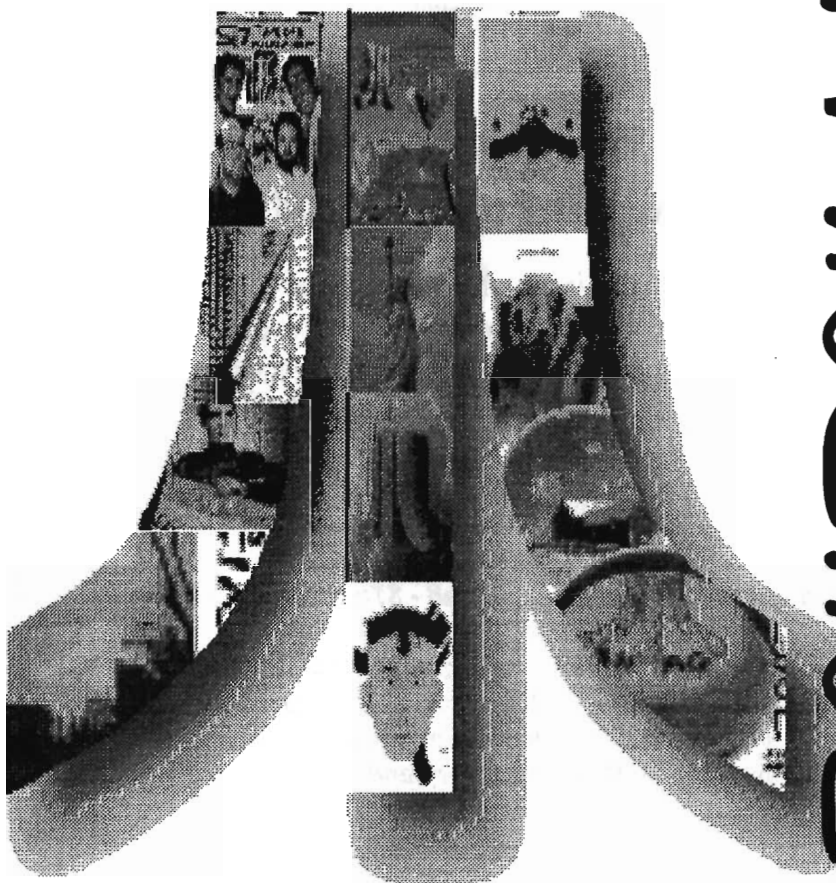


# STYLUS

# FANZINE



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**ISSUE 37**  
**February**  
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# EDITORIAL

Happy Birthday to us, Happy Birthday to us and all that. OK so we've made it to our first Birthday still intact and going strong.

Birthday celebrations over and onto what's in the pot this issue. There's a look back at the last year, a bit of a look forward into the future, more Pagestream Hints and Tips, a dash of a Jag, a smidgen of Falcon, a pinch of Hades and a smattering of webring reviews with a little accessory or two on the side which when all mixed together goes up to make a tasty little mag if ever there was one.

So dive in and enjoy.

*Rich 10*

Published by R.Y.M.E.

Editor: Richard (10) Clark

Design/Production: Gordon (Monkey Man) Storey

Webmaster/PR: Tony (lynoT) Greenwood

Contributors: John Alan Gill, Deano (Don't push me) Sharples, Kevin (Atarimad) Jones, Keefy Dunn, Gordon Storey, Ed Biaz Jnr, Dave (Berserker) Cowdrey, Rich (10) Clark.

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All editorial, Advertisements, letters and reviews should be addressed to Richard Clark, 22 Lancaster House, South Lynne Crescent, Easthampstead, Bracknell, Berks, RG12 7JY. email: rich10.hel@zetnet.co.uk

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

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[http://www.users.zetnet.co.uk/10s\\_Spot/stp/index.html](http://www.users.zetnet.co.uk/10s_Spot/stp/index.html)

# News News News News

## SHAG moves again

The User group SHAG's web pages have moved again. This will now be a permanent address and can now be found at :

*http://  
www.users.zetnet.co.uk/  
jagill/shag/shag.htm*

So if you've got a link into these pages please update them, or if you come across any other old links can you inform the respective person...many thanks

## Newsie 94

The latest version of

Newsie the internet emailer/newsgroup program can now be downloaded from

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

or email the author John Rojewski at [rojewski@primenet.com](mailto:rojewski@primenet.com) <http://www.primenet.com/~rojewski/>

## All Change

Due to Richard Clark the Editor and distributor of the Fanzine moving at the end of last month the Fanzine has a new contact address.

This is to be used for all subscriptions and contribution of articles, in fact any correspondence to the Fanzine.

Don't worry if you forget and send it to the old address as all mail will be redirected by the Post Office to the new one.

The new address is

**Richard Clark  
ST+ Fanzine  
22 Lancaster House  
South Lynne Crescent  
Easthampstead  
Bracknell  
Berks, RG12 7JY.**



## STOS Faq

The STOS faq can now be accessed through Deanos Links page at <http://www.users.zetnet.co.uk/sillysoftware/index.html> So check it out all you Stossers.

## STOS free at last

The source code to STOS and the STOS compiler have now been made FREEWARE. This status doesn't relate to any of the addons unless specifically specified in their respective docs.

## STOS again

The game rights to the Graphics for the game "Thinker" have been acquired by Silly Software, who will release it in the near future. Stosser Software originally had the rights.



---

# BackChat

---



Dear Rich

I am pleased to see someone taking over from where LAPD and Floppypshop left a gap, I am more interested in the more in the new 10s PDL as I already subscribe to your fanzine though I will use others if it supports them, the tenacity of Atarians is second to none. I know most users are on line and that has bought about the demise of some PDL's but for offline users like me you are my lifeline so thanks Rich.

While on the subject of PDL's I was reading some old issues of now defunct magazines and I wouldn't mind getting my hands on some cover disks for varying reasons, well Rich you consider adding an old cover disk section. I have almost every ST Review cover disk and well over half of ST Formats, I also have a few ST User disks and ST Action, your welcome to them if you want them.

The 'zine keeps on improving in quality but do you think it's time for either more or bigger pages as having to leave some

things out for others is necessary to you but continuity breaking. If you and the team don't mind adding more content why not ask the readers if they wouldn't mind paying a little extra, I would gladly pay a couple of pounds if it meant that an already good read was made even better.

Stephen Wilson,  
Northumbria, UK

*Hi Stephen*

I've reprinted the whole of the letter you sent me as it brings up a couple of interesting things that others may also have thought about at some time. So here goes.....

The second of your points regarding the cover disks is a big problem. Yes it would be great to put an old cover disk section in the library BUT there are a number of problems such as to who still holds the rights to the disks. If someone knows the legal ins and outs of this then why not drop us a line and let us know. Secondly, thanks for your comments about the contents of the mag. All the contributors will be

pleased to hear that their hard work is not in vain. When the Fanzine started we didn't know if there would be a market for it so we decided to learn to walk before we tried running and if you notice that's why the mag started off at 28 pages. We always guarantee that number and if you notice it has consistently been 36 pages since issue 27, so we've got slightly larger.

Monthly tutorials due to their nature are continuity breaking but they have run a lot longer than many of the unfinished ones in past glossy publications, no names mentioned.

