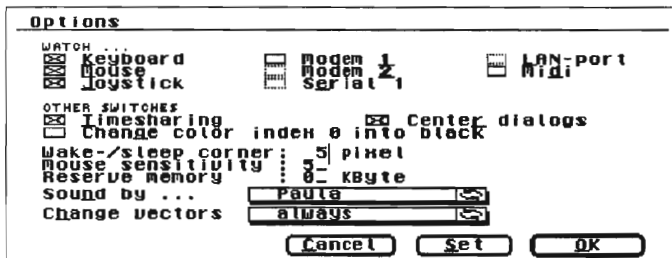
You may get this file from :
<http://www.users.zetnet.co.uk/atarimad/main/dlbay.htm>



Screenshot 1

Register your shareware!! I hope you had a Merry Christmas, and a Happy New Year everyone.

Screenshot 2





Design and be Damned

by Gordon Storey



I'm going to show you how I do Dropped Caps within Pagestream his month. I say the way I do, because I'm sure there are loads of ways to do it. The basic principle has already been shown in issue 33, where we wrapped text round an irregular shape.

We use this same method with the Drop Caps. All that needs to be done is after your Text has been flowed into the column, cut the First letter and make a new object out of it.

We then change this character to whatever font we require, be it fancy or even just the same as the body text only bold and enlarged to the required size (Fig 1)

We now draw around the letter with the polygon tool to create a text wrap object (Fig 2).

Selecting both objects we position them where we want the dropped Cap (Fig 3), but as you can see it doesn't look right. The gap under the Dropped cap is far too big.

So to remedy this we start to change the shape of the Text wrap object, we keep tweaking it until it looks right (Fig 4).

Now we just make the text wrap object have a line style of 0 and group this with the Drop Cap itself and there you have it, a lovely Dropped Cap.

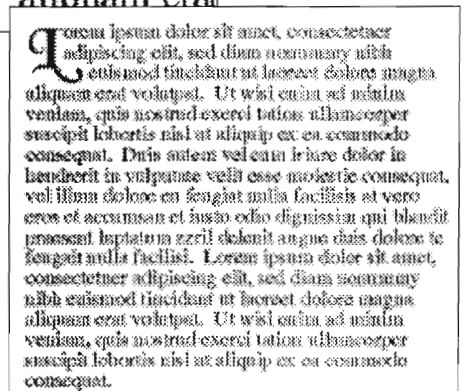
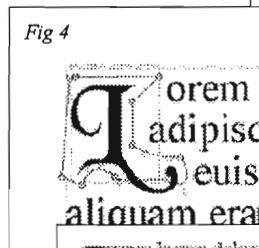
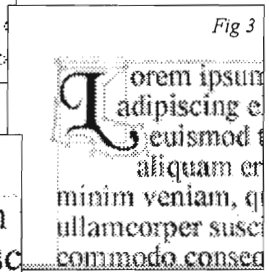
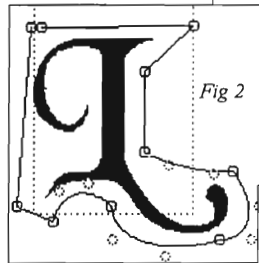
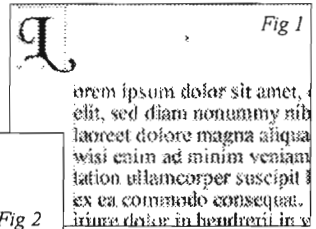


Fig 5



Company Website Review By Tony Greenwood

One Stop Site

If you own a Milan or maybe about to buy one, thinking about a Milan or just plain nosey then this is the place to be.

The page is well laid out in white background with black writing, a sprinkling of graphics and all laid out very professionally making for a quality site and easy on the eyes.

The most impressive part of the site is the amount of different areas, sub areas and information. You can find a software compatability list, a developers list complete with software titles and home pages where applicable. There is even a rundown on the History of ATARI leading up to the Milan that is build as the true meaning of the famous ATARI phrase "*Power without the Price*"

There is a **Milan FAQ** on

site that is added to on a regular basis as well as a **News area** that must surely be a must for all prospective owners.

Mailing List

A mailing list and newsletter exists and you can sign up from these pages. There are forms for this and feedback / suggestions. From here you can join other mailing lists such as the TOS list.

There is a list of Milan users complete with home page and information, I quote from the page.

"Are you a TOS or Milan user and are you so familiar with software and hardware that you believe that you can help others? Do you want to contact other users or Milan owners? If so, then you should add your name to our Milan/ TOS user list. We will then publish your name, your e-

mail address and your area of expertise or problem."

A Milan community is obviously forming here.

Further on in the page we can find more lists including a ftp site list for you to download Shareware and full programs for the Milan, Newsgroup lists and other associations.

Operating System

All the information you ever wanted regarding the choice of operating system, TOS 4.5 or the Milan MultiOS are on offer and have extensive details. From the web page we are given the following introduction to the MultiOS

Milan MultiOS 1.2

The Milan MultiOS gives Milan a state-of-the-art multitasking-capable operating system that is top-of-the-line. It represents a modified version of the

proven N.AES and of Desktop N.Thing.

The cornerstone of the Milan MultiOS is the operating system kernel MinT, which, among other things, was also used by Atari's MultiTOS. The advantage of this structure is that the Milan MultiOS carries out its services without problems on any hardware on which MinT is also working. Therefore, time-consuming adaptations, such as those for the Milan with a 68060 CPU, which was supposed to appear this year, are no longer necessary.

The Milan MultiOS is very compatible with the Atari TOS. All "cleanly" programmed Atari programs should run without problems. However, if older, incompatible software does not function, you still have the possibility of running it under the single TOS 4.5. The performance characteristics of the Milan MultiOS are as varied as they are up-to-date. Both a modern 3D look and long file names are supported.

Quite impressive!, And on TOS 4.5 we are given the following information

Atari TOS 4.5

At the beginning, only a hardware adapted Version

3.x of the Atari TOS was planned for Milan. In the meantime, however, Milan Computer GmbH owns all rights to the TOS operating system; therefore, we have fundamentally modified the Atari TOS and cleansed it of bugs. Of course, it has remained completely

on the computer even if you only want to find a telephone number in your address database.

However, we naturally see TOS 4.5 only as an "intermediate station". In the mid-range term, our developers are working on a

Other Milan Web sites

MUCS- Hannover

<http://home.t-online.de/home/MUCS-Hannover/milan.htm>

atari-computer.de

<http://www.atari-computer.de/milan>

The (somewhat different) Milan home page

<http://www.penguin.atari.de/milan/>

backwards-compatible.

