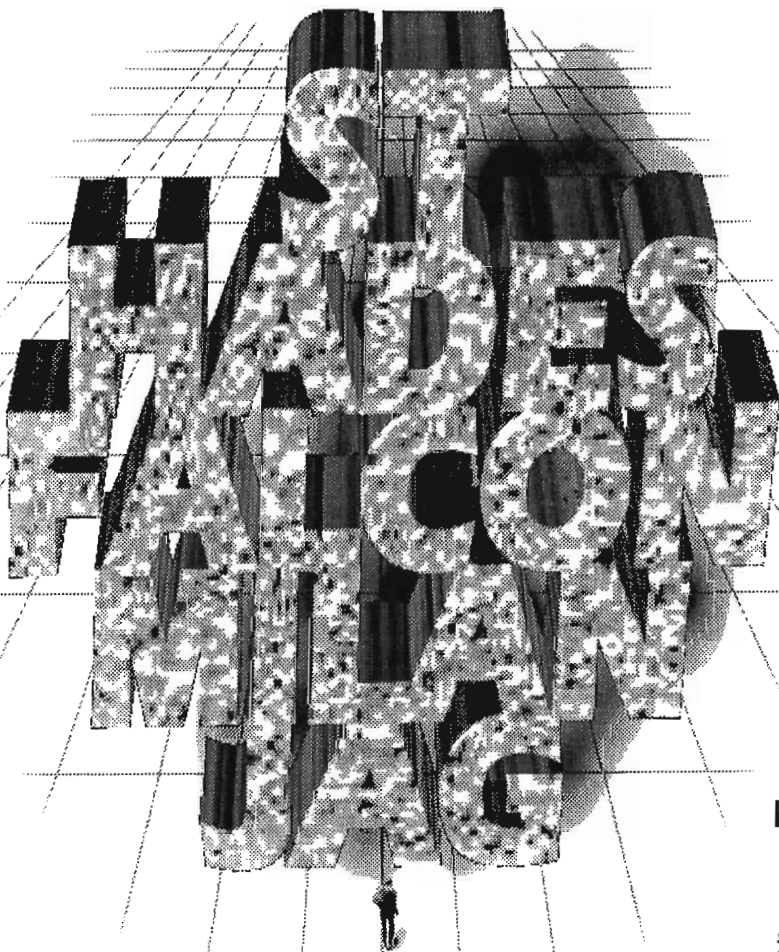


# ST PLUS

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# FANZINE



ISSUE 38  
March  
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# CONTENTS

News	5
Edukashun	6
Hades	8
STOS corner	13
Gem Pacman review	14
Milan Series starts	16
Flight of the Falcon	20
TAF reports	23
Jaguar	25
You've Got Mail	28
Back Issues	30
Rich 10 Winds up	31

## EDITORIAL

Back again so soon. It only seems like last month I was sat here typing up an editorial....

First the good news we at last have Atarimad's Milan article now that his Milan has finally arrived, there are also plans for a TT section and I don't mean motorbikes. The bad news is that due to Tony at presently working on other projects the HTML tutorials have had to be put on the back burner but what has already been written by him is more than enough to get everyone up and running and producing great looking pages. The Pagestream tutorial is also missing due to Gordon not being sure of what subjects people want tips on as he's covered everything he can think of.

*Rich 10*

Published by R.Y.M.E.

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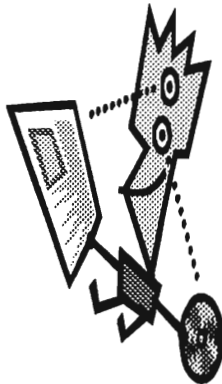
## ATARI CDs



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# News News News News

## Grafix Tutor

Grafix The Easy Way, the art and animation tutor by Silly Software has now become Freeware. This great programme for helping you learn to draw comes with an Art Package called Grafix Art which has been updated and an on disk manual.

It can be downloaded from the Silly Software web site or obtained from the company itself (See Silly Software Ad in this issue) for further details.

## Updated CD's

Deano also announced that the Atari PD Collection has now been updated to include all the Stosser Software titles, all issues of

Stosser Diskzine and all issues of Ste-Stosserone. The price is still five UK pounds. Also The Spectrum Collection has been updated and now contains 8500 Spectrum programs (inc games) including ST/PC emulators, Once again see Silly Software's ad else where in the issue.

## USA Distribution change

Terry Ross the Fanzine's USA distributor has moved. The new contact point is Terry Ross HC 66 Box #28A Foss, OK 73647

## LC5 Update

That man has been at it again. No sooner is LC5.1 out than he's out with

LC5.2 a couple of days later after a bit of jiggery pokery and bug fixing. So if you want the latest version all the addresses you could ever need can be found on the page opposite in Mark's advert. He's also reintroduced the 6 month registration period for seven pounds as well as the old 12 months for a Tenner.

## T. G. Takes a rest

Tony Greenwood, one of the founders of this very Fanzine has unfortunately, due to other commitments, had to temporarily stop contributing articles. But he hopes that he'll be able to contribute in the future though not on a regular basis. So come back soon Tony.

## PDL Name Game Competition

Steven Stupple, who we reported a few issues back bought LAPD's main Library is ready to get his new PDL of the ground. All his short of is a name for it. So he's offering it up as a competition for anyone who comes up with the

best name he likes.

He's still working out the prizes, but be assured they'll be worth having and all you have to do is send you entries to him via snail mail at PD Library Competition

Mr.S.K.Stupple,  
Formerly LAPD,  
10 Garfield Gardens  
Narberth SA67 7UW

or alternanatively email him them at:

Steve@steverosie.demon.co.uk

# EduKorhun

by Rich 10

It's time to sharpen up your pencils, pick your favourite crayons and let the imaginative juices run wild.

This month's offering is Art for Kids an Australian little number by Tony Barker of Moving Pixels released in 1993, so not really that old.....

Although in this review copy I was limited in so much as half the tool options are disabled there was enough to get a good feel for the program and

even with this demo mode the kids will enjoy it tremendously.

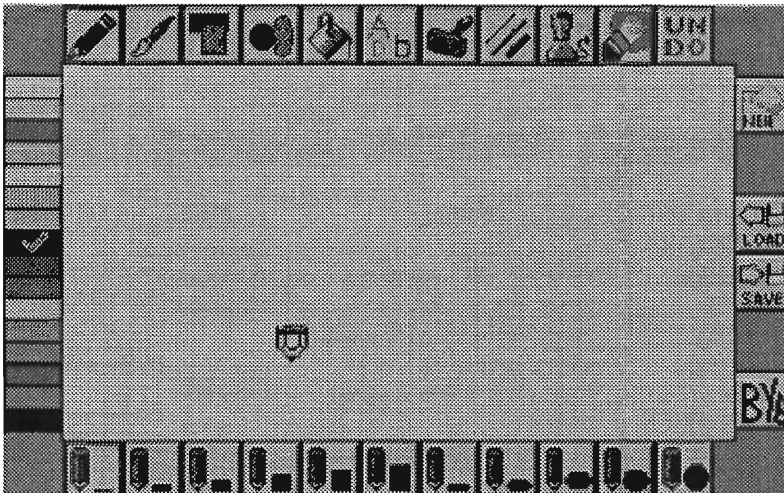
Upon loading you are presented with a nice title screen and some sound effects. Once this is over you are left with a crisp white screen just aching for a bit of colour to cheer up it's life.

One of the first nice touches you come across is that it asks you to hold down the 'control' key when clicking on load/save. This stops any thing being loaded or overwritten

by mistake. A very nice touch and surprisingly unused in most kids software.

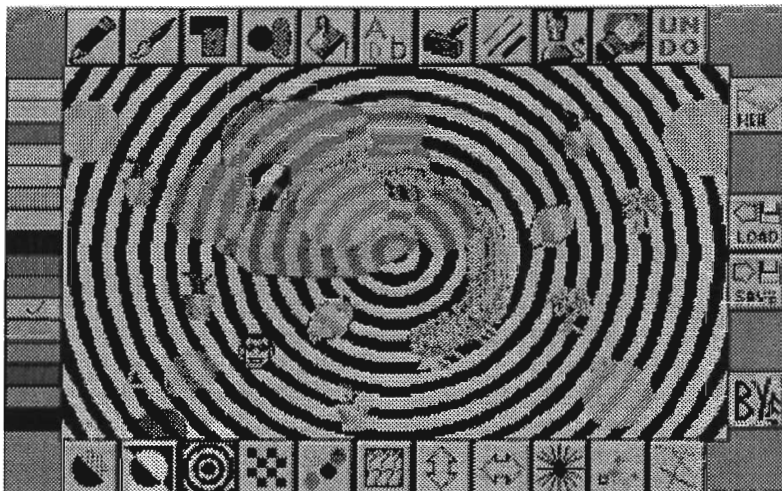
At the left hand edge of the screen are the colours that you can use to give your masterpiece that splash of much needed colour.