When it comes down to price the £1.50 covers printing, postage and distribution of master copies to our 8 overseas distributors. We don't see that raising the price is an option and really defeats the object of what we set out to do in the first place which was a handy, monthly informative Atari only Fanzine. Please let us know your feelings on the subject. Comments to the usual address.

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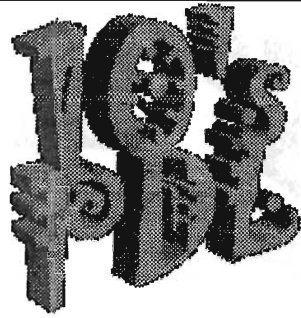
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**10's  
PDL**

# ACCessorise

Welcome to the amazing, the wonderful, the captivating, highly exciting place that is called, ACCessorise, with your host the one and only AtariMad.

First up is what I would describe as a luxury ACCessorary for those of you who have N.AES 1.1.0 or better, and at the look of it, Thing also.

The ACC is called Taskbar, and that is what it is. It gives you a winNT style taskbar on your Atari. And there is quite a bit of customising you can do to it. For example, you can hide applications that you might not want to click on, such as a screensaver, olga, bubblehelp etc. by dragging it from the bar to your bin, which will then prompt you for how long you want it hidden, forever or for now. Looking at the 2 screenshots, you will see one is less cluttered, because I have hidden most of the things on it, but I am actually running more because I am writing this too.

All of the ACC's are accessible if you want them, by going to the normal Thing menu (or equivalent) at the

top of the screen. You can switch between time, date, date & time just by clicking on it in the bottom corner.

As you can see, the start menu (that thing in the bottom left) can be configured to any word you want, I just happen to have put my name in to show you :)

You can select specific fonts for the Taskbar, I do recommend setting something that is at least 1pt smaller than whatever font size you currently use, that way it doesn't take up as much space and looks a little neater. In High Rez the Taskbar looks "really" nice. If you need any help with this program, there is a hyp file that is quite informative, so if you don't have ST-Guide, you should consider digging it up, especially now that there are so many apps using it. There is quite a good configuration program with this, to set up the little bits

and pieces which may or may not find useful, such as auto-hiding the taskbar, or auto-topping it.

Where to get this file from Jo Even Skarstein, Holtermannsv. 6, 7030 Trondheim, NORWAY  
email: joska@nuts.edu

This program is beerware, and if you use this the author would like you to send him beer or beer related stuff... except empty beer bottles/cans :) If you have N.AES then there is no reason as why not to get this for your setup, I find it very useful when switching between applications.

## Any other alternatives?

Yes, there is Start Me Up which I have yet to try, and MultiStrip which I can only describe as being too bulky and annoying for me, and was the first thing I closed when I booted up until I found where it was located in the cnf file.

AtariMad | ST-Guide | Thing Desktop |

Sun Jan 24 11:55

Screenshot 1 above and screenshot 2 below

AtariMad | Control Pan. | Before Dawn | Paula II | NewAlec | N.Pleselec. | ST-Guide |

Sun Jan 24 11:40

# Send in the Clones

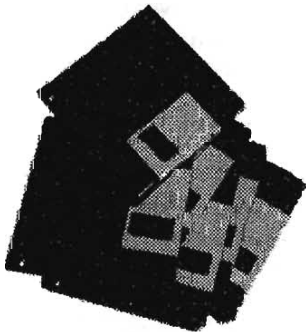
Edward S. Baiz Jr. continues his series on the

# HADES

## Networking

When I got my Hades I started doing all the same things that I had done with my ST and my STe. You know, things like DTP, web browsing, MIDI, databases, spreadsheets, etc.

Well there was one thing I had never done and never even considered doing and that was networking. Of course when I just had my STe there was only one other computer in the room and that was my wife's PC and I had no reason to hook up to that. Now when the Hades was up and running I setup my STe right next to it just in case I came across something that war-



ranted the STe's use.

The main thing that I encountered were many floppies that my Hades could not read. Most were made in an extended format that only the STe could read.

This involved ALOT of disk swapping. Try preparing a presentation for your computer club when the program you want to demo is on a computer (Hades) and you want to run it on the club's computer whose disk drive is totally incompatible with the computer.

I ended up having to transfer the file first to the STe and then to the club's ST. Not exactly what I call fun.

Then I was on a usenet and some people were talking about networking their Atari computers. Most had a Falcon or a TT and they were networking with a regular ST mainly through the MIDI ports.

This sounded interesting and I was hooked when a number of the people pointed out how doing this

was saving them alot of the dreaded disk swapping.

Well that was all I needed to know. I had heard about networking through the MIDI ports. Our club had MIDInet in the club library, so I decided to give this networking thing a try.

First I got on Genie of which I am one of the last Atarians to regularly use it (call sign is Gamer). I searched the library and came up with some nice programs. I also downloaded all the messages concerning networking an Atari computer with another Atari computer through the MIDI ports.

I read them all and learned alot. I found out there was a number of programs that would do what I needed. The big problem was that most of them were in German and not many were in English.

The ones that were were too simple for me to use. I also had a BIG concern that I knew these programs

were not intended for a Hades computer but for mainly the ST.

I tried a number of programs. Most ran on the Hades, but they did not exactly work. There were two however that stood out from the rest.

The first was MIDI\_COM. This is probably the best MIDI networking program for the Atari computer that I have run across. It was more complex than the others. It had a CPX file, an accessory and a number of utility programs. The only problems with it was that it was just a demo and in German.

I have put it on the back burner for now. I am hoping to get it setup and running soon but that will take some time as my German is not too good. I do have Gemtrade to help me though. I also want to find the author. I hope he has a website and possibly a newer version to try out.

The program I went with in the end was called MX2NET. This seemed to be the best as it was simple to use and it was in English. Setting up this program is very easy and only takes a few minutes.

First there is the informa-

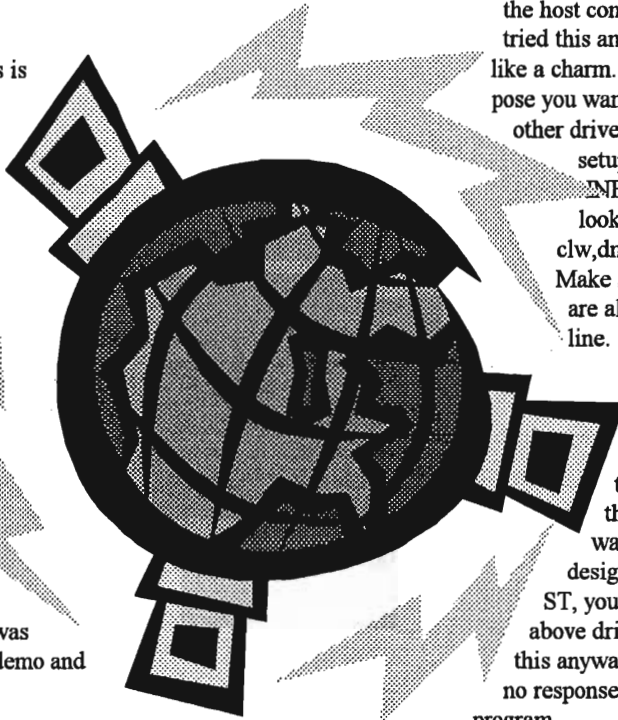
tion file (MX2NET.INF). This is an ASCII file where you input the drive parameters all on one line. Here is an example of how it works. Suppose you would like drive L on the host computer to access drive C on the remote computer and you want just "READ" access.