Currently, we are supplying Milan with a TOS in Version 4.5, which has its roots in the Falcon TOS and whose range of functions is essentially the same as those of the Falcon TOS. Therefore, as opposed to earlier versions, it supports both a state-of-the-art 3D- look as well as coloured icons. Despite this, the TOS has been kept so "thin" that it fits in a 512 kB "small" flash EPROM whose software can be updated.

The boot procedure after switching on the computer takes (as opposed to many well-known systems) only a few seconds; therefore, you will have fun switching

completely new TOS 5 that will further increase the range of functions. We would be happy to hear your opinions and proposals regarding this project.

Well a pretty comprehensive run down, It's Your choice!.....

The site is also available in German and I have to say that a lot of this English version is German orientated but that is only to be expected as it is Milans country of origin,

However I would highly recommend this sight for any Milan or prospective Milan owner, In fact I have no intention of owning one but found a lot of interesting stuff to read here.... ..

Send in the Clones

Edward S. Baiz Jr. continues his series on the

HADES

The Hades Accessory

When I first started up my Hades 060, the one thing I was worried about was back compatibility with ST software. I had collected TONS of programs that I used regularly on the ST and was hoping that most of them would run on my new computer.

Enter the Hades Accessory. This software is a marvelous piece of work that no Hades owner should be without. The Hades.ACC has saved me many times from frustration and heartache when trying to get certain programs to run.

When you bring up the accessory you are presented

grams with self-modifying code or with a time loop with a numberator like the caches to be turned off. You will notice that the computer's performance is slowed down considerably when these caches are disabled. The normal position is both caches "on".

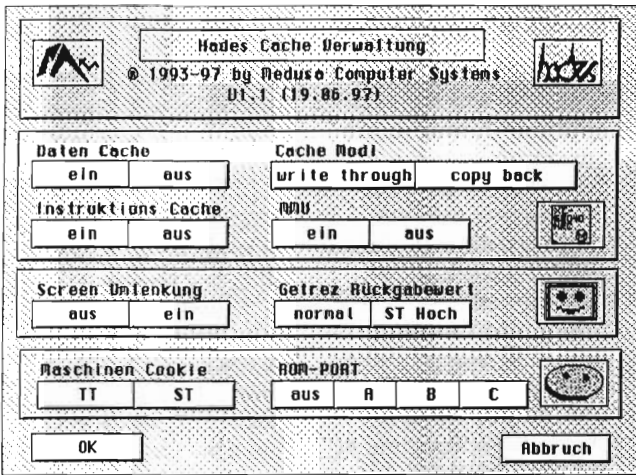
CACHE MODE: WRITE THROUGH or COPY BACK

In the "write through" mode the data write operations are written directly in the cache and main memory. In the "copy back" mode data is written initially into the processor cache, and later is the cache requires new data, the old data is dumped in RAM.

This can boast performance an additional 10%, but some "copy back" can cause many problems for different programs. Normal position is "write through".

MMU: ON or OFF

This function is only applicable when using a 68040 machine. If the MMU is



I saw the lists of programs that would run on my machine, but still I was worried. I had many programs like Papyrus Gold, Calmaus SL, Cab and VIP Professional that I was counting on using with the Hades.

with many options:

DATA CACHE and INSTRUCTION CACHE: ON or OFF

With the corresponding buttons these caches can be turned on or off. Some pro-

turned off, the caches are also turned off and the serial mode is switched. This means that data will always be worked on by the processor in sequence and that the computer will not be able to perform several commands simultaneously. Normal position is "on". NOTE: this button has no effect when using a Hades 060.

DIVERT SCREEN CONTROL: ON or OFF

If the screen control is set to "on", the setscreen call is intercepted and the on-movable screen address is uncontrolled. The normal setting is "off".
GETREZ: NORMAL or ST HIGH

If set at "ST High", the program will think the resolution is set in that manner. Some programs will need and require this, but so far I have found none that do so. The normal setting will, of course, cause the program to use the current active resolution. Normal setting is "normal"

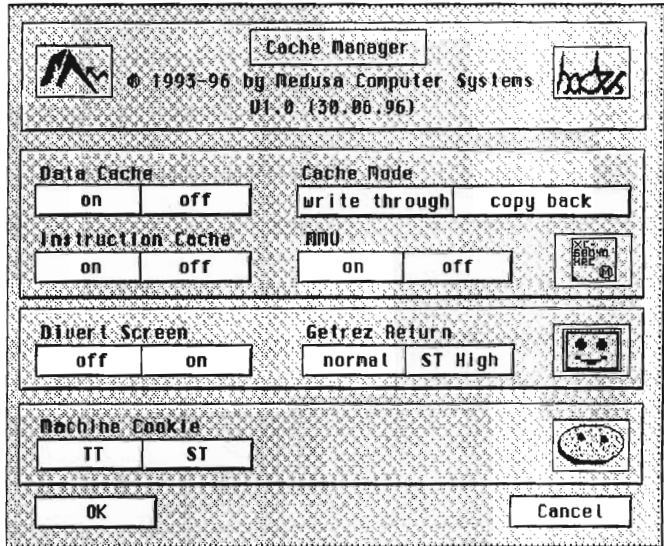
MACHINE COOKIE: TT or ST

Some will require a different cookie in able to work

properly. Once you know which one you need, it can be set here. I most always use the "TT" setting. Once in a great while I need use the "ST" option.

ROM PORT: OFF, A, B OR C

This is where the Hades information file comes. Here, one can list programs and their settings. When a program is run, if it is listed in this INF file, it's settings will be read and will then transmitted to the Hades accessory.



This off I have never had a chance to use since it requires the ROM PORT card that is made by MW Computers. This particular card has the familiar cartridge port that all ST's and TT's have.

So, just how does one set all these options for each individual program? It would be very difficult to memorize all the different settings for the various programs one likes to run.

Here is a list of the various setting options:

1 = Data Cache off. 2 = Instruction Cache off. 3 = Both Caches off

0 = Start program without caching

4 = Do not cache for 4 seconds after program start, 5 = 10 sec, 6 = 15 sec

CB = Cache mode = copy back (10% faster if the

gram works with it)

G2 = Getrez 2 always (ST-High)

UM = Screen Diversion on (change screen address to alternate)

MA = MMU off

ST = Machine Cookie set to ST

ROM-PORT = A, B or C

Entering data into the information is best done with a text editor like Edith or Steno and then must be saved an ASCII file. There are some rules to follow.

There must be only one line for each program. The name of the program must be no longer than 7 characters. If it is longer, then truncate it to 7 or else the accessory will only read the first 7 letters of the name.

An example would be for Papyrus Gold. The name of the application program file is POPYRUSG.APP. This is much larger then 7 letters, but still works as the accessory program only uses the first 7 letter. The number and arguments are to separated by a comma.