Along the top of the screen are tool icons which when clicked on show you the different things that can be 'painted' on the screen. For example if you click on the pencil icon, different thickness pencils appear which allow you to draw different thickness lines on the screen.



Other features are the usual Text, Square, Circle, Erase and Fill icons that you normally find in art packages but there are a couple of neat other ones which are a Paintbrush which allows you to

use different line type effects, a Stamp which allows different sprites to be put on the screen to save you making up your own designs. The really interesting icon is the one which looks as if it's plugged into



something which is the special effects button as you can see from the picture above. It's my first attempt at a psychedelic stereogram, so if anyone can tell what it is then why not drop us a line.

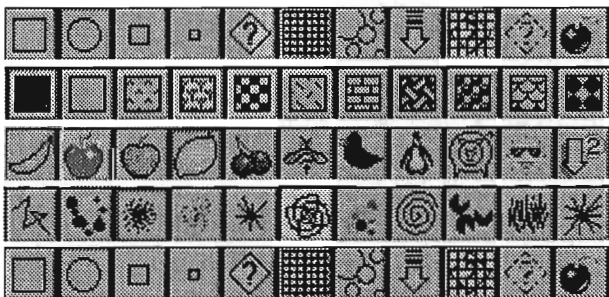
This icon also does other

weird effects such as putting different size circles on the screen and also puts squares all over the picture that you've already done. Some of the screens that can be made using this tool can make you feel as if you've been smoking something you shouldn't.

The overall look and feel that you get from the package along with the bright colours should make kids want to come back for more and produce something worthwhile.

Because the game was made in 1993, I don't know if it is still being supported in any way so have a look round and see if you can get a copy from somewhere. Let me know if you do come across any further information...cheers. But if you wanna try the demo, which I recommend then see the boxout below.

See ya next month



## 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 at:

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

## Send in the Clones

Edward S. Baiz Jr. continues his series on the

# HADES

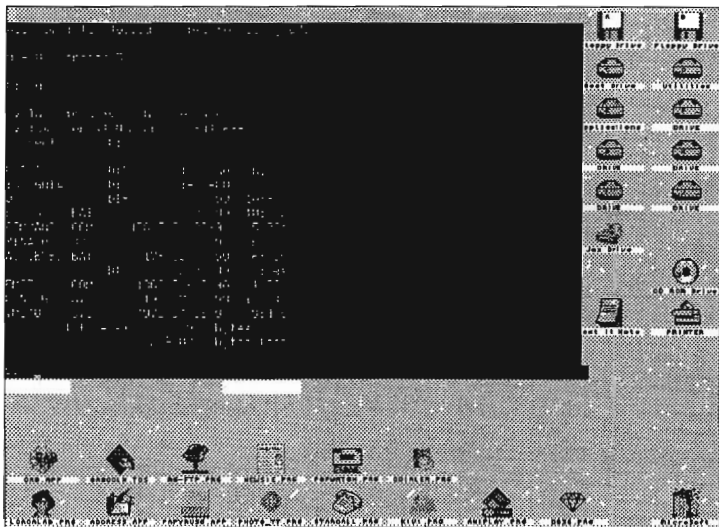
I know it seems strange to be coming from me, but one thing I have been wanting to do with my Hades computer is PC emulation. On my STE I used PC Ditto which did the trick, but was very slow. When I got my Hades I tried to run PC Ditto, but it did not work. It seems the TOS in the computer was from the UK and my version of PC Ditto is from the US (like me). It would seem that they

Computer Direct when they sold me my Hades. They mentioned a Pentium PCI card that was being produced. Now that would solve my problem and give me what I wanted. I found the website of the people building the card, MW Computers System. For a long time they kept telling me that the card was coming and finally told me one day that the idea was dropped. It seemed the card

timed not to the get the PC emulation I needed.

Once again I went into one of my very long searches for a program. I posted messages everywhere I normally ventured (Genie, the NET, FidoNET, user-groups). Finally someone, I believe it was another Hades owner Ben Hills from the UK, told me about a program called SoftPC. It was mainly designed for the Falcon and TT, but he had some success in getting it to run on his Hades. He emailed me the program file and I tried it out. After an hour or two, I just could not get it to work so I deleted it from my hard drive.

A few months went by and after the Pentium PCI card for the Hades was cancelled I decided to give it another try with SoftPC. This time I was able to get it up and running. The installation procedure that I will describe should work on almost any Atari. I will mention also that since the pro-



would work together, but they did not and I was forced to find another way.

Then I remembered something that I was told by

would be much too expensive for the consumer to buy. This for me was a heartbreak. I was counting on this card coming out and now it seemed I was des-

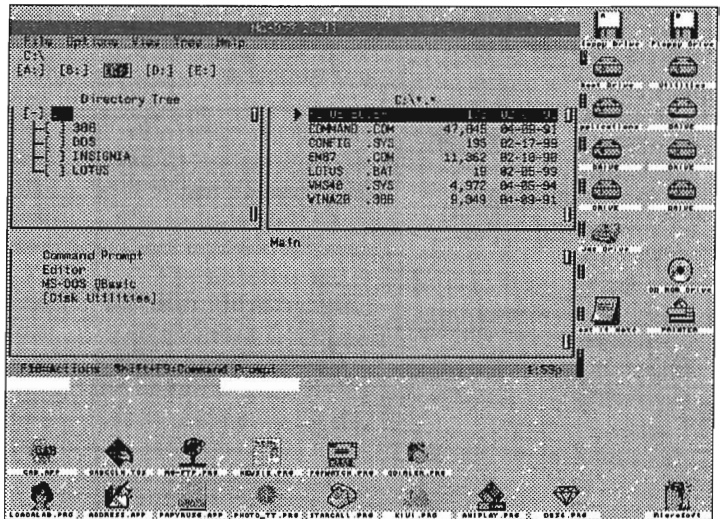
gram was designed for a Falcon or a TT, SoftPC will still run on a regular ST, but will be very slow. It will probably be much like the speed of PC Ditto on the ST but I am only guessing at this point.

When you first de-arc the file you will see a folder called "Falcon" and inside that folder is a program called Getrez\_4.prg. In order for SoftPC to run on the Falcon and on the Hades (maybe also on the TT and Milan), this program has to run first.

You will know if the Getrez\_4.prg has not been run because you will get a message from SoftPC saying that the program can only be run in a resolution of 600x400. Then the computer will freeze and you will have to reboot. I have found that after Getrez has been run, I can get SoftPC to run in almost every resolution. I have successfully run the program in 640x480, 800x600 and 1024x768. I would not want to go too much higher because the screen would be too small. 800x600 has worked out the best, but the other two are fine also. SoftPC uses

what is called virtual disks for drives C and D. In case you do not know, a virtual disk is just a file when viewed from the desktop. However, when it is used by the program it looks like a regular disk or hard drive partition. If you install files on this virtual disk, they appear when using SoftPC,

up SoftPC, accesses the A floppy drive and will boot up DOS if a bootable DOS disk is in there. If none exists, then it will try to boot DOS from the virtual C drive. Once the virtual C drive is setup you will not need to have the bootable DOS disk in drive A.



but are not visible out of the program. Another program that uses virtual disks is the 8-bit emulator for the ST written by Derek Mithocka. You also can have a drive E to be used as a FSA drive (more on this later).

One thing I should mention is that before you try to install SoftPC, you must have in your possession a bootable disk with DOS 3.xx on it. When it boots

Another thing before the installation is that the arced file does not contain a virtual disk. You must create one yourself. That was a problem for me, but after some experimentation I was able to do it was no problem. SoftPC can run without a drive D or E, but needs a drive C. So when you first run SoftPC, if there is no virtual drive C, the loading procedure stops and you get the Error

*(Continued on page 10)*

(Continued from page 9)

Panel. Here you get an option to QUIT or to go into the SETUP. Click on SETUP. You will then be asked to locate the virtual disk C file. Of course none such file exists, so click on the CANCEL option of the file selector. You will then be at the Error Panel again. Again click on SETUP, but this time you will go the drive D selector screen. Here this an option to Create a drive D. Click on this option. Now you can give the virtual drive D file a name and setup how big it will be in megabytes. Now since this version of SoftPC was made somewhere around 1991, the largest virtual disk file you can create is 32 megabytes.