This is how that would appear in the INF file: clr. Now if you want "WRITE" access the entry would change to: csw. By "WRITE" access I mean that you could copy a file to the remote drive by just dragging a file to it's local counterpart on the host computer. I tried this and it worked like a charm. Now suppose you want to add other drives to your setup, while the INF file would look like this: clw,dmr,enr, etc. Make sure they are all on one line.

One thing I should mention is that since this program was originally designed for the ST, you cannot go above drive P. I tried this anyway and I got no response from the program.

The other file you have to adjust is the option file MX2NET.OPT . Here there are several letters that can be used and they also appear on the same line. Current options are a follows:

*(Continued on page 10)*



(Continued from page 9)

t : Get GEMDOS date and time from remote ST. Normally your "HOST" ST would not have this option set.

o : Mask over existing drives. If this option is set it is possible to overlay a networked drive ID over a real drive on the local ST by assigning it's ID in the MX2NET.INF file. If this option is not set a cold-boot is needed before restarting MX2NET.

m: Allow memory transfers to and from remote ST. Enables shared memory and remote operation.

5 : Remote ST is 520ST. Screen physical memory is found at 78000 HEX.

When these two files are setup properly, then you must copy the program to both computers. On the remote STe I did not have an INF file since I was not going to use it to access my Hades. The author does state the program could be used this way. I decided to use the "o" option and mask over a few of my partitions on my Hades.

The first thing to do was to connect the MIDI cables.

Connect the MIDI-IN of one computer to the MIDI-OUT of the other and vice versa.

The next thing was to run the program on the host computer first. When you do, MX2NET reads the information file and puts the drive icons on the desktop that are not already there. Then run the program on the remote computer. and that's it really.

When I did this I clicked on a drive icon and viola, I had the file of the remote counterpart come up. It was amazing for me to actually see this work on a ST. I setup one of my drives to access the STe's floppy disk B drive and it worked great. I was able to transfer programs from the STe to the Hades with ease.

Another thing I hoping to do was to run a program on the remote computer and have it come up on the host. I tried this out and was shocked when it actually worked. I was very happy and felt I could use this to my advantage in the future when preparing for computer meetings.

Let me say that all this copying and transferring to and from each computer was little on the slow side, but it is worth the wait in

many respects. The author recommended just using the "read-only" access to the remote drives since it is possible to scramble FAT tables if both machines try to write to the disk at the same time.

Again I did try this out and it worked great, but just to be on the safe side I switched all remote drives to the "read-only" access with the exception of the remote B drive. I left this at the "read/write" access since damaging the FAT table of a floppy is no too big of a deal.

Everything worked great when using the Hades to access the STe, but accessing the Hades by using the STe was a different matter all together. The Hades would crash everytime I tried to access it from the STe. This is where MIDI\_COM would come in.

MX2NET was mainly made for the ST, so I would not expect it to work 100% on the Hades. I was just glad I was able to do this much with it. So if any Hades or other clone owners want a simple program to network to another Atari compute, try MX2NET.

Until next time....  
Edward S. Baiz Jr.

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# How'd it go

**Doesn't time fly when you're enjoying yourself, it doesn't seem possible that it was a year ago that the first paper based issue of ST+ was launched. So what's happened in the year well let's take a wee look back.**

It was January 1998 when Dave Hollis first approached me with an Idea that had sprung or rather tornadoed from Tony Greenwood about turning ST+ into a paper based Fanzine. They needed someone to do the DTP side of things.

So after a few conversations and a talk with Tony I

list for ST+ and people were slowly joining it. He also produced the web pages for the Fanzine and on it was an invitation for people to become distributors in their respective countries.

By the time the first paper based issue was launched (issue 25) the Fanzine had 4 other distribution points,

commit the time needed as other projects had cropped up.

Richard Clark stepped in as editor and distributor and the Fanzine just continued.

Issue 27 saw a leap to 36 pages (at which it's stayed ever since), due to the influx of articles and contri-



was in. Dave had asked a few of the writers, those that were left from the ST+ Diskzine if that'd contribute, Deano, who's written for every issue to date and Keefy came on board. I suggested Richard Clark to do the User group side of it, so the team was assembling.

Tony had set up a mailing

Terry in the USA, Timo in Finland, Computer Dungeon in the USA and Ken from Canada.

The first issue was produced and ran to 28 pages, it was launched on the 7th February 1998.

It was just after the release of the issue 26 that Dave Hollis told us he couldn't

butions. A new contributor, John Gill wrote 2 reviews and the team pounced, he became a regular....:)

Issue 28 saw a new distributor from Sweden join the team, J Kock. More contributors were sending articles in.

Issue 29 saw more contributions from people. It all

seemed to be going well.

We changed printer at issue 30 allowing us to send the Fanzine electronically for printing. This seemed an ideal solution at first until we realised we'd lost control of the finished product and misprints started to appear.

A distributor in Holland appear with issue 31 in the shape of Barry Schutt. Along with the emergence of Ed Baiz Jr as a regular member of the team with his series on he's Hades.

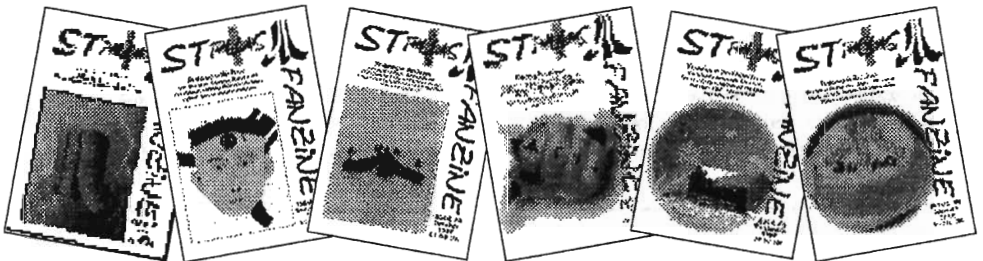
A cover picture was sent

The answer came when I bought myself a new laser printer and offered to print the Fanzine myself. The first being issue 33. Which also brought a new regular writer in the form of Kev (AtariMad) Jones, with his ACCesorise series.

Issue 34 saw a colour cover, (paid for by Rich, Tony and myself) this was to celebrate us getting to double figures and to really push the Fanzine at the November show, which was a great success for the Fanzine as well as the Atari community. It also gave us a new distributor

things as my monitor blew up delaying everything by nearly a week. Rich was having trouble with his Hard drive, with it crashing all over the shop and not being able to get to some articles and of course Christmas in the way. But somehow the issue went out on time, albeit a few more mistakes than usual, but it was out. This month also saw the Fanzine win the Atari Times Best paper based Magazine of 1998, a great start to the new year for everyone involved.

Looking back it really



into us for issue 32 and another for issue 33 by Dave Cowderoy, who received a free issue for his troubles. He was later to become a member of the Team with his Jaguar series as from issue 35.

By issue 32, we realised that the printing problems were not going to improve and so we we decided we needed to do something.

in France with Oliver Charvet.

Issue 35 along with the aforementioned new regular Dave Cowderoy's Jaguar series, saw two new distributors; Uros Vidovic in Slovenia and Michal Michalowski in Poland arrive.