This is applied when on program has to use more

than one option. An example would be for the program Aladdin, an offline reader program for Genie. It needs both the Data and Instruction caches off, so the entry in the information file would be: Alad.prg 1,2. The whole thing is quite simple and really helps out when getting programs to run on the Hades. This accessory has come to my rescue many times and is something I use everyday.

One last thing, please note that the accessory should be booted up last in the boot-up process. That's it for now.
Until next time.....

ATARI CDs

THE ATARI COLLECTION

A collection of top Atari ST and Falcon public domain software. Includes all Silly Software titles, Protracker (Full Version), lots of utilities, music, games, Comms, Diskmags, and much much more.

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New update, contains over 5000 games, and lots of other speccy goodies such as music, utilities, magazines and much more. Comes with emulators for the PC and ST. Enjoy classics such as Manic Miner, Jet Set Willy, Green Beret, Manic Miner and thousands more.

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DOTS CORNER

This month we get dotty over Pacman

No Pacman clone would be complete without a few dots to eat so that's what we will concentrate on this month. What we do is check if Pacman is over a dot block and if so then we use the Set Block command to change it to a blank block, which makes it look like the dot has been eaten. Also in a Pacman game there is a power up pill which allows Pacman to chase after the ghosts, this is achieved in the same way. This can also be useful for having little bonuses such as cherries and cakes which Pacman can eat for points. The following lines of text can be pasted straight into the example from last month. Of course that is assuming you typed out all that text which would be pretty time consuming I would think. Anyway, lets look at the line used to check for the dots being eaten.

```
510 rem EAT DOTS
520 if which
block(S6,XMAP+XBOB+8
```

```
,YMAP+YBOB+8)=1 then
set block
S6,XMAP+XBOB+8,YMA
P+YBOB+8,4 : SC=SC+10
: inc COUNT
```

This seems to be a long line so I shall explain. The command Which Block is the collision section for Pacman which checks for his position in the map, and if it equals one, meaning block one then use Set Block to swap block one with block four, which is a blank block. We then add ten to our score and add one to the Count variable. The Count variable holds the number of dots eaten which helps us to keep track of how many dots Pacman has eaten. Another part of the game will go onto the next level when Count equals the number of dots in the level. This next line is the same except it checks for the power pills.

```
530 if which
block(S6,XMAP+XBOB+8
,YMAP+YBOB+8)=5 then
```

```
set block
S6,XMAP+XBOB+8,YMA
P+YBOB+8,6 : GETEM=6
: SC=SC+10 : inc COUNT
560 return
```

This is how we work out how many dots are in the level.

```
61 rem COUNT NO OF
DOTS ON LEVEL
62 A=block amount(S6,1) :
B=block amount(S6,5) : xy
block
S6,varptr(XBOB(0)),varptr
(YBOB(0)),7,1
63 ST1=XBOB(0) :
ST2=YBOB(0) COUNT=0
: TOTAL=A+B
```

And finally, the routine to check if Pacman has eaten all the dots.

```
86 rem CHECK IF ALL
DOTS ARE EATEN
87 if COUNT=TOTAL then
wait 100 : fade 3 : wait 40 :
logic=physic : cls : inc
LEVEL : goto 50
90 screen swap : wait vbl :
goto 70
```

Next month...the ghosts.

A Christmas

(Apologies to William Shakespeare and just about everyone else I might of offended.)

One cold night in December the 3 wise men of SHAG decided to put their heads together to work out what they would take to the Christmas meet.

"Well lads I'm not taking any Gold this year it's too expensive, have you seen the price it's fetching nowadays"

"Whaddya mean your not taking Gold I thought you

was loaded all them hours you been putting in lately."

"I was until I had to replace the Clutch on my Camel, they don't seem to last as long nowadays"

"Ah I see, So Rich what are you going to bring instead?"

"Well I thought I might bring along some disks instead. You can't go wrong with disks, and they don't cost as much."

"OK that'll do. John what are bringing or do we need

to ask, or are you going to tell us one of your fishy tales"

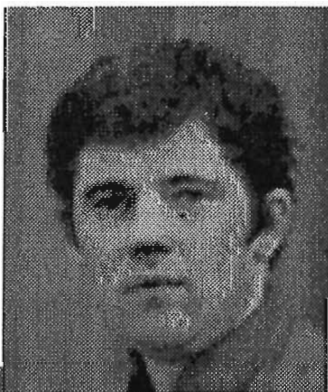
"Oi Gordon I dunno what you mean, I was in Anglers Mail and you know it"

"That's top stuff mate but what are you bringing."

"Alright, alright. I'll bring the beer this year instead. Do you know you get a lovely pint down the Palace, it's only..."

"Enough already, next thing you'll be on about Bowie or Plant and Page"

Rich10 looking very Jolly



Ed and Peter



Alison our resident cake maker



S SHAG

by
Rich
10speare

"So come on then Gord what are you bringing, is it gonna be some of that Frankinstench or however it's spelt."

"Nope this year I'm not Monkey Man, tonight lads I'm going to be Pizzaman"

And so with a bang and a flash and a "he's behind you" from the audience Monkey Man turned into Pizza Man or that's how legend has it as all those who were really there know that all that was really left was a pair of slightly smoking shoes.

Here starteth our real Christmas story

After missing last year's SHAG Christmas do I thought this year I'd better make sure I attended as last year's by all accounts was much better than where I was. As most people know all the best planning is done months in advance so Gordon and I started planning what we'd be doing for the meet at least... a week before hand.

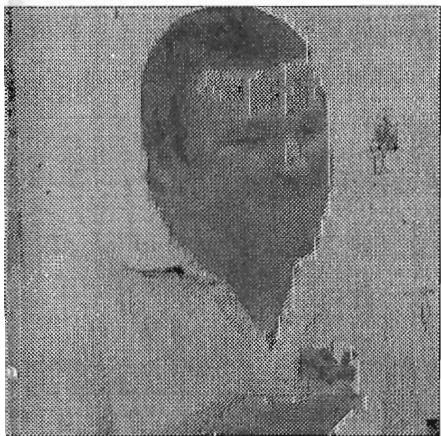
Most people never know what goes on behinds the scenes in most places and it was a good job nobody saw the mayhem that was Gordons kitchen as we decided to cook the Pizzas we were going have that

night in advance and then microwave them later so they'd at least be hot. Pizza Hut it wasn't but there were definitely Pizza's everywhere.

With Pizza's, Beer, Microwave, 'puters, disks and other assortments it was Show time and off we went. As usual we were first there and grabbed a couple of tables to set up the goodies.