Note that when you type in the name you must give the disk HDF extension. I used the names Disk\_C.hdf and Disk\_D.hdf. You must also specify a path when typing in the name otherwise the disk will be created in the same path as the SoftPC program. After you create the file, exit the

program. You have created a virtual disk D but not C. To change this, do the following. In the SoftPC folder you will see a CFG file. Load this file into a text editor and the first two lines of the file will be something like this:

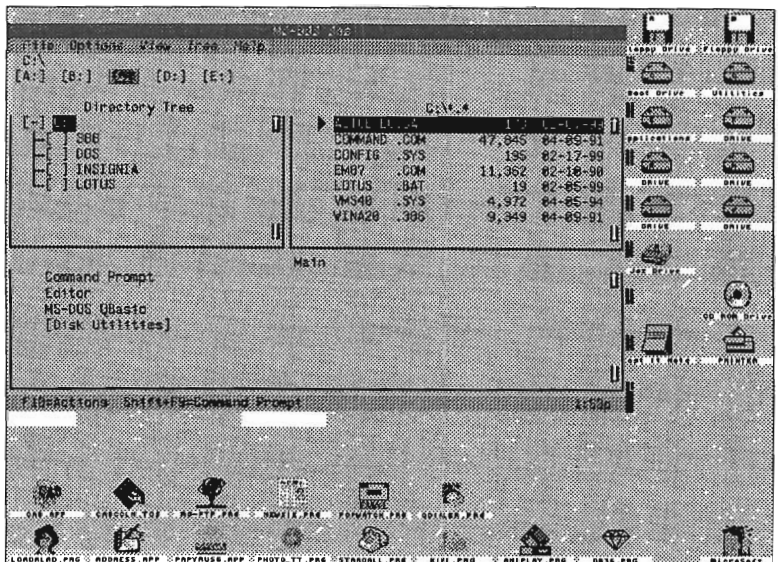
```
HARD_DISK_FILENAME
```

```
HARD_DISK_FILENAME2  
d:\softpc\disk.hdf
```

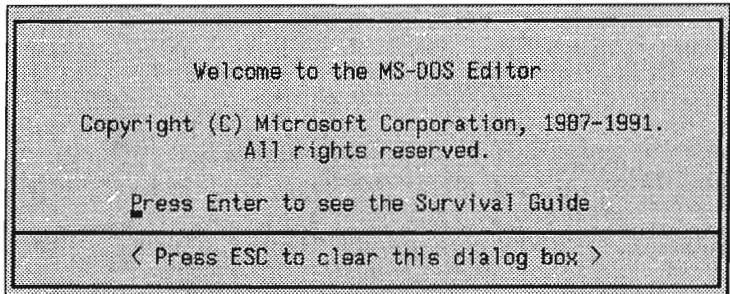
The first line makes reference to virtual drive C and the second to virtual drive D. All you have to do is to move the info from line 2 to line 1. Remember I made up the disk name and the path. You can always change the filename of the virtual disk, just make sure it is the same when you adjust it in the text editor.

Now when you boot up SoftPC everything should go fine. Go to the PC Drives option and down to Drive D. When you click on this you can again create another D drive. In fact, you can create as many D drives as your hard drive will hold. Use the File option in in the Create D Drive menu to choose which file you want as your D drive for that session. You will have to reset SoftPC for the new D drive to become active. And it is obvious that your virtual disks can be anywhere on your hard drive.

Now at this point when you type C: or D:, you will get a message saying that no such drive exists. You must use the fdisk command to format your drives. After



typing "fdisk" select 5) to change which disk you want to work with. Enter 1 for drive C or 2 for drive D. You should use option 1 create a DOS partition or Logical DOS partition.



You will then goto another screen where you can create either a Primary DOS partition or an Extended DOS partition. I chose Primary for C and Extended for D. I selected "y" to use all available space. I also used option 3 on the second screen to create a logical drive on the extended partition D. For more on the fdisk command, find an old DOS manual. What I have told you should get you through it. If not, email me and I will be glad to help.

Now that drive C & D are up and running there is one more thing to do. You must install the FSA drive E. FSA stands for File Sharing Architecture. What's funny is that the necessary FDS files were not in the SoftPC arc-ed file. It exists as a separate file. It should not be too hard to find, but again anyone can email me and I will send it to them. This is real nice feature of Soft PC and should be used. The FSA drive is

nothing more than a folder on the Atari hard drive. When installed, anything copied into this folder can be accessed by SoftPC as drive E. This even includes PC programs. I use this feature to see if a PC program works before installing it on my virtual disks.

Installation is simple. Copy all the files in the FSA arc-ed file into a folder on one of the virtual disks C or D. In my Autoexec.bat file I set one of the paths to be the same the FSA folder. In my case I created a folder called Insignia and it on my C drive with all the FSA files in it. My path statement looked like this: path=c:\insignia. A mouse driver is one of the files that was included in the FSA arc-ed file. To activate that I put this statement in my autoexec.bat file: c:\insignia\mouse.com or just plain mouse.com will do. Another statement needed after the path statement is fsadrive.com e:. In the Config.sys file enter

this statement: device=c:\insignia\host.sys and device=c:\insignia\rmvs.sys. That should do it. Your FSA drive E should now be active.

One more on the FSA drive. You can now copy files from the E drive to the other drives (A,C,D) and vice versa. If you install DOS 5 like I did, you will run into a small problem. Copying files between drives C,D and E will not work. Copying files between A and E will work. I have not been able to find out a solution to this as yet. To have this all work properly, you must load DOS 3.xx. That is why I said to keep DOS 3.xx if you decide to use DOS 5.

Now the big question, why would any Atarian want to emulate a PC? The fact is I need to access one now and then for what I do at work. I am a Pharmacist in a local hospital and I do a narcotic inventory every

*(Continued on page 12)*

*(Continued from page 11)*  
month. I use Lotus daily to keep track of the counts. At the end of the month, I bring all the data home. I load the Lotus files into LDW Power, balance the number and then print them out. Now when I save the files in LDW and them convert them into Lotus files, I lose the Sync windows. LDW has no such feature. I always had to turn on my wife's PC, load the files in and add in the Sync window feature. Now I can do on my Hades without having to use the (ugh) PC. I can also run Professional Write, but I still use Papyrus. Another thing

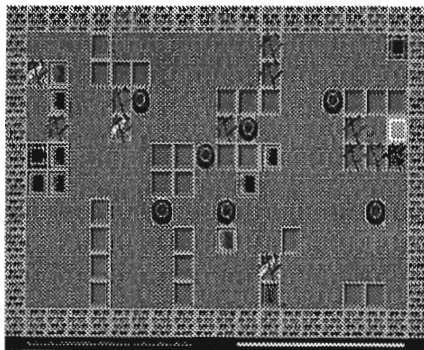
would be the games that I know my kids would want to play.

The mouse drive works fine. When SoftPC comes up, go under the Option menu and choose the Emulate PC mouse. The Atari mouse point will disappear. Now if you run a program that takes uses a mouse it should work. To get the Atari mouse pointer I just hit HOME key on the Hades.

This version of SoftPC emulates a 286 with 640K, no extended or expanded memory. I was able to find an expanded memory emu-

lator which uses one of the virtual disks for the memory. Works just fine. I am thinking if I find the bios files of a 386 or higher, I may be able to upgrade the whole program. Insignia Systems still exists and makes SoftPC for the Mac to emulate a Pentium. They also make a Unix version of SoftPC. It may be possible to load in NETBSD on the Hades and then hopefully run the Unix version of SoftPC. That would be nice and maybe someday I will be able to try it out, but for now I will stick with what I have.

Until next time....

The logo for Silly Software, featuring the words "SILLY" and "SOFTWARE" in a large, white, stylized, hand-drawn font against a black background.

Silly Software  
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[http://www.users.zetnet.co.uk/  
sillysoftware/](http://www.users.zetnet.co.uk/sillysoftware/)

#### THINKER (NEW TITLE)

Thinker is a puzzle game where you have to move the eyes down the holes whilst avoiding the bad eyes. Due for release next month.