Issue 36 really stretched us in the production side of

doesn't seem like a year ago, the Fanzine has come a long way with the help of everyone who has contributed in even the smallest way and let's hope it continues. If I've missed anyone out then my apologies but I'm getting old and the memory isn't as good as it....er....sorry I've forgotten where I was was....oh yes...used to be..<grin>



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

Welcome to another one of the trawls through the maze that is the Atari webbing. Apologies for the non-appearance of this this little snippet last issue, I thought I had done it, but perhaps the Christmas festivities may have gone to my head because in fact I hadn't. All the pages here were reviewed during the week of 08/01/99 - 15/01/99.

Just so that you know by the way, Keefys Little Hovel has now moved to a new permanent home <http://www.littlehovel.freemove.co.uk> and if you've got any comments etc about these reviews, you can send them to [stpwebrev@littlehovel.freemove.co.uk](mailto:stpwebrev@littlehovel.freemove.co.uk)

---

**WEBring title : The VEZZ's Home Page**

**URL:** <http://www.geocities.com/SiliconValley/Way/8016>

**WEBring Description:** I have put together a lot of hardware hacks, technical documentation, tech-related software and AUTO utilities. Of course some links and other stuff.

**The Review:** English and Italian site. Basically its what the description says. Not a massive amount of stuff, but at least its something. For a geocities page its fairly quick as well. The Atari content is easy to find amongst the other stuff, my only quibble is the inclusion of some slightly dubious content in files and links. You won't spend a huge amount of time here, but worth a look.

---

**WEBring Title: Croatian Atari Home Page**

**URL:** <http://jagor.srce.hr/~alevanic>

**WEBring Description:** Informations of Atari computers and TOS Clones, BeST on-line, lists of other Atari sites, Info about Croatian GMPAtari BBS,.....

**The Review:** Tried on 4 separate occasions, over four or five days, could not access this page, (URL not found everytime) sorry guys.

---

**WEBring Title: Sully's Atari ST Nostalgia Page**

**URL :** <http://www.intx.net/jsulivn/atari/atari1.htm>

**WEBring Description:** Links, test results, some downloads.

**The Review:** Mainly aimed at PC users running emulators, a little info on some of the better emulators, some small utilities, info on some programs the page author has tested with emulators. There's also a handful of programs for use with emulators. Its an okay site, fairly quick loading, clearly laid out but small. It won't keep you occupied for long.

WEBring Title: **Anthony Jacques' Atari Pages**

URL: <http://www.users.zetnet.co.uk/jacquesa/>

WEBring Description: Quite a large programming section, largely aimed at Falcon programmers, but others included. The home of Kosmik Phish Productions Also contains other programs written by me including many STOS utils.

The Review: Contains the STOS FAQ, Bad Mood FAQ, stacks of really good programming info (STOS and the Falcon in particular). All the info on Anthony's latest programming projects is here, along with a fairly large list of downloads, links to stacks of Atari sites and FTPs. The site is clear, quick loading and informative, but it hasn't been updated in ages. Still definitely worth a look though.


---

WEBring Title: **DOITF030-Homepage**

URI: <http://www.rhein-main.de/people/robert/homepage.htm>

WEBring Description: DOITF030 is a collection of Tips & Tricks around the Atari Falcon F030. You found a lot of Tips to repair your Hardware or to expand the system.

The Review: German/English site, The ring url doesn't bring up anything, so just delete the homepage.htm and it'll work. A load of archives for download containing tips for hardware hacks for Atari machines. To unlock the archives you need a key, which I still haven't received after waiting over a week, so I can't tell you anything about those. Couldn't really make out anything of interest on here, apart from the fact that it does have a very large selection of Atari links, apart from that, give it a miss.



## SITE OF THE MONTH

WEBring Title: **Have you played Atari today?**

URL: <http://www.isomedia.com/homes/tonyc/2600/2600.htm>

A page dedicated to the greatest video game system EVER- the Atari 2600- hints, reviews, solves, NEW games, links- and much MORE! Sheer unadulterated nostalgia, stacks of reviews and pictures of old Atari VCS2600 games. along with Faqs containing stacks of info on all kinds of old Atari stuff. What a shame that the old commercials that are listed on the page aren't there any more. This page hasn't been updated in ages, but I like it :).

*It may not be the most up to date of pages that I have been to recently, but for sheer nostalgia, and the information that can be found there, it gets my vote.*





# Design and be Damned



by Gordon Storey

Whilst at my local user group meeting, SHAG, Alison was talking about fonts and how they looked. I said she should print out a Fontspec sheet. Seeing the puzzled look on her face I preceded to find it in the TEMPLATE folder and showed her. It then occurred to me that maybe some of you other Pagemaster users don't know about this handy page that came with the program, so we'll talk about this.

With all the hundreds and hundreds of Fonts available for use in Pagemaster it can get a bit confusing trying to remember what they all look like, plus what characters actually make up the font and how do you get access to them, characters like ½ or ©.

The simple answer is to print out a Fontspec for that font. This will show you exactly what characters are actually designed within the font.

We do this with the FONTSPEC.TMP in the TEMPLATE folder and al-

though it's a bit of a pain to print out all your fonts, once it's done it's done and the advantages far out weigh the hassle of doing them.

You can instantly see what a font looks like and what characters it contains, so



Using the Selector Tool go to Tag under the Text menu.

You will be asked if you wish to change the whole document, click OK. The Tags dialog box will appear (fig 2)

Click on <no font> which is on the right at the top of the list. You will be taken to the Font selector box (fig 3).

Click on the font you wish to display. Leave the Style and Size empty and OK it.

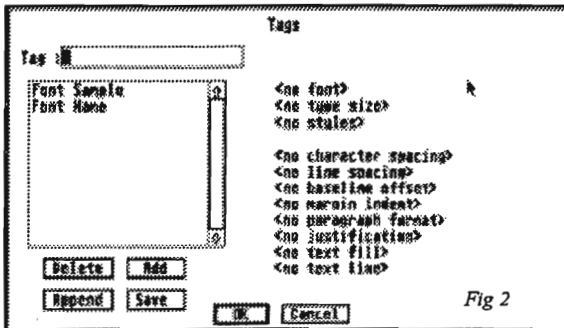
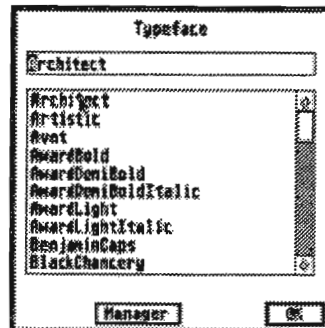


Fig 2



making the design process that bit easier. No more changing a heading to a font, not liking what it looks like and changing to another.

### How?

First we load the FONTSPEC.TMP as seen on the right. As you can see it will display every single character that is in the font and give you the position of it from 0 to 255.

The template will use whatever font you've got set as default. To get it to display any of your fonts just follow the steps below.