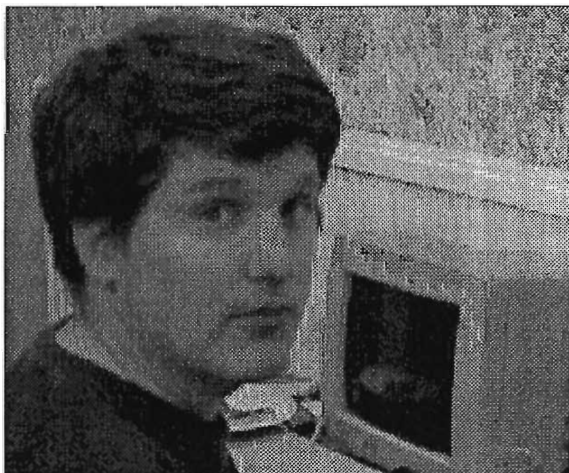
With John Gill installed as Head barman, Gordon as resident Masterchef and me as the Plateman, which involved chucking the pizzas into the microwave and nuking them.

Everyone else duly arrived and as you can see from the cover our own Queen of the Cakes, Alison Bates, brought along an Atari /



Aka Fat Boy Slim, I wonder why?

Paul Murphy



SHAG Christmas cake. Before everyone tucked into the food it was time to wish everyone a Merry Christmas and announcement of the imminent startup of 10s PDL. So with everyone armed with a copy of my PD list, food and drink all was quiet. The food seemed to go down well especially as some came back for seconds and thirds.

After the food had been eaten, the drinks drunk and the Christmas cake cut it was down to the business of puttering.

Paul Murphy was messing

about with the insides of his machine, Alison was getting to grips with Pagestream with the help of somebody's tutorials from a Fanzine. Eddie was doing a bit of Emulation on his PC and I was doing nothing imparticular on my STE.

A bit later on Chris Crosskeys from Abingdon Synthesis Projects turned up to sell his wares. Judging by the crowd around him and the number of questions he seemed to be fielding from interested SHAGgers it looked as if Christmas may have come early for him.

One of the things that stood out amongst his many items was a bright purple desktopper case, and I thought Atari's were grey.

And so another year of SHAGging came to an end with the three wise departing into the night from whence they came. "So Gordon are you coming down the lake next year or what?" "If that elusive Fuji fish is in that lake then I'm the man for the job" Overhead a light shone bright and the three wise-men set off to follow it down to the lake..... well two of them.

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THE HISTORY OF THE TYNE AND WEAR ATARI 8 BIT USER GROUP (T.W.A.U.G.)

The group was formed in 1982 after Dave Ewens saw a leaflet advertising if anyone was interested in forming a computer club in NEWCASTLE.

On attending the first meeting there were only four other people present and they all had 8 bit Ataris so it was decided to form an ATARI 8 bit club and have weekly meetings. Over the next few weeks the membership increased and as the years went by an Atari ST section was formed but did not last long but the the Atari 8 bit continued to flourish.

In 1992 Dave tried to get the members interested in producing a newsletter for the ATARI 800 and 130XE two other members John Matthewson and Max Gerum were press ganged into producing it along with Dave.

With Dave in charge of the PD Library and finding material for the newsletter, Max as Editor and John in charge of Printing.

The first issue a 25 page A5 Booklet and a 8 bit PD Disk was produced using a

130XE. 1050 disk drive and printed with a Citizen 120D printer. The software used was Textpro version 4.54 wordprocessor and daisy Dot III print processor and came hot off the press in January 1993.

In November 1993 T.W.A.U.G. had a stand at the Alternative Micro Show at the Staffordshire Showground and have attended every year since.

In 1995 Dave died and John and Max decided to continue producing the newsletter as a tribute to Daves dedication to the ATARI.8 bit computer.

From issue 19 the magazine was produced using an Atari Mega 1 upgraded to 4 meg of memory and printed out on a Canon BJ-30 Bubblejet printer. The software used is Timeworks 2 and Tari-Talk.

In the January 1997 issue the readers were asked how many had an ST as a second computer and in the April issue of the newsletter the first article on the ST appeared. There is now a selection of articles on the 8 bit and ST com-

puters in each issue. We are now up to issue 33.

At the AMS/ACC Show in November John produced a CD with every newsletter, PD Listing and PD Library Disk on a total of 500 plus disks which runs on a PC using the ATARI 8 bit emulator supplied on the CD.

Alan Turnbull is now in charge of the 8 bit PD Library and can be contacted on 01670 822492 or a.b.t@zetnet.co.uk

Max on 0191 5866795 or amg@zetnet.co.uk

John
J.Matt@Cableinet.co.uk
or by post to

T.W.A.U.G.
c/o J. Matthewson.
80 George Road,
Wallsend.
Tyne and Wear
NE28 6BU

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THE
ATARI
ATARI INC. | BUNGHERAN

(C) & (P) 1995-1998 by Hallvard Tangeraas
Website Review By Tony Greenwood

Hallvard

The name is Hallvard and it is probably the most misspelt name on Usenet (I got it right I hope)

Hallvard runs the most up to date list of ATARI information you are ever going to need or find, Not just web page URLs but FAQ, Usergroups and all manner of information.

Links

Anyone who has a web page will know that the hardest part of their site to look after and update is the links section, I really can't see the point of everyone having a list of sites when there is a perfectly good one here. We are all ATARIans wanting ATARI links so why doesn't everyone simply point to this site for the links, surely that is better than your own rundown list. For example there are many major ATARI sites who try to

maintain a very large list, but usually full of broken links, links to sites that have changed, and all the sites end up in heavily framed pages from the site you are on and thus a complete waste of time. One link to Hallvards would

A winner of the ATARI Times Gold Award for the "Best ATARI Supporting Web page"



show support for his efforts and end all the webmasters problems. There are many ATARI sites out there that could be seen as examples of bad link management, and the webmasters should know who they are.

So give us all a break and have one link to Hallvards instead :)

Contact

If you have any additions for the lists or Url changes or corrections then email the list keeper at

hall@post1.com

Categories

The following categories are supported

Information/help: Frequently Asked Questions (FAQ) and other informative documents

Software: Software authors/companies and their pages (often with downloadable software)

Hardware: Do-It-Yourself (DIY) hardware projects/documentation

FTP sites: Atari ST related FTP sites worldwide and online file-searchers

Essential utility software:

A small, but useful collection of useful 'must have' software for any Atari user

Internet software/support:

Internet/communications software
Operating systems/

Emulation/TOS clones:

Alternative operating systems, emulation and Atari compatibles

Atari dealers/manufacturers:

Dealers selling/supporting/repairing Atari ST systems

MIDI/sound:

MIDI and sound software, support and information

Programming:

Atari software-programming information and related links

Computer-specific pages:

Specific and specialised ST/MegaSTe/Falcon/Transputer/TT pages

Newsgroups:

Atari ST related newsgroups (accessible for all, regardless of your newsfeed!)