# STOS CORNER

## Deano explains how to run Stos Programs from your hard drive

### Lock and Load

When I got my first hard drive the main thing I found annoying is that a lot of programs refuse to run from it, only from floppy disk. Programs with only one program file and no data files are okay but when you get something with a load of sub folders then it's a nightmare. Like anyone who has a hard drive I like to put the contents of a disk inside a folder.

This is the problem, unless the program is on the root directory of the hard disk then the program reports file missing errors. This is due to either they don't like running inside another folder or they don't like running from anything but a floppy disk. Therefore this month I will show you how to make your programs hard drive compatible.

Looking at the source of older STOS programs you will notice a line like.

```
100 load"A:data.mbk",5
```

This line will load the file directly from drive A only because a drive has been specified. Now try this....

```
100 load"data.mbk"
```

This will load the file directly from the directory the main program was run from. This is because STOS already knows the directory and stores it in it's DIR\$ command when the program is run. Try going in a folder and typing the DIR\$ command and you'll see something like.

```
/GAMEDATA/
```

This means that STOS is set to load files from the folder GAMEDATA as long as the program is run inside this folder. It will run no matter what drive it is on.

The best and easiest way to load a file from a sub folder is to specify the full directory in your LOAD command. Take the following example from the latest Silly Software game which is called THINKER (plug, plug...<grin> )

The following line will load a sprite file from a folder called GFX.

```
100 load"GFX\eye.mbk"
```

This will load the file from the GFX folder no matter what drive or main folder the main program is run from. The "\ " character is used to tell STOS to go inside the folder.

### Easy or Hard

To finish of this tutorial, some people may have had problems running STOS itself from Hard Drive. I had this problem myself recently.

My hard drive had Extendos installed to make the CD ROM work, however STOS crashed under it. I discovered it was something the STE extension was doing. So I replaced Extendos with Hd Driver and STOS now works fine.

With this trick you will probably find your programs work great on a hard drive and even under an emulator like Pacifist.

# GEM PACMAN

**coded by Mario Becroft.**  
review by Kev (AtariMad) Jones



I must admit that I have been very excited about playing this game ever since I heard about it a couple of months go. I have always enjoyed PacMan and it's many clones, and there are many.

This however, is PacMan with a difference, this is "cleanly" coded for GEM. But what does that mean? Simple, it should work on any TOS machine. Well, I can certainly say that it works very well indeed on my Milan.

The game, as yet, is unfinished, there are only 10 levels in it at the moment, but if you wanted, you can build/edit your own. Of course you should ask Mario about this.

I should state now that this game is "Not in a finished state" as more work needs to be done to it, but it is very playable. You can download yourself a copy, or find someone to download it for you at:

<http://www.pl.net/user/mario/mysoft>

and all comments and suggestions to

[mb@tos.pl.net](mailto:mb@tos.pl.net)

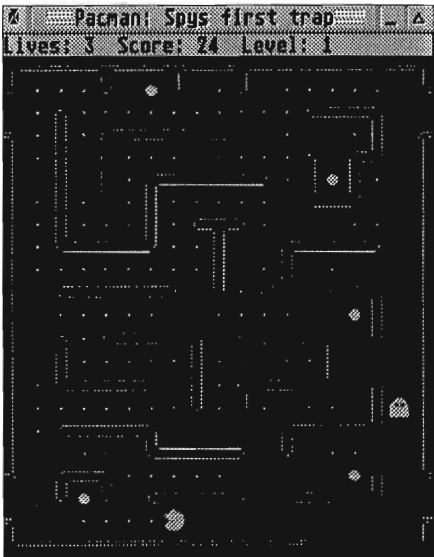
For this review I tested the game on both my STe and my Milan. The results on the Milan were pretty impressive. The screenshot was taken

directly from the Milan whilst running in 800\*608\*16bit High Colour (65536 cols), with more colour I found that the palette didn't lay out right on the first screen, not a problem.

It was however impossible to play in slow speed, as it became really jerky, however medium speed was fairly fast and extremely smooth, then there was fast and top speed which was totally impossible to play, the movement was so fast that you were dead in around a second, the longest I managed to last was 2 seconds before I was caught.

I very strongly recommend that you run this game in at least 640\*400 to get the full level onscreen. This means that those ST users without a high rez monitor will need sebra or some other program to play this properly. Note that you can "downsize" the level by building new levels to your screen size.

The sound in the game is



pretty limited, as was the original PacMan, with simple bleeps for 'chomping' ghosts, eating pills, and dying horribly. But don't let this put you off the fact that PacMan is very playable and highly addictive, after all, it has stood the test of time with many clones that have been developed and still being developed.

Graphics are kept simple, yet they still look smooth and well drawn, and I like the 'melt' effect that occurs when you lose.

The levels are well de-

signed and nice to look at, but for now there are only 10 to contend with. It's nice to see though that the original PacMan level is kept in there (Level 9), an added bonus I think.

On my Veloce'd STe this game is quite nippy, although I do have NVDI installed too, but on a standard STe with NVDI it can seem a little sluggish but it's still very playable. I assume the optimum system for this game would be a Falcon, not only do you get the speed but also the nice colours.

Controls are done by the cursor keys, and escape key will pause the action, so will going to another application or the desktop in a multitasking environment. The big plus about this version over any other is that it runs nicely in a window in a multitasking environment, I know it works under both Geneva and MiNT rather well, as I do not have MagiC I cannot test it under that.

This game is freeware, and in my opinion it is excellent, I shall be keeping hold of this one.

# Join the Team

## Writing for ST+ Fanzine is EASY!!

### **ST+ Fanzine is your Fanzine!**

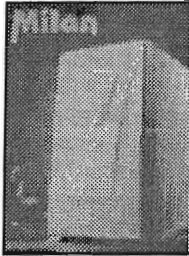
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AtariMad goes all Italian  
with his new series on the

# Milan

The wonderful and amazing Milan review, with your host, the one, the only, AtariMad.

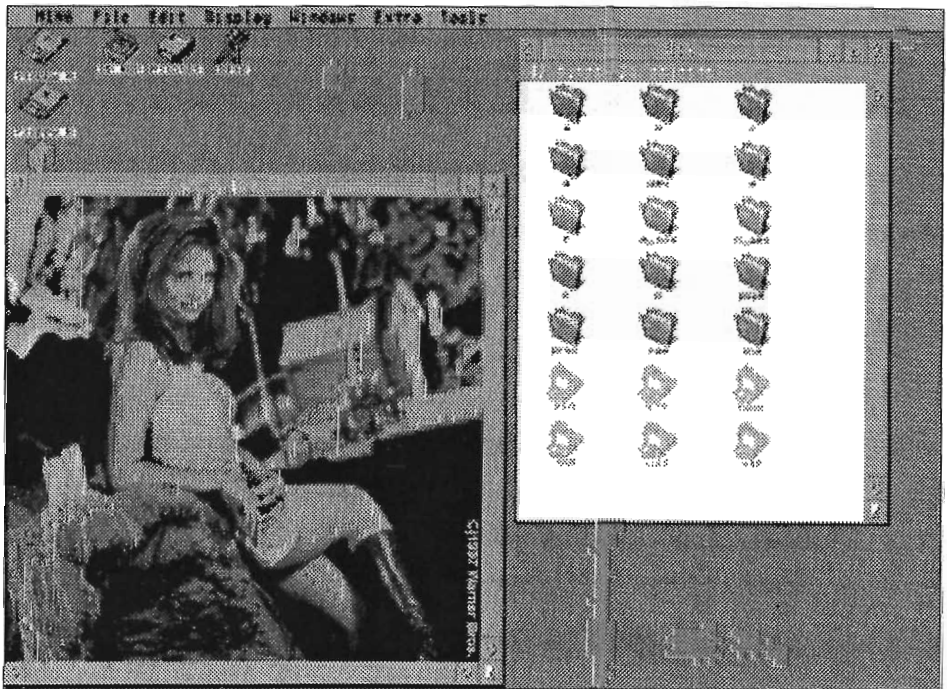
The beginning...

It was a cold, slightly wet Tuesday, I had just come back from Warrington with a friend after just purchasing lots of videos. I entered the living room, and there it was, a big box with

computer written on the side, I knew this was it, the moment I had waited for so long, my Milan had arrived. I hurriedly carried it upstairs, threw my PC onto the floor out of the way and began to connect everything up.