*(Continued on page 18)*

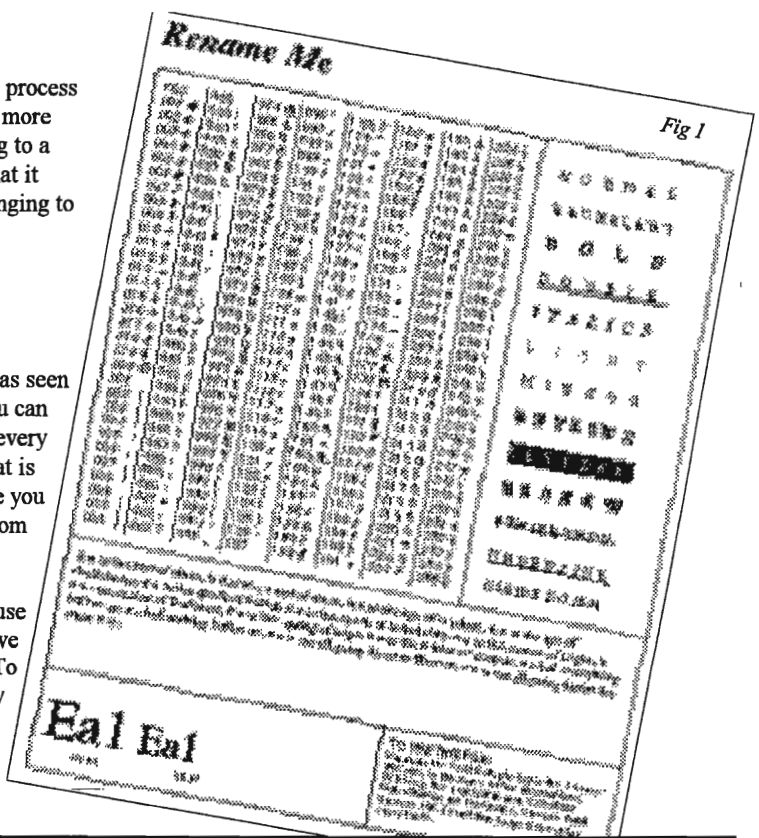


Fig 1

You'll go back to the Tags dialog. Now type in the font name at the Tag prompt and click on Add (fig 4).

You'll see the new name appear in the left hand list, click on it and then click OK.

Your page will now be updated with the new font. All that's left is to change the 'Rename Me' text to the name of the font and print the page out. You can now repeat this for all your fonts and create a visual record of them all.

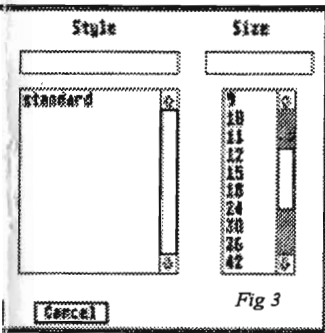


Fig 3

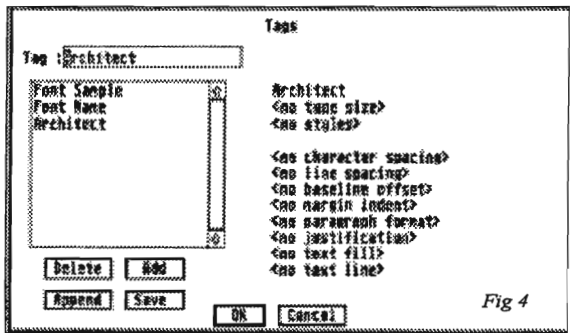


Fig 4

*(Continued from page 17)*

Having printed out our Fonts, we can now see exactly what characters are available to us. If you've got any PD Pagestream fonts which originated in America, you'll probably find there are no £ signs. In fact a lot of the PD fonts have a very limited amount of characters.

The Compugraphic fonts on the other hand have them all, but how do we access these extra characters. Simplicity itself, we press CONTROL + D at the same time and then

type in the number that corresponds to the character you want.

So to get the © symbol up you press CONTROL + D and then type 183. The symbol will pop into place where the cursor is.

Don't forget that if the font hasn't been designed with these characters, a blank space will be inserted instead.

This is the reason we printed out the Fontspec sheet in the first place....or you have haven't you....?

In case some of you don't want to print out a Fontspec sheet here are a few of the commonly used extra characters:

CONTROL+D  
followed  
by the number:

- = 172
- = 171
- © = 183
- ® = 184
- ¼ = 144
- ½ = 145
- ¾ = 146
- ™ = 182

# Join the Team

## Writing for ST+ Fanzine is EASY!!

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

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

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

**Send any contributions to**

**Richard Clark, 22 Lancaster House, South Lynne Crescent,  
Easthampstead, Bracknell, Berks, RG1 2 1JY, ENGLAND.**

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

# Software City



That old worm game comes back to the ST. Deano checks out the latest clone of this classic.



**Program:** The Trace

**By:** ST Survivor

**Machine:** All ST's

Years ago there was a classic game where you controlled a worm around the screen. As this worm moved it got longer and longer until it either crashed into its own body or the side of the screen. A simple game but it entertained many game players in the 80s.

The Trace brings this classic game to the 90s with some nice graphics and sound effects. Control is by keys only but you can define your own.

Unlike the original game you can't compete against the computer, only against one or more players. This makes it awkward for three players all hanging over the keyboard with their hands over their chosen keys.

Upon starting a game you have the option to buy certain items to aid you during the



battle to stay alive. There is a bullet which you can shoot your mates worm and break the line, and there is also (for some strange reason) a piece of excrement, which is clearer stated as sh\*t in the game (nuff said).

As you can see from the screenshot there are various objects in your way as you move around which makes the game more of a challenge. There is some nice music playing in the background and on an STE you get both music and sound ef-

fects which makes the game more interesting.

The Trace is a good game but it really could do with a computer controlled worm to battle with, then it would be more enjoyable. That aside, this game is worth a look at.



# Flight of the Falcon

by John Alan Gill

So, what have I been up to this last month? Well, at the recent Atari show I bought a colour splitter unit for my Videomaster digitiser. For those of you who aren't familiar with it, the Video master is a hardware video digitiser and sound sampler for the ST which, luckily for me, also works on the Falcon, although there was a specific version for the Falcon to take advantage of its extra features. The standard Videomaster works fine with the Falcon though and

even includes a separate software program for Atari's 32-bit machine.

As well as digitising video and sampling sound it is also possible to grab still pictures and if you have access to a camcorder you can grab photos etc.

The only drawback to this is that if you want colour pictures you need to make three separate grabs, one each for the red, green and blue channels that make up a colour picture. This

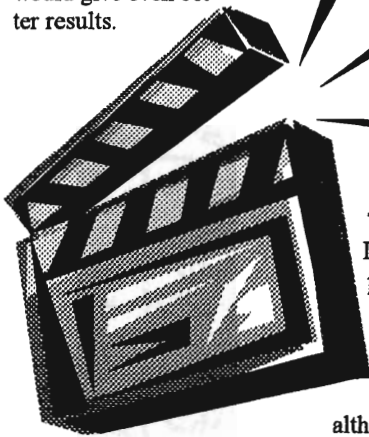
involves holding separate red, green and blue filters in front of the lens of the camera while the digitising hardware grabs the three separate pictures which are then merged to form a Truecolour one.

The colour splitter unit does away with all this messing about by making the three grabs for you and all you have to do is save it to disk.

The standard of the pictures was more than ac-



ceptable, although I would imagine the Falcon-specific version of the hardware would give even better results.



After the initial setting up of the Videomaster hardware for contrast and colour all you need to do is click on the relevant button on the screen and everything is done for you.

I did find that I got better results by using the light that came with the camcorder as this produced more natural and brighter colours. The splitter unit, while not essential, was certainly worth the money I paid for it and cheaper than a flatbed scanner which, with software works out at around 200 UKP.

The Truecolour pictures are saved in RAW format which take up about 200K on your hard drive. I intend to eventually use the pictures on my Web Pages when I finally get them

done so I used ImageCopy to convert them to far smaller GIF files.