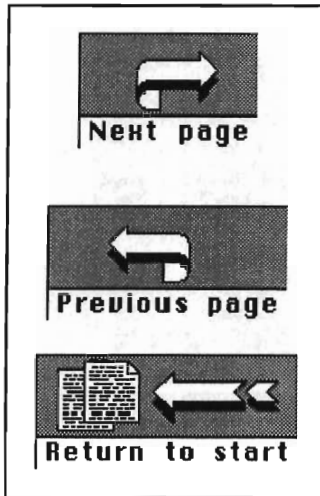
Magazines/publications:

Atari ST magazines and 'diskzines'

User groups: Atari ST usergroups/organisations worldwide

Miscellaneous: Personal Atari

I have personally found the FTP section to be the most useful and have it bookmarked. Not only a list of ATARI FTP sites but also an excellent search form



that lets you set all manner of options including limiting the search to ATARI sites. A simple search for "stplus" to see if the diskzine is downloadable found plenty of ftp sites that have either a few or all issues. So it does work..

The Site

As you can see from above, the menu system is simplicity itself, you won't get lost delving deeper and deeper into the site. Apart from one or two icons these are the only graphics, not even a background, this makes for a fast loading web page that should be used as a tool rather than a multimedia experience.

From the web page we find that the whole site is made using and ATARI Ste

Software used:

- *Everest -Crystal*
- *Atari Brows*
- *(CAB) -Edith*
- *7up*
- *Truepaint*
- *Hyperpaint*
- *Snip*
- *ST2Unix*
- *GIFtrans*
- *GrafTool*
- *GEMview*
- *Papyrus*

Thus truly an ATARI site made by an ATARI user with an ATARI and for the ATARI public. So why not use it and link to it from your site today!

Hallvard Tangeraas ATARI Launchpad

<http://www.geocities.com/SiliconValley/Bay/8745/>

Norway Mirror of the site <http://www-atari.nvg.ntnu.no/launchpad/>.

Flight of the Falcon

by John Alan Gill

Well, the festive season should be well and truly over by the time you read this and hopefully Santa has brought you some new Atari goodies to play with. Christmas came early for me with the Atari Computing Convention, where I treated myself to two Floppyshop CD ROMs containing their entire Falcon catalogue.

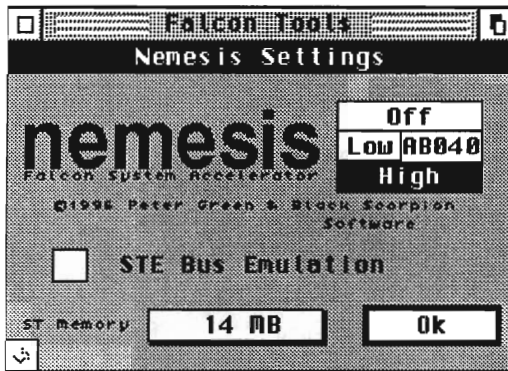
They also do five other CDs covering their ST catalogue, but obviously I was interested in the Falcon specific ones.

In case you didn't know, Floppyshop are closing down at the end of January, so if you want to take advantage of some of their wonderful offers on Atari software you'd better be quick. I shall miss them, despite having Internet access, as their service was always quick and Steve Delaney was always willing to help out with problems if he could.

Anyway, with over 2 CDs worth of software to keep me busy I've only scratched the surface of what's on them, but I found a couple of useful CPXs on there. The first is only of use if, like me, you have a Nemesis accelerator fitted to

thing particularly earth-shattering, but having used it for a while you start to wonder how you ever got by without it.

The second one is similar as it allows you to alter various hardware settings



on your Falcon, so it will be more useful to those who do not have a Nemesis board fitted. Called Falcon Tools, it is written by a group of French coders, although the docs and program itself are in English. Thanks lads, or should that be *Merci, mes garçons!*

your Falcon. The software that comes with Nemesis allows you to turn the acceleration on or off and select the clock speed etc. Most of these programs are a bit fiddly though as they need to run from the AUTO folder, so a couple of clever chaps in the Czech Republic decided to write a CPX module to make alteration of the Nemesis settings a lot easier. It's one of those programs that doesn't do any-

Strangely, the name of the actual file to look out for is CPX_030.CPX. It must have lost something in translation, anyway, what does it actually do? It allows you to adjust various hardware and sound settings through an easy to use CPX module. Options include the ability to run at 8mhz or 16 mhz, so it could be useful for running ST games on the Falcon, although I haven't tried it yet. You can also fool the

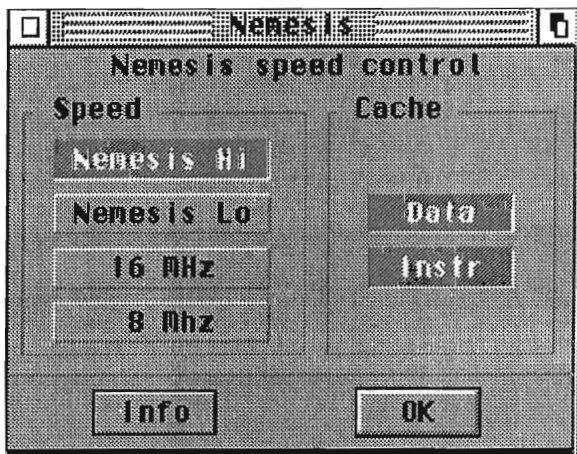
computer into thinking it has less memory and also emulate an STE BUS (is that some sort of public transport in Sunnyvale, California?). Why should you want to do that I hear you all asking? Emulation is the answer.

I have tried Backward without much success but hopefully, by using this CPX to set things similar to ST levels, you should be able to run ST games and it certainly helped me to get my Spectrum Emulator running properly for the first time on my Falcon.

Now I know that Tony Greenwood thinks I'm sad for wanting to emulate an old 8-bit computer on my Atari, but I still think that there were games on the Spectrum that have never been bettered on any platform, such as Trashman and Tornado Low Level. I'd tried the Spectrum Emulator V.2.07 on my ST and while it worked it was a bit slow, even by Sinclair standards! The author mentioned in the docs that you should be able to get standard Spec-

trum performance when running the emulator on faster machines. It was a great disappointment when I couldn't get it to run properly on my Falcon.