The moment of truth, I booted up. There was a long boot delay, I was told this was for the CD ROM drive

to make sure it was guaranteed to initialise and that it can be altered. Soon I am faced with a screen with a huge list of resolutions on it, trying not to be over confident I selected a small 256 colour resolution, and everything begins to load, but disaster, I can see 6 desktops on 1 screen, all flickering. I rebooted and tried again, same again. With no choice I rang up



Titan for assistance and was informed that it was the MVDI.CNF file that was setting the screen mode. So I load into TOS (all German I'm afraid) and take a look inside this file, it is set up for a 17" monitor and mine is only a 14" one. Out comes the monitor manual and in go the new values for my monitor. I reboot and pray. Success, I get a nice 640\*400\*256 desktop, and it looked mighty fine. So I tried a higher resolution with a bit more colour, and I am quite comfortable at using 800\*608\*65536 even though I can do 24bit True Colour too whenever I want.

I took a little look around the hard drive and I found Gem Bench, I couldn't resist running it:

As you can see, against a Falcon with FPU in it's fastest resolution it's pretty damn impressive.

One of the first things that I did was to start to copy my pictures over and view them in colour rather than the dithered B&W I am accustomed to on the ST. Not only do I get all the nice lovely colours, but I noticed the significant difference in loading times.

As for problems with the Milan, yes, there have been

a few which I've been solving one by one. I think the worst one has to be the fact that it is a German computer, hence a German keyboard layout. What this means is that most special characters on your normal keyboard become pretty useless as hardly any of them are right, in the UK anyway. The main keys though have the QWERTZ layout, not the QWERTY one most of us may be accustomed to. This problem is solved for me, as a friend of mine, thanks Ian, gave me the patch program which I should be adding to my own personal web page

*(Continued on page 18)*

## Gem Bench Results

GEM Bench v4.03  
 ½ Ofir Gal - 3 March 95

ST TOS 4.06  
 AES v4.10  
 GEMDOS v0.49  
 MiNT 1.0E  
 Blitter not present  
 NVDI not present  
 Video Mode: 800\*608\*65536  
 FPU cookie value=\$80000  
 Run and Malloc from FastRAM  
 Ref: F030 + FPU, 640\*480\*2

GEM Dialog Box:	0.300	1166%
VDI Text:	0.305	1114%
VDI Text Effects:	3.080	243%

VDI Small Text:	0.710	528%
VDI Graphics:	3.000	291%
GEM Window:	1.170	119%
Integer Division:	1.200	258%
Float Math:	0.110	309%
RAM Access:	0.255	862%
ROM Access:	0.255	823%
Blitting:	11.600	9%
VDI Scroll:	0.745	354%
Justified Text:	1.050	310%
VDI Enquire:	0.200	790%
New Dialogs:	2.115	210%

Graphics:	466%
CPU:	563%
Average:	492%

(Continued from page 17)

shortly.

Another problem with the machine being German, is that certain programs think they are German, for example, HD Driver supplied with the Milan is in German on my Milan but, if I ran the exact same copy on my ST it is in English, I

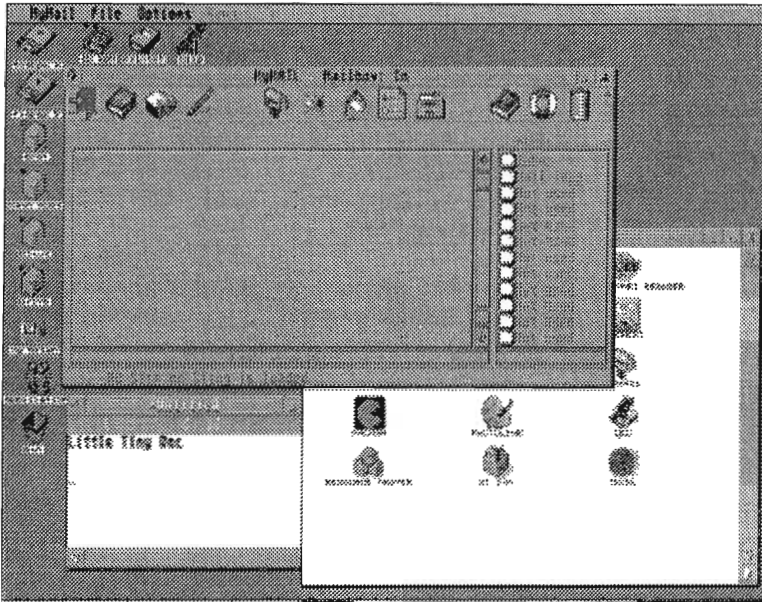
loaded some drivers for it that are supposed to work on the Hades, I am assuming they will work as intended for the Hades.

These drivers are available from Erik Hall's Web Page at <http://www2.tripnet.se/~erikhall>

What about software I hear

fast, this is quite a new experience for me, if the author is reading now I have to say it's a tad slow on a basic ST. As for stability, it hasn't crashed yet so that is a good sign, although I have never had it crash on the ST either.

The Operating System is a



very basic MiNT, I was disappointed to find it was the full installation with all the fancy extras, I would have liked that and I am considering getting the MiNT98 CD. MagiC does not run, but I hear of developments, I still wouldn't install it though, not with such a nice setup that I have now.

The name of

have not looked into this yet but I assume there is a way to override it.

As for sound, my Milan is fairly mute apart from system beeps such as QED reminding me to save my work every five minutes. I am working on this, I have an SB16 which I have taken out of a now deceased PC(I loved pulling it apart) and I have down-

you cry. Well, I have been trying out various programs, and serious programs seem to work fine, although I noticed some are confused by the extra colour and I cannot run Calamus in 16bit High Colour because I cannot read any of the menu entries.

CAB however looks stunning and loads pages quite

the desktop is not what I would describe as being something you would brag about "Oh I use Ming". But it is very good.

That is it for this month, my introductory talk of the Milan, I will leave you now with some screenshots of various bits and bobs to keep you entertained.

See you next issue.

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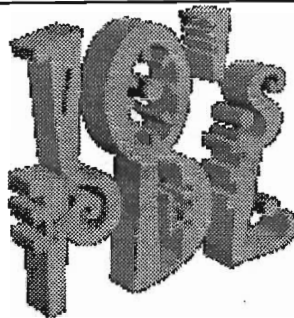
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# Flight of the Falcon

John Alan Gill compares he's trusted Falcon to a Bill Gates supposed wonder machine...

In my job as a Housing Caretaker I come across all sorts of things on my travels and you would be amazed at what people chuck away. A few weeks ago I found three black plastic bags containing a Hewlett Packard DeskJet 510 printer, a VGA colour monitor and a 486 DX33 PC.

I am trying to get hold of a power supply for the printer to see if it works, but to my surprise, when I plugged in the PC it booted up perfectly, and even had Windows 95 installed on it.

and see what the fuss is about.

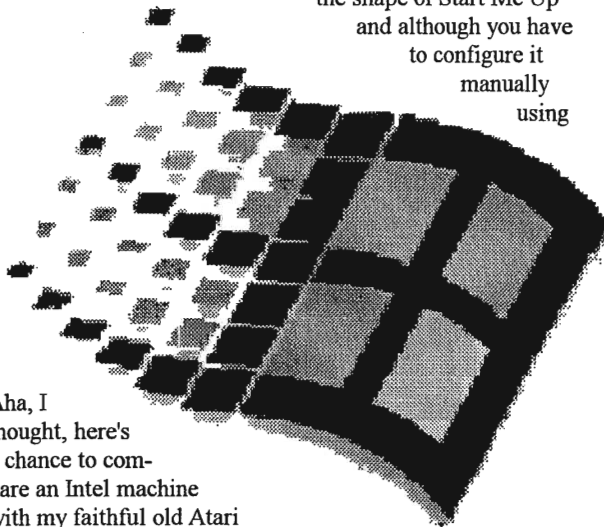
Now over the years I've added various software bolt-on extras such as Thing, NVDI, and MagiC to my setup and it is a million miles removed from the standard TOS operating system. A lot of the things that Windows users rave about seem to have been present on the Atari for years, so the Windows 95 operating system was not too much of a culture shock for me. A similar setup to the Windows 95 start button exists for the Atari in the shape of Start Me Up and although you have to configure it manually using

a text editor, at the end of the day it does the same job and I soon had some programs and applications up and running.