When I bought my Falcon last year it came with a load of software, including the image processing programs TrueImage and Positive Image, so having got my pictures now seemed like as good a time as any to try them out.

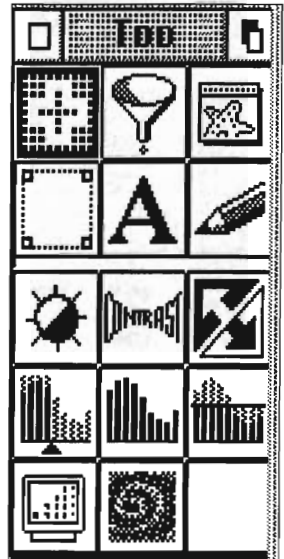
Firstly, Positive Image, although to be honest both programs do a similar job. I found Positive Image to be a bit unstable under my normal setup but put this down to the software screen expander clashing with the program, as it worked fine under normal Atari TOS in one of the standard resolutions.

On loading a picture file you are presented with details of the image including resolution, file type, etc. and the picture is then displayed in a normal GEM window. It's best to open a duplicate window from the menu bar so that you can see clearly the effect that your changes are having on the picture. These are accessed from the Toolbar menu and allow you to alter contrast, sharpness, as well as blur or distort the image. It's a very powerful

program and to date I've only scratched the surface of it's capabilities, but to be totally honest I was more at home with TrueImage.

Like Positive Image, TrueImage comes with a standard version which will work on an ST providing you have a reasonable amount of memory and an enhanced Falcon-enhanced version, which takes advantage of the faster 68030 processor and the DSP chip.

I preferred TrueImage, despite the fact that it does more or less the same as it's rival, as I found it easier to use. Don't get me wrong, Positive Image is an excellent program, it's just a matter of my own personal preference. With



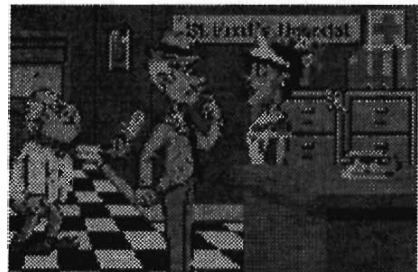
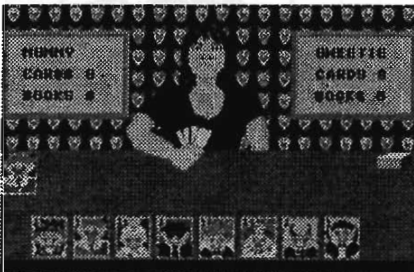
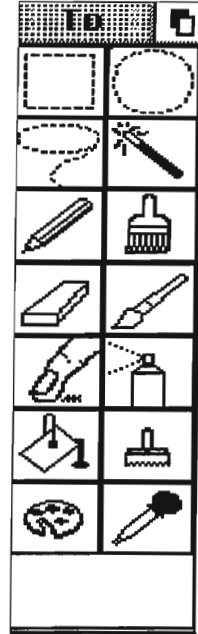
TrueImage, when you want to adjust the sharpness of a picture for example, you get a slider bar which you can adjust to get the effect you want and also the chance to preview the effect before you actually alter the picture in memory.

One criticism of both programs is that they don't support all the current picture file formats, but in the case of TrueImage at least, this is probably down to the age of the program. Still, it's nothing that running the processed pictures through ImageCopy won't solve.

Perhaps I'm easily pleased, but I watched in wonder yet again as my Atari computer proved itself more than capable of doing things that PCs can do.

Both programs certainly improved my pictures noticeably, which, at the end of the day, is what they're supposed to do, so I'm more than happy with both of them.

See you next month, when hopefully I'll be reporting on my experiences with one of the dreaded IBM compatibles as compared to my Falcon. ■



**Still going after five years Silly Software have more games planned for 1999 and well on into the future. As long as the Atari is here then we are here.**

**Silly Software  
27 Turbary Walk  
Milnrow Rochdale OL16 4JN  
Email: Deano@zetnet.co.uk  
<http://www.users.zetnet.co.uk/sillysoftware/>**

# S T CORNER S

Oooer....someone hold me hand, It's a ghost in the final part of this tutorial by Deano

No Pacman game would be complete without a few ghosts running around so we will look at them this month.

If we examine the ghosts we see that they usually just float around the maze until Pacman collides with them. The best way to do this is to define the ghosts as bobs (preshifted sprites) and display them at a starting point.

This would be an extra block (such as a small house) which would appear on screen.

Now we can set the co-ordinates of the bobs to the co-ordinates of the house, which means that no matter where the house is in the maze, the ghosts would always start from there. Here is how we set up their positions.

We use the XY BLOCK command from the missing link extension to find the co-ordinates of the house, which could be block number 10 in the bob bank. We then set the X and Y co-ordinates of all the ghosts

to the same ones as the house. The next step is to move the ghosts around the screen. First we set up an array which would contain four numbers, which would hold a direction, such as:

- 1 (up)
- 2 (down)
- 3 (left)
- 4 (right)

In an earlier part of this tutorial we checked for Pacman colliding with a block, the side of the maze.

Well we can do the same trick with the ghosts by setting up boundaries for them. If they touched a block then use the RND command to choose another direction.

```
10 for X=1 to no_of_bobs
20 if XBOB(X)=BL1 then
gosub 50
30 next X
40 stop
50 DI(X)=rnd(3)+1
60 return
```

This small routine checks to see if any of the ghosts have hit a block, which is held in the variable BL1 and the subroutine changes

the direction of the ghost which is held in the array DI. The game can then carry on with the main loop of moving the ghosts.

```
100 for X=1 to no_of_bobs
110 if DI(X)=1 then
YBOB(X)=YBOB(X)-4:
YMAP=YMAP-4
120 many bob start(4),
IMG,XBOB(X),YBOB(X),
8,0
130 screen swap : wait vbl
140 next X
```

You can add more lines like line 110 to check for the other directions.

As the bob moves so does the maze, which is the landscape map.

Note you don't need to use the XMAP variable as landscape maps only move up and down.

To make the ghosts turn at other places you use another special block and use the direction routine again. As for the pills that make Pacman able to eat the ghosts then you have that as a block and change the images of the ghosts when Pacman eats it.

# Through the looking Glass

Rich 10 takes a peek at the future....

As a follow on from Stephen Wilsons letter and Gordons potted Fanzine history it might be time to do a bit of Crystal Ball gazing and see what the future holds for you, me. everybody, everybody.....

To start with let's look at the strengths of the mag and see what we've got right. The first thing you see is the cover and so far I think they've been original and inventive in their design. Each one has featured either the Fuji symbol or an Atari somewhere in the design and how many of you spotted it in the Christmas edition. I know it took John Gill a little while to click as to where it was cunningly hidden. Over the month's the whole look and feel of the Fanzine has taken on a more professional feel with better printing and quality of paper, but still with the odd technical hitch that occurs when you are trying to get something published on time, every month. I'm sure there are those that take great delight in picking out the mistakes but that's part of the fun I suppose.