The trouble is I've got all these bolt-on extras, such as Nemesis and 14 meg of memory which I felt were causing the emulator to trip up. Using the Falcon Tools



CPX to set the memory to 4 megs and the CPU to 16 mhz however, enabled me to run the emulator without problems. When I get time, I shall try and get some of my other problem programs running on the Falcon.

One of the things that I bought at the show was Deano Sharples' Spectrum CD which contains over 5000 Spectrum games as well as some grabs of the front covers of the old Crash Spectrum magazine.

That brought back some happy memories of my first ever computer, before I was seduced by the improved graphics of the Atari ST!

If you're a bit of a sad git like me, who gets nostalgic sometimes about the old 8-bit days, buy this Spectrum CD now, at only £5 you just can't go wrong. See Deano's advert elsewhere in the Fanzine for ordering details.

Well, that's it for another month, and a bit closer to the catastrophe of the Millennium Bug, although us sensible Atari owners don't have to worry about such things.

Don't forget, Floppyshop close down at the end of January for ever. They've got some great offers, so if you've been putting off buying that bit of software, get in now while you still can and tell them I sent you. Who knows, I might get something for myself before they close.

You'll have to buy next month's issue to find out, won't you. Anyway, I'm off to play Tornado Low Level.....



MIDIPLAY

review by Chris Swinson



Ever since the early times of Atari's, people have wanted to make use of the midi ports for their music. This often entailed some sort of sound module which could often be out of the price range of most users.

With the launch of the Falcon 030 things changed. Unfortunately it did not help ST users out much, but those of you thinking of a midi module for the Falcon can have a cheaper alternative.

The Falcon is capable of

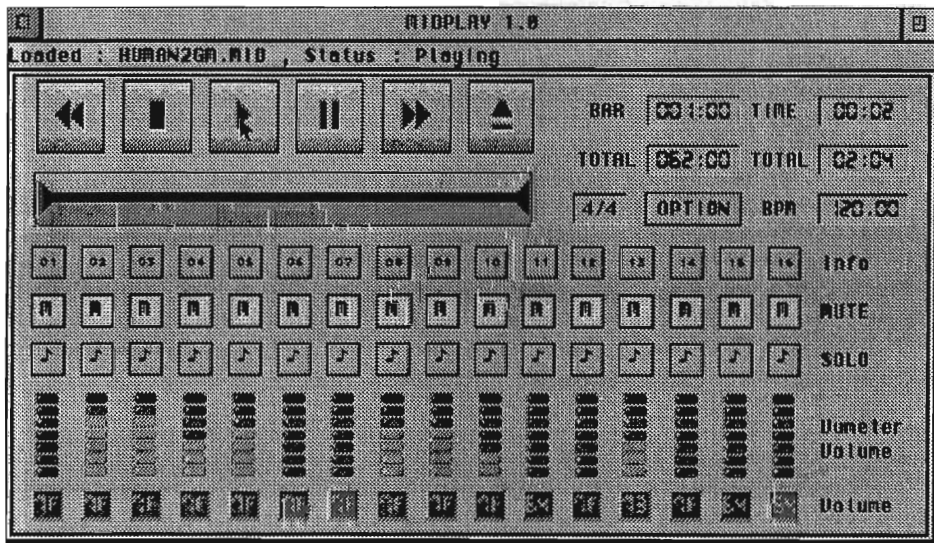
playing 32 tracks, 16 on CPU and 16 (or more) on the DSP at 50Khz playback. There is now good news for Falcon users who wish to play MIDI files without the expense.

SOFTJEE have released their MIDIPLAY software which replaces the need for a sound module. The only slight drawback is that this software does not patch itself into the midi vectors. For the simple minded, it does not take over from the midi ports in realtime and plays it back using the software. MIDIPLAY is only a

MIDI player and that's all it does.

There are ways around it, write your masterpiece and save it, then load it into Midiplay for playback. This may not be very convenient unless you run a multitasking setup and run it in the background and use it that way. Just for a few seconds inconvenience it will of course save you a lot of hard cash.

Midiplay works in the same sort of fashion as a tracker does. It has the usual 16 channels for you



to playback with, though it does not show you the notes being played, only a VU meter for each channel. To use Midiplay is very simple. Just install it off the 3 floppys onto your hard drive and you're ready to go.

On the discs you get the main program and a whole bunch of samples which are the samples off the midi modules.

Just select load from the menu and that's it. Midiplay will then load and convert the tune and load in the relevant sam-

ples for the tune. Click on Play and you're away. You will then hear the midi file being played through you



hi-fi setup or whatever you use.

The samples are off a GM module which is pretty standard. The files are

numbered in relation to the sample number in the modules so you could download the sounds out of your module (if you can) and save them as files. Or if you don't have a Midi module you could just download some from the net. Midiplay is available from Titan for £35, a good saving over a module, though it does have the limitations of not been able to patch the midi ports to use itself. I'm not a Midi person much myself so the £35 was a little steep for my uses, but for other users this could well be a very good saving.

Join the Team

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**Send any contributions to
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England or email: rich10.hel@zetnet.co.uk**

Atari Times Awards

The final results are in on the Atari Times 1998 awards. Drum roll please.....

Award

Best paper based magazine of 1998

Winner ST+ Fanzine



Other Nominations

Atari Computing, Atari Times Special Edition, ST Computer, ST Format, STraTOS

Award

Best Programmer of 1998

Winner Alexander Clauss

Other Nominations

Anthony Jacques, Danny McAleer, Deano, Douglas Little, Olaf Piesche, Christian Eyrich, Oliver Behne, Rainer Mannigel, Tat of Avena, Thomas Much, Tim Moss, Tony Greenwood, Uwe Seimet

Award

Best Shareware release of 1998

Winner Thing

Other Nominations

Aniplayer, Currency Converter, Everest, Freedom, Infitra, joe-html-editor, LaceScan, Llamatron, Lottery Companion 5, Mplayer, Protracker, The Running, ST Bridge

Award

Best PD/Freeware release of 1998

Winner Aniplayer

Other Nominations

Appline, Diamond Ice, Disk Mag Construction Kit, Freedom, FreeMiNT 1.15.0, Llamatron, Logbuch, Mountain, Mummies Playtime, POPGem, QED, Rufftrade, TTF-GDOS

Award

Best game of 1998

Winner Crown of Creation

Other Nominations

Bombaman, Bubble Bobble, Crackman, K, Mummies Playtime, Pothole 2, The Running, Substation, Swap 97, Treasure Island Dizzy, Vroom

Award

Best hardware add-on of 1998

Winner Nemesis**Other Nominations**

Afterburner, Centurbo II, EZ-Flyer 135, Falcon RAM Board, Milan, Nemesis, Star-Trak DSP Card, Veloce +, Zip Drive