The first thing that struck me was that Microsoft have put the Full Window button in the wrong place. I'm used to clicking on the top right button to enlarge the window, but doing this on the PC resulted in the window being closed. I'd only been using the thing for a few minutes and I was already getting cheesed off with it!

Also, windows handling seemed very sluggish compared to what I am used to. Fair enough, I have got a Falcon with a Nemesis accelerator which is pretty quick, but even my ST is more enjoyable to use than a PC. I know that a 486 DX33 with 8 meg of RAM is pretty low-spec as far as PCs go these days, but don't forget that this was state of the art stuff a few years ago.

Generally, I just didn't like the look and feel of Windows 95 compared to TOS/

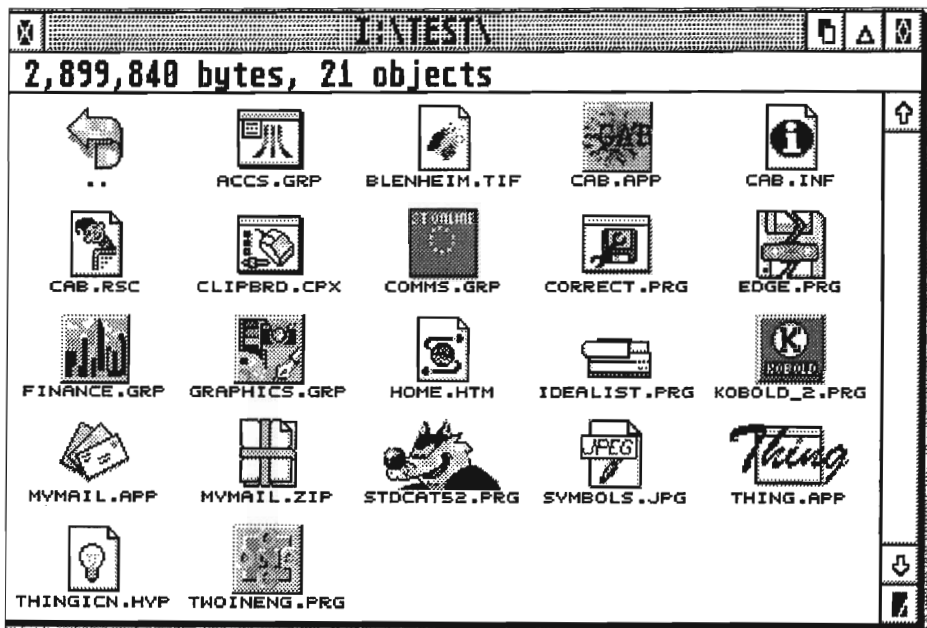


Aha, I thought, here's a chance to compare an Intel machine with my faithful old Atari

MagiC. In my opinion using a computer should be enjoyable, not a chore, whether you are using it for work or leisure. I've included a screenshot from my Falcon, showing the possibilities of an Atari system. Doesn't it look lovely? It's just inviting

before. The Windows 95 software swallowed up over half the space on the hard drive, which was only 170 megabytes in the first place, and a lack of a CD ROM drive meant that I was severely limited as to what software I could run on the machine ( what do

First up was Protext, which I'm familiar with on the Atari as it was my regular word processor until recently. It turned out that the PC version was V4. 3, the same as my Atari release, ripe for comparison purposes.



you to click on the files and use the programs isn't it.

Everything on Windows 95 is dull looking and grey. It's like the John Major of computers !

There was a bit of software installed on the hard drive including Approach, a database program, but to be perfectly honest it was nothing that I hadn't seen

you want for nothing John ? !!).

I regularly acquire floppy disks in my job, which I normally reformat and use on the Atari, but I had a few PC magazine cover disks that hadn't been processed by Kobold yet, so I loaded some of the software into the machine via the 1.44 meg disk drive.

It looked the same as my Atari version, but in use it seemed jerky and not as fast. Next I loaded a CAD program, which was nice and colourful, one of the advantages that PCs have over our platform in my opinion, but the program interface seemed fussy, with options included just for the sake of it. I don't know about you, but when I boot up a program for the

first time I want to be able to use it without too much hassle and not have to undertake a three month course at the local Adult Education college before I can do anything with it. That's why I use an Atari isn't it ? No wonder you see all these doorstep sized books in the shops telling you how to use Lotus 123 or whatever.

Before my patience finally snapped, I loaded up TOS-BOX, and Atari emulator for the PC, and for the first time I felt comfortable as the familiar Atari desktop came up.

The screen updates left a bit to be desired and the programs seemed a bit slow, but at least it worked, and on a faster machine would probably run really well. At last I could see why Gordon Storey uses a PC ! Not as good as the real thing mind, but a possible upgrade option in the very distant future.

Don't get me wrong, this piece is not meant as a put down of IBM compatible PCs, as I appreciate the current Pentium II machines are very powerful indeed. But at the end of the day, it's horses for courses isn't it ? I'm lucky in that I don't have to use a PC at work or bring work

home, so my Atari's suit me fine. But there seems to be a general feeling that if it's not using Microsoft software then a computer is not worth a toss( no pun intended there ). My Falcon allows me to do all the things that I need to do on a computer including surfing the Internet, image manipulation, accounts, word processing (why do you need more than two colours for that eh ? ) and music, when I eventually get around to it.

OK, it may take a little longer to get there compared to a 450 MHz Pentium, but my machine gets there in the end. I may have to pay a little bit more for hardware add-ons due to the smaller size of the Atari market, but that's a price I'm prepared to pay for my individuality.

Final word on the subject goes to my brother, who's currently on a Government retraining course learning CAD on 233MHz Pentiums. Although he has an ST at home, he's only really used it for games and thinks that IBM compatibles are the bees knees. He was on half term this week, and brought round some of the stuff he's be doing to show me. He also had with him one of those doorstep books that I mentioned earlier, complete

with a CD ROM. "This won't work on your Atari will it ?" he casually enquired, not realising that his comment was like a red flag to a bull as far as I was concerned. I dragged him kicking and screaming to the Falcon and made him sit there while my machine displayed the images on the CD in glorious colour.

He was most impressed. "I didn't think that it would be able to do that" he said, eating humble pie. I was on a roll now and showed him some Quicktime movies files from an audio CD, followed by a demonstration of the Falcon's audio capabilities. As he left I had a smug grin on my face.

I don't pretend that our machines are better than the current crop of all-singing, all-dancing PCs, but I get the hump when people write them off prematurely.

And what of the PC from the bin liner ? I intended to get a flatbed scanner for it, in order to scan photos for my Web Pages on, but I was informed that the software only comes on CD ROM nowadays, and as the 486 doesn't have a CD ROM drive, that's put paid to that idea. Oh well, time to ring Titan Designs about their scanner package for the Atari I think. . . . .



# Toronto Atari Federation



Two meet reports from Ken Macdonald

---

Hello all! I thought it was about time that I wrote a little "something's" about the previous TAF meeting, so that all who are unable to attend the meeting have some idea of what goes on at a TAF meeting. Hopefully I will be able to keep this up, and write a little after each meeting. Remind me if I forget!

I'll start with the January meeting, the "Battle of the Desktops!" We opened with some announcements, and then got right to it.

I generously allowed Dan to go first with Thing running under MagiC, and he proceeded to give an entertaining demo of Thing. Thing in German is Ding, and is pronounced that way unless it is running on the Milan in which case it is Ming. Maybe under nAES it is Ning? :-) and Thing of course means Thing, so what is this Thing?

Thing is a desktop replace-

ment (as NeoDesk is) and runs under TOS, MagiC and MiNT, and not too well under Geneva :-). It is a very modern desktop, and allows you to use it as an AVserver, which means that you can use one program to call another program.

Dan's example was using 'Finder' by Holger Weets to find a file (or program) and by double clicking on the file start the program that was assigned to it. So if you have installed ImageCopy4 to load \*.tif, or \*.neo files when they are double clicked, then, when you found this file using 'Finder' and double clicked on it, it would automatically load ImageCopy4 and display the file!

Before this capability arrived, you would have to make note of where you found the file on your drive, then close Finder, open that hard drive partition, then the folder/s the

file was in (you do remember them don't you?), and finally double click on the file. Having an AVserver desktop makes life so much easier!

Dan also showed off the right mouse button tricks of Thing, like the ability to open drives from anywhere on the desktop. Just find a piece of open desktop real estate, and right click the mouse button, and you have access to any hard drive partition to open!

The right mouse button on a open drive window also allows you to sort files, see them as text or icons,... Thing can do a lot, almost as much as NeoDesk (but I admit, I am biased!)