The next strength we have

is the quality of writing from Tony, Gordon and Deanos tutorials to John and Ed's experiences with their Falcon and Hades respectively. With Atarimad, Myself and Keefy as well as The Berserker and Chris Swinson amongst others chipping in with good articles it serves up a good mixture of informative, interesting and often witty writing. You will notice that we are quite prepared to poke fun at ourselves as you will have noticed with last month's dodgy pictures of myself and John Gill. I'm sure we have plenty of weaknesses as well such as spelling and grammar mistakes and also the odd layout problem which we are trying to iron out, so if they have in any way spoilt your enjoyment of the Fanzine then we apologise but don't think you can get a refund :)

Now onto the Crystal ball gazing and let's see what the future may and may not hold.

As to the look of the Fanzine, probably not much change there. Sorry, no A4 full colour glossy editions from us unless someone wins the lottery.

There may be a special coloured cover edition again but that depends on whether the three of us can afford it as we, out of our own pockets covered the cost of the Show Special edition. This may sound as if I'm going for the sympathy vote but please remember we are a non profit making organisation and only cover the cost of normal printing and postage as it is.

So what can you hope to see in the future. Well now that Atarimad finally has in his possession a Milan, we could see an article or two in the same vein as the Falcon and Hades articles. No pressure there AM, honest. Hopefully we will be able to bring some more interviews and program reviews as from the feedback I've had these seem to go down very well. We are of course limited in that if we don't happen to be able to get hold of the latest version of a program then we can't review it, so your help would be much appreciated if you hear of anything or likewise if you would like to see a review of something in particular then drop us a line and we'll see what we can do.

## David (The Berserker) Cowdrey continues to fight the cat in his Jag series

# JAGUAR™

### Overlays

Tony Price's Overlays:  
<http://home.earthlink.net/~mfmurdock/jaguar/jaguar.htm>

One of the things that distinguished the Jaguar when it came out was the numeric keypad on the controller plus the overlays to be used with it.

Unfortunately only games produced by Atari had them. Third-party games like Syndicate which used all the buttons plus combinations, really needed overlays.

Well Tony Price provides an overlay service for games without and explained why ....

"I originally got the Jag with Iron Soldier and when Iron Soldier II came out I wanted to design my own overlay because even though it used the same one as Iron Soldier, The original overlay was worn

out and you could barely read it.

I fiddled with a couple of different printing techniques and papers/plastics that were experimental from a friend from a friend... until I finally came up with what

I have now, which people have actually said that they like my overlay material better than the originals!

I noticed more and more games needed overlays for the jaguar so I started making them, the more I made, the more interest I got in them until I now have all the ones listed on the site!

The offering of these overlays has given me the opportunity to find other great retro gaming enthusiasts and given me contacts

around the world."

There is a dust cover plus overlays for Iron Soldier 2, Atari Karts, Syndicate, Tempest 2000, Missile Command 3D, Virtual Missile Command, Towers II, Worms, World Tour Racing and Zero 5.

Well overall the overlays look great and will make game playing easier. So now to look at some of them closer:

The dust cover is nice and might be wise to have one, but if you have some games with a number of overlays it's probably going to be

*(Continued on page 26)*



(Continued from page 25)

useless

The overlay for Atari Karts looks nice, makes the save game positions a bit better to reach and the hard turn buttons (which you always forget when at the heat of the race) are very clear.



For Towers II the symbols are clear, and extra names are making it only better... if you have Towers II this is a must have.



Then Worms, this one looks simple (fits well) which is good. The symbols are clear, and the text enlighten the function just a bit more... good one



Atarian Atmosphere:

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

There are also some scans of original overlays on this site, like the three Alien Vs. Predator ones.

Thanks to Barry Schutt for his opinions on the overlays :)

## SNIPPETS

### The Assassin

The first demo for Assassin has been released by OMC games, which is available for download from their website <http://www.omcgames.com/> It's an action mystery RPG according to the web site. The finished game will hopefully be released at the end of the year on CD. OMC are also working on Age Of Darkness another RPG although at the moment there is no set release date

### Top 5

In the second week of January, Neil Atkinson asked the people of [alt.atari-jaguar.discussion](http://alt.atari-jaguar.discussion) to give their opinion of the Top 5 Jaguar Cart games. The results were:

- 1 - Doom
- 2 - Tempest 2000
- 3 - Alien vs. Predator
- 4 - Rayman
- 5 - Iron Soldier

below them:

- 6 - Ultra Vortek
- 7 - Super Burn Out
- 8 - Towers II
- 9 - Defender 2000
- 10 - Atari Karts

Site: Jaguar Community United

URL: [www.geocities.com/CapeCanaveral/Hangar/4336/](http://www.geocities.com/CapeCanaveral/Hangar/4336/)

Description: The Official Jaguar Community United Website

Review: Well the idea of this site is to keep the Jag community united (hmmm?). There are about 400 members at the moment, and as members they get sent a newsletter with peoples ideas, webpages, new/developing games to name a few thing. The old newsletter are available for download or viewable as HTML. The webpage is well laid out with all the links down the side of the page exactly the same for each one (no frames either).

## CHEATS

### for ALIEN VS PREDATOR



Activate "Hold that Fuji!" (during game play):  
(Pause + Option) + (1+3, 2+5+7+9)  
Predator laugh confirms

#### Commands:

Security Clearance = Raise:Option+6;  
Lower:Option+9  
Motion Tracker Toggle = Option+8  
Recharge all weapons = Option+1+2+3+4  
Shotgun toggle = Option+1  
Pulse Rifle toggle = Option+2  
Flame Thrower toggle = Option+3  
Smart Gun toggle = Option+4

Activate "Banana Stops" (\*=STar, #=POund)  
(during game play):

Step 1) Pause,Option,6,1+3  
Step 2) B,A,9,A,9,A "BANANA"  
Step 3) \*,Option,6 "STOPS"  
Step 4) #,\* "POST"  
Step 5) \*,Option "STOP"  
Step 6) 2,Option "TOP"  
(Predator laugh confirms)

Commands (the same as "Hold that Fuji!"; see above). Also:

Level Select = Option+A (Up), Option+B (Down)

(Up = 5,4,3,2,1,  
Pred. Ship, Alien  
Ship, Airducts)  
God mode =

Option+5  
(Invincible & auto weapons power-up. Must have ammo first)

*Freeze Alien Queen (just outside the Queen's Lair):*

Save game, then reload. Queen will be frozen & can be damaged. She'll die when you unfreeze her by walking through entrance.

*Shoot Predators first (in the Predator ship):*

Before collecting the smart gun, use the pulse rifle or shotgun to shoot around (or at where you know Predator(s) will appear when you get the smart gun). You'll see the blood, and if you've used enough ammo, the Predator(s) will die as soon as you collect the smart gun.

*Shortcut to Alien Ending:*

Enter the "Banana Stops" cheat.

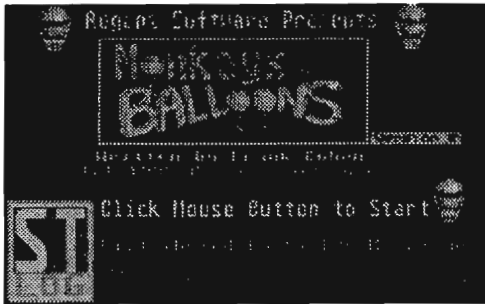
Make a cocoon and when it is mature, get your alien killed (don't enable God mode, obviously). As the screen fades dark & the cocoon is hatching, press Option+A/B (for level up/down) and the screen will fade to the Alien Ending.