Award

Best Atari supporting company of 1998

Winner Milan Computer GmbH**Other Nominations**

16/32, ASH, Floppyshop, Homa Systems, STOSSER, Terre de Milieu, Titan, TUS

Award

Best non-profit making Atari organisation of 1998

Winner Interactive**Other Nominations**

Atari Web Ring, DHS, French Falcon Club, Hallvards Atari Launchpad, Silly Software, ST+ Fanzine, STOSSER, Transaction, UTSI

Award

Best Disk Magazine of 1998

Winner Atari Times**Other Nominations**

ATOS, Maggie, Mega, ST News, Toxic, Undercover

Award

Best Internet Service Provider for the Atari range

Winner Zetnet**Other Nominations**

CIX, Club Internet, Compuserve, Demon, Primus Online, X-Tream Network

Award

Best Commercial release of 1998

Winner CAB**Other Nominations**

HD Driver, Home-page Penguin Pro, Imagecopy 4, Jinnee, MagiC, MiNT'98, NVDI, Obsession, Papyrus, Smurf, Substation

Award

Best Atari supporting web page

Winner Dead Hackers Society (<http://dhs.atari.org>)

Other Nominations

Atari Hyperlink Launchpad, Chromagic, Elysium, f030.atari.org, Little Green Desktop, MagiC Support Page, Milan, Monkey House, Natural Born Programmers, Old Reservoir Gods pages, Silly Software, ST+ Fanzine, ST News, The Zone

Award

Special award for services to the Atari community

Winner Mike Goodman



Atari History

Due to the closure of LAPD and the imminent closure of Floppystore, I thought it a good idea to look at PD libraries of the past.

Years ago there was quite a few PD libraries. Some offered other services such as printing, T-shirt transfers, commercial software and licenceware software.

Prices ranged from 99p to £2.75 for a disk of PD and at first libraries used to charge this just for one piece of software, then this changed to a full disk of PD for the price.

For those of you who don't know about PD and PD Libraries, well simply put... PD stands for Public Domain and it is free software written by programmers as an hobby, usually bedroom programmers.

These people don't want to make money from their work, they prefer to pass it around for nothing to as many people as possible to

show off their work. The PD Library is there to send it out to people who want it. Usually the PD Library will just charge for the cost of the disk and P+P, the actual software is free.

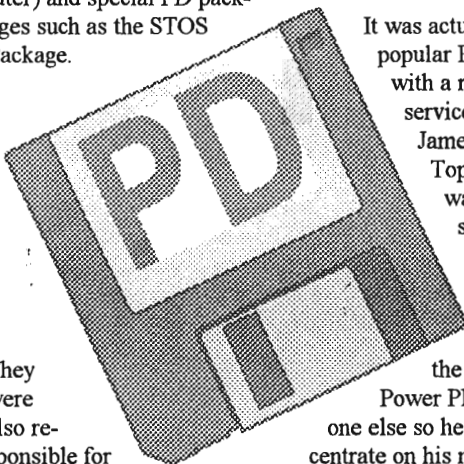
One of the earlier PD libraries I remember was MT Software run by Mark Thompson. They provided a fast and reasonable priced service with printed catalogues (which became a disk based catalogue later) and special PD packages such as the STOS Package.

They were also responsible for "The Beginners Guide To STOS" which was originally released at the high

price of around £45. Mark closed down MT Software when sales dropped.

Other small libraries such as Jewel PD and Tumblevale PDL closed down due to being unable to afford advertising where others mainly closed down due to lack of sales.

The cheapest PD Library was probably Power PD run by James L Mathews who charged only 99p per disk.



It was actually a very popular PD library with a reasonable service. However James started up Top Byte Software which sold only commercial software and offered the reins of Power PD to someone else so he could concentrate on his new company. The new owner as far as I know decided not to keep it running.

Two PDLs which stand out in my mind and I would of happily recommend for their good friendly service were Goodmans PDL and LAPD, featured a couple of months ago in issue 32 .

Both libraries were more than happy to help customers out in a very friendly manner, in fact Miike Goodman of Goodmans would often ring me for a long chat now and again.

Mike ran his own software label called Micro Magic and also did a decent selection of Licenceware. Goodmans was one of the few (if not only) PD Libraries that

ran as a full time business whilst others had day jobs. Unfortunately Mike closed down Goodmans earlier on this year due to personal reasons.

Finally there was a PDL called Warpzone PDL, this was ran by John James. They were quite a large PDL with hundreds of titles.

John usually had a two spread advertisement in the magazines and even offered a top four selection in the ad. Warpzone stopped advertising but continued trading for a while before seemingly vanishing into thin air.

These are just a small selection of the many Public Domain Libraries that were sprinkled throughout Ataris past. So let's raise a glass to those great people who supported the ST with a great service and selection of software.

And of course not forgetting the Libraries that are still going or that have just started up. The FaST Club, which has been going for many years and our very own Rich 10 whose advertorial is else where in this issue and the imminent start up of Steve Stupple as yet unnamed PD library.

by Deano

Seasonal Fun Revealed

Did you get the answers to last month's Seasonal Fun competition. No need to scratch your heads any more as off come the beards and hats

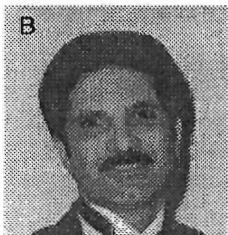


and unveiled in all their glory are a motley band of Santa's if ever there was one.

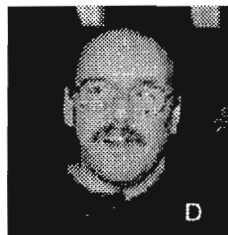
- a) John Gill
- b) Ed Baiz Jr
- c) Deano Sharples
- d) Tony Greenwood



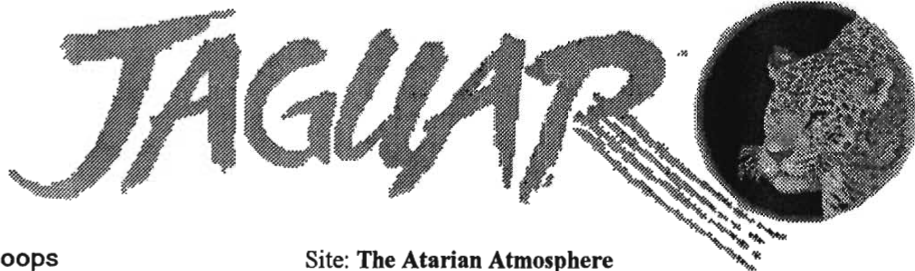
The winners are
Dave Cowderoy and John Gill



The prize, a fortnights holiday, all expenses paid at Ed Baiz's place in the USA. Ok maybe not. The real prize is a copy of the stunning demo that we had running at the Atari Show, of which until now only Tony, Gordon and myself have a copy. Well done to John & Dave and bad luck to all the other people who entered.