Next up, I took the hot seat. I showed how you could run NeoDesk as an accessory under MagiC using Thing as a desktop. As an accessory you click on NeoDesk in the Accessory slot, and voila! NeoDesk in

a window! So you could have access to the best of NeoDesk, and the best of Thing at the same time!

Then I rebooted and started Geneva up with NeoDesk as the desktop. One of the features of NeoDesk are the little icons in the bottom left corner of every open window. When nothing is selected in the window you have three choices:

1) To open a new window duplicating an existing window.

2) See your files as icons or text.

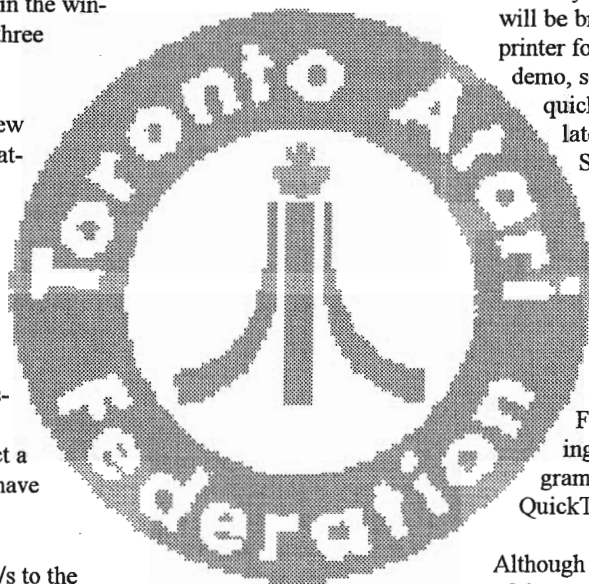
3) Select or deselect all files. When you select a file/folder you have three choices:

1) Drag the file/s to the back arrow to copy/move them to the previous folder. Say you have a file in your C:\gemsys\fonts\ folder, dragging it to the back arrow would copy or move it (your choice) to the C:\gemsys\ folder, the folder you were in previous to entering the C:\gemsys\fonts\ folder.

2) Drag the file/folder to

the checkmark to get information on them.

3) Drag the file/folder to the trashcan to delete it! Each window has its own menu bar as well, File, View, Sort, and Options. Plus you can split your windows into two horizontal windows, so that you can have two different



views of the same drive or folder.

Well, I am trying to give equal time to Thing and NeoDesk here, so I'll bring this Battle to a close. Both Dan and I left the field, wounded but alive, ready to do Battle once more, some other day.

Once upon a time...

## February

The February meeting was my baby! :-)) It was to have been an expose of Graphics programs such as PixArt and IdealiST. But after I wrote that I realised 1) The meeting was after Valentines Day, and 2) We didn't have a printer hooked up so demonstrating Idealist was not truly worthwhile. Dan will be bringing in his printer for his NVDI 5.0

demo, so maybe we'll do a quick IdealiST demo later in the evening?! So there I was, with egg on my face.

Meanwhile I had discovered some very amazing programs, like Mountain, a French movie editing and creation program with a nice QuickTime demo.

Although in French, a lot of the controls are straightforward, and after playing around with the program you develop an understanding of how it fits together. You can bring in different \*.FL? files, and place them on a time line, and have other operations take place on that film like fade in and out, transparency, and apparent motion, placed wherever you want on the same time line. You can

save a catalog of files into a project file, making it easier to blend movies, continue where you left off editing, or go back for more touching up.

Or AsciiGIF, and program that will take any monochrome \*.gif picture and convert it too a picture made up of letters, numbers and punctuation marks. Perfect for including pictures in your email, on your local BBS, or any ascii text file.

ESCAPE version 0.6e was up next, and awfully nice freeware program that lets you paint/draw/cavort in all your screen colours. It has two different methods of doing ZOOM, one the De-gas style, the other the NEO style. Why? Well, maybe you are used to working more in one style than the other?!

You can have as many pics open as memory allows, and switch back and forth between them, cutting/

copying and pasting. Brushes, SprayPaint, pens and pencils it's got all the tools you expect.

Another program I took a brief stab at was Smurf. NOT named after the incomparably cute blue skinned people that live in some peoples imagination, but just an image editing program. All in German :- (but still if you know your way around editing programs you can struggle on. Also it has conversion capabilities, filtering, masking, and more. Though if you don't do much in the way of image editing, these terms will be rather opaque, so I will not elaborate. Smurf is a rather more complicated program than GEMview or IMGcopy, but also more useful.

A program I did not cover, but will at least give honourable mention here is BitMapView, another French image viewing and playing around with type program, no longer sup-

ported but it has many many modules allowing you to import/export just about anything, as well as manipulate the image.

About midway through my presentation we had our announcements and round-up. Perhaps not the best time to have them, as it broke the continuity of my presentation, but heh, life happens.

We now have cards that any TAF member may attach to Atari equipment or books they see for sale around town, just to let people know that there is support out there for their Atari, support called US (TAF). Also we will have rip-off type cards for posting in Laundromats, etc with the TAF number on the card that people can just rip off.

That's all for now folks! Can't wait until after the March meeting when I get to sit down and write you again. See ya then...

## Let 'em know

If you want to publicise your user group or just let people know what's going on at them then drop Richard Clark a line at 22 Lancaster House, South Lynn Crescent, Easthamstead, Bracknell, Berks, RG12 7JY. or email him at:  
rich10.hel@zetnet.co.uk

If it's a couple of lines, a few dates or a fully blown meet report we'll be glad to hear from you. Let others know the benefits of the user group scene.

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

# JAGUAR

### JEO

JEO Volume 2 Issue 4 is out, but those of you who (like me) were expecting to receive it by mail won't have. Joachim Vance, JEO's mailing list maintainer, seems to have disappeared.

So, sadly, you will no longer be able to have copies of JEO delivered direct to your mailbox.



### Next Jag Doom

Carl Forhan has obtained the Jaguar Doom source

from id Software. This new game will be based on the 'Breeders Universe'

<http://www.fractal.mandarin.org/breeders/index.html>  
created by Carl Forhan

All work on the project is voluntary, so if you want to help e-mail [forhan@millcomm.com](mailto:forhan@millcomm.com)

or go to his web site at

<http://home-page2.rconnect.com/forhan/jaguar.html>



Carl Forhan posted this to a few NGs

"I'm pleased to announce JagFest '99. The tentative date and location is June 18 in Rochester, MN, USA..I know June doesn't work for everybody, but it's the best time for me this summer and also keeps the event from conflicting in any way with CGE

'99. Still, I'm open to changing it if it would dramatically improve attendance. Details are on the below web page

<http://home-page2.rconnect.com/forhan/jagfest.html>  
or <http://jagfest.atari.org>

Let's get the word out! I'd like to see as many links, news-group posts, email newsletters, 'zines, etc. carry some reference to JagFest '99, so we can make this the biggest event yet. I wouldn't mind opening it up to Atari computer support as well, if I can get some ST groups to come in to the show. A bigger emphasis on other Atari systems from the past would be welcome as well."

# JCU Web Ring Review

Site: **Marshall's Do the Math! Jag Page**

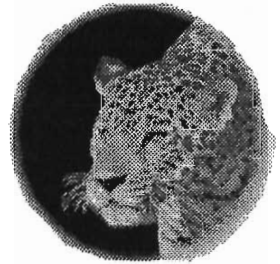
URL: <http://home.sprynet.com/sprynet/mwcarter/marsjag.htm>

Description: A place for Jagers to go to see reviews, pics, previews, and what I think about the current state of Jaguar gaming. Oh yeah, one more thing: BEEFCAAAAAAAAKE!!!!!!!