# Eduka2hun

by Rich 10

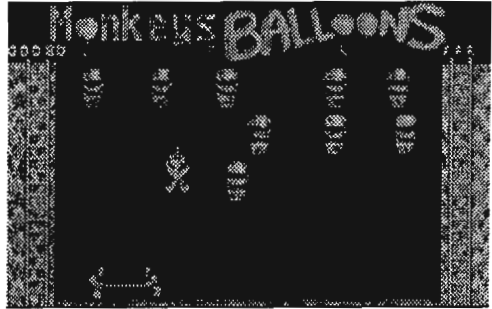
This month a couple of 'silly' programs that have varying amounts of education in them. These are colourful and easy to play therefore attracting younger children who are attracted by brightly coloured moving things. Add in a bit of gameplay for the hand eye co-ordination and Bob's your uncle, Education.

## Monkeying about



So what have we then, there is Monkey's Balloons, unfortunately not written by our own resident Monkey Man, but released by Regent Software, quite some time ago. This game is a Breakout type of game except that a clown pops balloons with his hat as he bounces on a trampoline frantically pushed back and

forwards by a couple of able bodied Monkey assistants. The idea is basically to pop all the balloons in each of the three rows to amass the highest score possible.



There are more levels which are harder as you progress through the game.

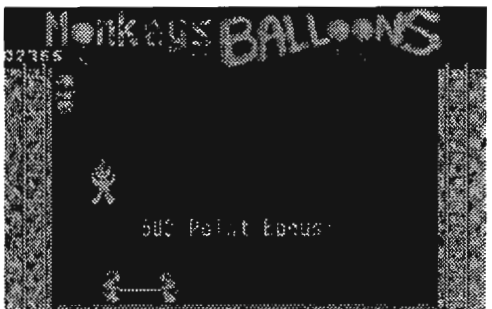
There is little else to do other

than this but when your are four or five knowing the perpendicular angle of the hypotenuse squared in relation to the square root of the falling

clown is not what you really want to be learning about.

What counts is that it is bright, colourful and fun to play and without realising it is educational in that it helps with hand to eye co-ordination as well as predicting the flight path for want of a better phrase of the clown as he falls towards the trampoline that you are guiding.

The game runs in colour



only. Full docs are included which explain how the game came to be and to cap it all it is only 73k long.

### Simon Says....

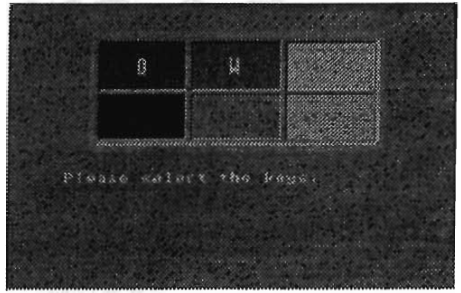


The next game is SENSORI by Michael Fordermair, Alex Metz and Eric Thoner of Magic Soft it is also an older game and is a variation of the 'Simon says' game.

The aim is to follow the sequence of coloured lights as they light up.

The lights are accompanied by musical notes and I had to have a look out the window to make sure the extraterrestrial hadn't landed as it reminded me of Close

Encounters of the Third Kind. I nearly started moulding mash potato into a mountain.

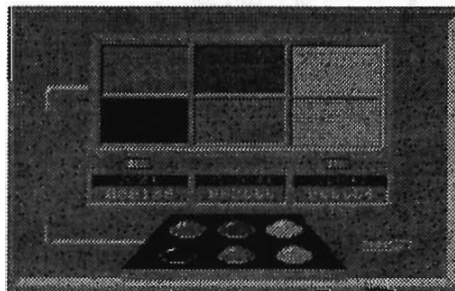


Anyway enough of this. The game is very simple, on the start up screen you get an option

to set the keyboard up with the keys you want to associate with the coloured squares, 6 in all. Once this is done you can start the game.

sounds, you then have to press the corresponding key and the section/level starts. If you get the next 2 notes right the computer will play 3 notes, then 4 and so on, hence a good memory is required.

Which is where the educational part comes in. This is an ideal game for the youngsters out there to help improve their concentration and memory.



On starting, a coloured square lights up and a note

For each note you get right you are rewarded with 10 points and after you have remembered ten notes in a row you are rewarded with 100 points.

The overall look of the game is good with bright colours and is simply and nicely laid out.

## HOW DO I GET 'EM

Both of these games are PD and can be obtained from all good PD libraries, my PD library, the Suzy B CD 2 or my web page.

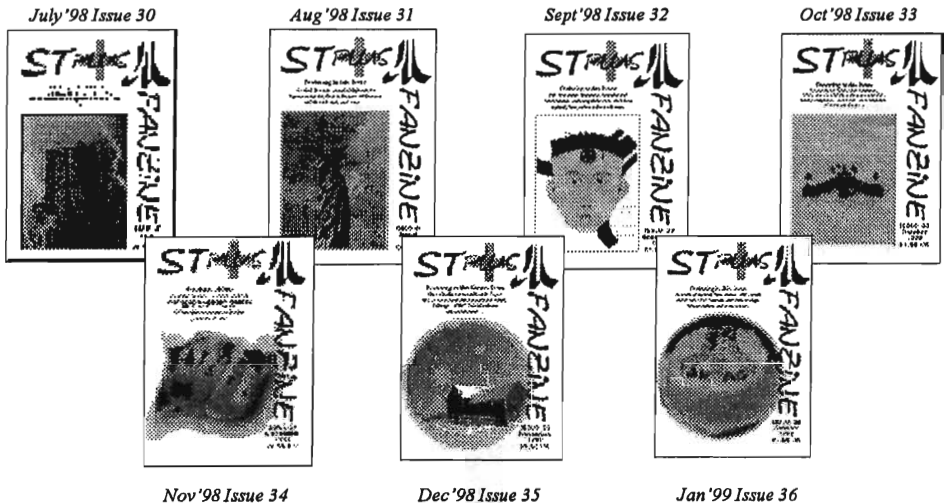
[http://www.users.zetnet.co.uk/10s\\_Spot/pd/pd.htm](http://www.users.zetnet.co.uk/10s_Spot/pd/pd.htm)

# BACK ISSUES

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

# Rich 10 Winds Up



Well that's another done and dusted, a minor miracle seeing as that for three weeks of January all three of the team have been offline for one reason or another.

All the articles, tutorials etc. are sent to me via email by Atarians online. I can only think of one article that has been sent via the post. This doesn't mean that if you are offline you can't contribute but shows that you don't need

the latest state of the art machine to be able to be able to connect all around the world. Ed Baiz in the USA writes and sends his articles on his Hades, Barry in Holland corresponds with Berserker in England regarding the Jaguar page and the UK writers are spread around the country but still send their articles via email. Although we live in a technological age you can if you wish still send in articles on 720k or 144k floppies

or even on paper, shock, horror, gasp! If you wish to send in articles please remember that the very latest deadline is the 24th of the month and that is the very latest date. Please if you can can you get them in maybe a couple of days before so we can get cracking on the mag you so love it would be appreciated.

The Fanzines birthday is over and I'm off to celebrate mine so it's cheers for now see ya next month.

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

EnchaNCed Hisoft Application Toolkit  
Developed by Matthew Bacon & Paul Jones

## Features include...

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- NVDI v4 support
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## Requirements

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ENCHANT	£15 plus P&P	£2	£4
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Cheques should be made payable to "Matthew Bacon"  
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*ENCHAT demo is also available from our web site!*

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