David (The Berserker) Cowderoy tries to get the cat back in the bag with the continuation of the Jag series.



Ooops

Site: **The Atarian Atmosphere**

Well this month there is no main Jag article after a slight problem :) I will get it done for next month, so instead there is one and a half web reviews. Also next month I maybe able to report on the possible release of two new games as at the moment that is all I know.

URL: <http://www.geocities.com/TimesSquare/Arcade/8063/>
Description: The Atarian Atmosphere is a place for information about all of Atari's consoles. It offers information, reviews, Prices, Collectors stuff, Downloads, and much more!
Review: On this site you will find the Atari Collectors message board & Chat Area, Collection & Trade lists, Jag Finder and Collecting Experiences. There is a list of best prices for games and hardware. There are games reviews but only Alien Vs. Predator is available at the moment. There is a framed and non-frame version of this site but you will lose some of the links in the latter.

Site: **Megabyte's Jaguar Domain**

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

Description: Enter the Domain for Atari Jaguar Graphics

Review: Reviewed in Issue 32 for Atari Web Ring. As it hasn't been updated I won't bother re-reviewing it :)

CHEATS

FIGHT FOR LIFE

Cheats (press Option at character select screen to enter passwords):

JAGUARTIME (Demo mode)

IWANTPOWER (All special & signature moves)

GIVEMETIME (Kara)

GIVEMEMOVE (Kara)

GIVEMEPOWR (Mr. G)

GIVEMEXXXX (Pog)

IWANTDRUGS (Lun)

IWANTPINKY (Pog)

GIVEMEPOWn (To choose Junior as a character. Note small "n")

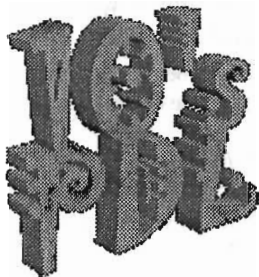
cWANTREFER (Jenny) all moves except signature moves

VWANTSPEED (Mr. G) all moves except signature move.

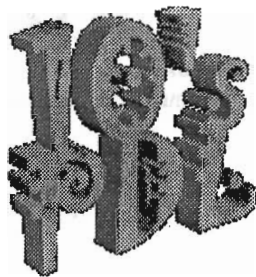
LOVEJUNIOR Play Junior vs. Junior

Morph as Junior: C + (U, L, D)

Short Junior Battle: Defeat Junior the second time with a ring-out. When the next fight begins, pause & rewind to before the electrocution.



Launch of 10s PDL



With the sad demise of LAPD, featured a couple of months ago, and the imminent closure of Floppyshop there is no prominent Atari PD library in the UK now. That is about to change. I have purchased LAPD's back up library from Leigh Caudwell and intend to start my own.

This begs the question why, seeing as how the Atari is supposedly dead. Well the answer to this is that it's not dead just not as alive as it used to be but most definitely alive enough to warrant some sort of PD service.

Due to work commitments taking up a lot of my time I intend for it to be run on a slightly different format to most. This is how I intend it to be...

- a) You send a disk and I will copy the catalogue, in HTM format, onto it or visit my web site the URL of which is listed at the bottom of the page.
- b) You can then decide what you require and then send me enough disks to cover the programs you require plus enough stamps to cover the return postage.
- c) The only other thing I would ask is that you send one extra 1st class stamp as recompense for the cost of copying.

I have decided to do it this way so that there is no money lying around waiting to be banked and the more you decide you require the better the value as all it is going to cost is your postage plus 1 1st class stamp.

So for more details

*Richard Clark, 10s PDL,
1 Rokeby Close, Bracknell, Berks, RG12 2NA*

or try
10s PDL web page at

http://www.users.zetnet.co.uk/10s_Spot/pd/pd.htm

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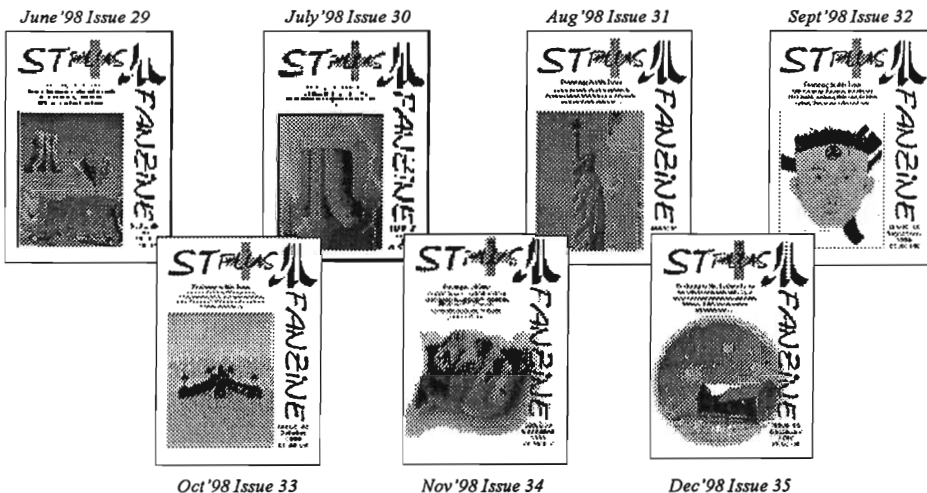
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Don't forget we never run out.....

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Michal Michalowski, Grey / Mystic Bytes, ul. Gosczyńskiego 2/10, 80-134 Gdansk, POLAND

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

Rich I O Winds Up



After much discussion, some animated, gnashing of teeth and general "my dad's bigger than your dad" we decided that although this is our 12th paper based issue, next month will be the Birthday one. What this means I've no idea, but it's been decided that we put the cost of the Fanzine up to £5 an issue so that we can have a big party... only kidding.

In the year that we've been going a lot seems to have

happened and not a lot seems to have happened, if you see what I mean.

The Atari death knell seems to have tolled all year with the doom mongers saying there's no future but with the ever increasing presence of the Atari on the net with the help of excellent packages like Cab and the launch of new hardware, such as the Milan, support still seems worldwide.

Maybe as we come up to

the millennium and PC's start crashing left, right and centre some people will go back to their trusty STe's, Falcons and others and realise what fun they are. Ok they're not as fast as some other 'puters but with the hardware addons that are about and are planned the need for speed may not be the be all and end all.

Anyway who needs a PC with 16 million colours to write a letter in black and white. Not me.

Please take the time to fill out the form below and send it to:
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