Review: The description says it all, but it's not all Jag, there is also pics and info on VMLabs' Nuon (was Project X). There's polls about the best new Jag game, best classic game, how much you are willing to pay for a new game, etc.. And the Games Petition (See issue #35). I'm not sure about the beefcake though :)

# CHEATS

## for EVOLUTION: DINO DUDES



**Infinite Time** (at password screen):

<AC> "TIME STANDS" <OK> <AC> "STILL FOREVER" <OK>

**Infinite Dudes** (at password screen):

<AC> "ONCE DEAD" <OK> <AC> "TWICE BORN" <OK>

### Level Codes:

1:ROUND ONE	21:CANVAS SAIL	41:LARGE MUG	61:PINK MARBLE
2:LIBERTY ISLAND	22:GOLDEN ERA	42:HALF A BET	62:ROLLING PLAINS
3:STONE WALL	23:WIDE SEAT	43:SING SING	63:ICON DRIVE
4:G MEN	24:BAD KARMA	44:BROWN COW	64:CARROT TOP
5:WILD WEST	25:CRASH BARRIER	45:IRON HORSE	65:QUILL PEN
6:LEMON ENTRY	26:LIME GLASS	46:WHITE MALE	66:TUTTI FRUTTI
7:WAGON WHEEL	27:SURFS UP	47:BOX OFFICE	67:PUBLIC ENEMY
8:OIL DRUM	28:PENAL COLONY	48:CORN FUR	68:BIG END
9:MOON ORBIT	29:RELIEF ART	49:ATOM CAT	69:TAN PARLOR
10:HARD ROCK	30:TRIBAL DANCE	50:FREE WHEELING	70:NEVER READY
11:TRIP AND FALL	31:SODA FOUNTAIN	51:BUSH FIRE	71:SHARK FANGS
12:ALARM CLOCK	32:PARKING SPACE	52:CAR BRA	72:STOOL PIGEON
13:BIG COUNTRY	33:PIZZA DUDE	53:PORK PIES	73:PROM QUEEN
14:HOG TIED	34:CROW FLIES	54:STORMY WEATHER	74:RED LETTER
15:CAN CAN	35:TILED ROOF	55:STAGE COACH	75:CORN PONE
16:CUTE MOUSE	36:SLATE MISSING	56:QUAY BORED	76:BILGE PUMP
17:SPARK PLUG	37:OPENING TIME	57:SPLASH DOWN	77:SIXTY FOUR BIT
18:PONY EXPRESS	38:INNER PEACE	58:BUG POLITICS	78:HALF MAST
19:PADDED CELL	39:BAD DOG	59:SHAKE SPEAR	79:WALKING BOSS
20:LOG PLUME	40:SOUR BELLY	60:SCHOOL ZONE	80:SPACE TO LET

# You've Got Mail

(or in Newsies case "you've got lost clusters")

by Richard Clark

I've deliberately nicked the title of this piece from the film because it fits in quite nicely.

I've written this article as a direct result of my trials and tribulations on the net recently with a certain emailing program which has totally driven me round the twist. So I thought it was time to put fingers to keyboard and write about the different email programs as I've been looking into using a different one.

The ones that I have come across are Newsie (in all it's various 0.whatever forms), Antmail, MyMail, Popwatch and Okami. I'm sure I might of missed one or two but these are the ones which I've looked at recently.

First on the list is Newsie which is the one that I started using from about



version 0.80, I think. This is an email / ftp / news-group mailing program which allows you to write emails online and offline as well as sending and receiving them online, stands to reason that one. It also allows you to download newsgroups, so long as your ISP supports those newsgroups that you wish to subscribe to.

Up until Version 0.88 I didn't have a problem with the program and it was fine. I wrote mails offline, queued them up and sent them when I got online. I also downloaded newsgroups and visited ftp sites as well without a problem. then all hell seemed to break loose after that when I started using newer versions of the program.

I lost emails, it trashed the partition on my Hard drive that I kept all my internet related programs etc on and basically started screwing around with my system.

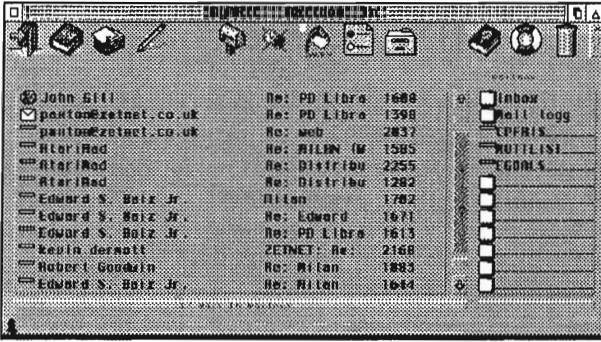
You may think this might be me, but no, even our own John Gill succumbed to the curse of Newsie with it trashing one of his Hard

Drive partitions. I have also read in one or two of the mailing lists of people having problems and to quote one I read recently "Newsie has vanished 130 of my emails". Part of the problem seems to be the LOG file withing it as when it does crash and Diamond edge is run to try and clear up the mess most of the lost data/clusters are from the Newsie LOG file.

Overall I like the program and think it is pretty good and when it works it's bloody good but be warned you never know when it might start throwing a wobbly.

Next up is MyMail which is really a Falcon mailing program which does work on an STE although some of the Icons don't show up because the RSC file needs changing to take account of the fact that I'm using a STE with mono monitor and not a glorious technicolour Falcon.

John did a review of MyMail a number of issues ago so I won't go over what he wrote again suffice to say it is work in progress



it's tantrums is the best overall in that it does allow access to Newsgroups, Emailing and FTPing but MyMail is the one with the most potential and the one I shall be using from now on. I will also be mailing Erik Hall and gently nudging him into making it STe compatible.

and Erik Hall who wrote the program is updating it virtually every couple of weeks and will quite happily take on board any comments you make. I for one shall be asking him to do an STe resource file so that I can use it to it's full potential.

Now an old but reliable little program called Antmail. This is a barebones mailing program that is neat, compact and just allows you to write / send and receive emails without any bells or whistles.

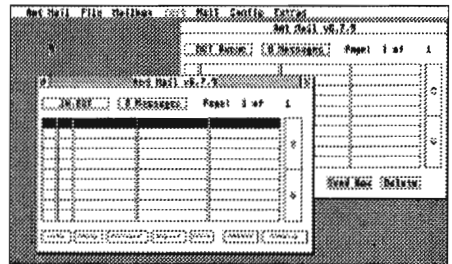
Popwatch is not a mailer as such but allows you to look at what mail is waiting in your mailbox and either

download it or reject/delete it without downloading it to your system. It will also allow you to send the mails that have been queued up using Newsie, Okami or Nos.

Okami is the last mailer that I looked at recently but to be honest I couldn't get to grips with it and quickly put it to one side although I know a lot of people use it and swear by it so I'll reserve judgement on that one for the time being.

Newsie despite

If you wish to get Erik Hall or any of the other Authors to continue the good work then why not email them with any comments as they rely heavily on feedback and you never know your ideas for improving a program could well be included in the next version. All these can be downloaded from the addresses in the boxout below.



## Where from....

Mymail by Erik Hall- <http://www2.tripnet.se/~erikhall/index.html>  
or email him at: [erikhall@tripnet.se](mailto:erikhall@tripnet.se)

Newsie by John Rojewski- <http://www.primenet.com/~rojewski/>  
or mail him at: [rojewski@primenet.com](mailto:rojewski@primenet.com)

Popwatch / Antmail / Okami - <http://www.flinny.demon.co.uk/index.html>

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

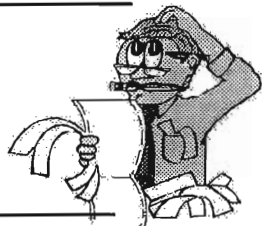
Olivier CHARVET, 346 rue Garibaldi, 69007 Lyon, FRANCE e mail boub@chez.com

Uros Vidovic, Kammik pod Krimom 65/a, 1352 Preserje, SLOVENIA, e mail, uros.vidovic@guest.arnes.si

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 10 Winds Up



Yet another one finished with just my bit left to waffle on to you all.

For those of you on the ST+ emailing list, mystified by my lengthy absences, part of it is explained in the "You've got mail" article but is also down to work commitments taking up a lot of my time and keeping me away from home. So to those of you who've had late copies or no replies to emails then I apologise and will try to

get everything sorted slightly quicker than before. One thing that some may notice is that our own Tony Greenwood through other commitments has had to take a rest from contributing articles to the Fanzine. If anyone feels they would like to take up the slack where T.G. left off and write about the web, web authoring or any thing else they feel may interest other Atarians then why not send us your articles and join the team.

This may seem strange mentioning at the back something that is always at the front and that is we never seem to credit the person who designs our front covers. Apart from two covers by David Cowderoy all of our cover pics are done by the Monkey Man himself, Mr Gordon Storey. I personally think that our covers are one of our strong points so Gordon stand up and take a bow.

.....till next month

Please take the time to fill out the form below and send it to:  
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HiSoft BASIC v2.10	£35 plus P&P	£5	£10

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