

# ST PLUS

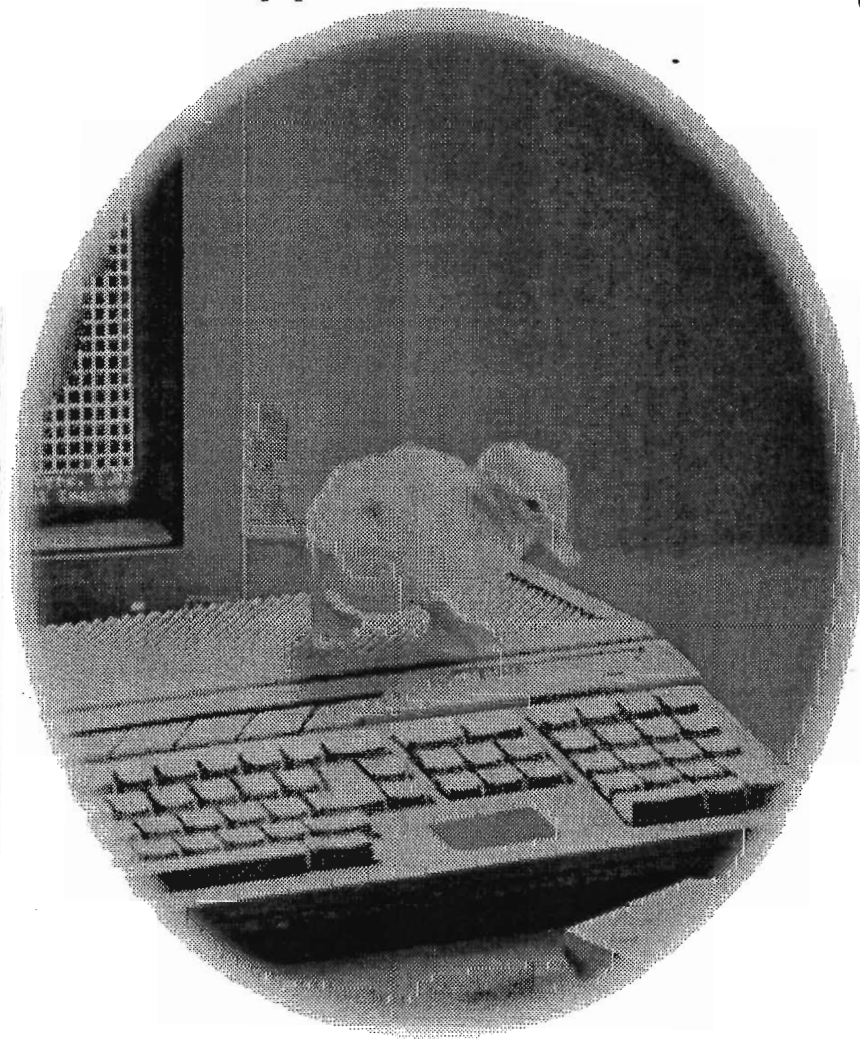
This month exciting issue brings you  
Maddie's Milan, Music, Mega 3 diskmag,  
Thinker review, Hades, Falcon and the ever  
popular so much more....

# FANZINE

ISSUE 39

April  
1999

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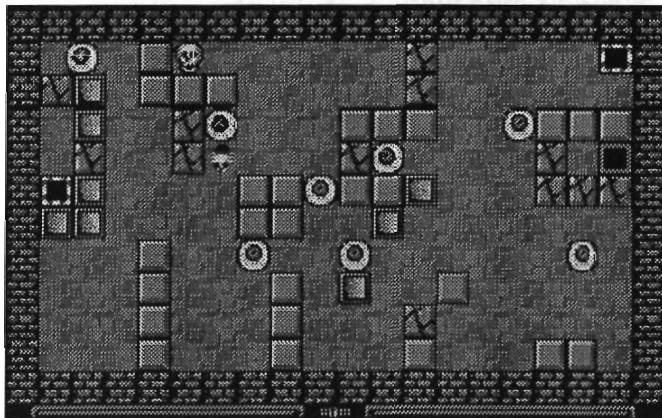
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# SILLY SOFTWARE



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like putting  
little eyes  
down little  
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<http://www.sillysoftware.freemove.co.uk/index.html>

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# EDITORIAL

This month we have two newcomers to the fold in the shape of Rodney with his MIDI series. One of the major pluses of the ST is it's musical capabilities so we hope you enjoy the series. Secondly we have a more mature, if that's the word, Atarian getting to grips with technology, proving computers aren't just for young 'uns.

We have heard this month that there is going to be another All formats/ Atari show in Birmingham again this month. See News section for more details. Unfortunately at time of going to press we didn't have a list of companies/ groups attending but we shall be hoping to have a stand. Whatever happens we shall be there even if it means walking around selling copies out of a suitcase.

*Rich 10*

Published by R.Y.M.E.

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

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

# News News News News

## SHOW TIME AGAIN

Another all formats show is on 18th April 1999 from 10am til 4pm at Bingley Hall, Staffordshire Showground, Stafford. The Showground is easily accessible by car from junctions 13 and 14 on the M6 just north of Birmingham with ample free parking and there will be a shuttle bus service running from Stafford railway station. Tickets £3.00 on the door with £1.00 further discount for children, OAPs, UB40,

students and orange card holders.

Here's a partial and provisional line up so far....

**SysSols**  
**Titan**  
**Electronic Cow**  
**ASP**  
**16/32**  
**Portfolio Club**  
**CyberSTRider**  
**Falke Verlag (ST Computer)**  
**Console Centre**

**Web.Wizard Matthew Bacon**  
**HBASIC boy wonder**  
**Paul Jones**  
**Maggie Team**  
**Atari Computing**  
**User groups**  
**And us...:)**

For further details go to Sharward's home page at <http://www.sharward.co.uk> or Atari Computing at <http://www.users.zetnet.co.uk/ataricomputing/>

### Winner

The competition from last month to name the new PD library run by Steve Stupple has been announced and the winner is.....

Derek Hunt aka The non Welsh Welshman with the name being.... 'LaST PD'. It was the combination of LA from lapd and ST from Steve's PD.  
Mr.S.K.Stupple  
Formerly LAPD  
10 Garfield Gardens  
Narberth  
SA67 7UW

### More winners

Winners of the DarkForce!

BBS this month are as follows:

Centurion (James Krych):  
69 (Brandon Blackburn):  
Starchyld (Chris Hall):

Each win copies of ST+ Fanzine.

### Closure

Al Horton of Computer Dungeon who was a US Fanzine distributor before moving down to sunny Florida is finally shutting the Dungeon doors. Due to the lack of sales since they relocated they just couldn't remain in business. Al writes on his web page that he is sorry to be closing but

although he won't be an Atari business he will always be Atari.

So that none of his remaining software goes to waste he will be holding a "garage sale" so pop along to his web site and make him an offer on whatever takes your fancy.

Why not even email Al and wish him all the best as it is sad to see another Atarian leave the scene.

email  
[ComDungeon@aol.com](mailto:ComDungeon@aol.com)

<http://www.cyberspy.com/~cdungeon/>

# ACcessorise

In this month's ACcessorise AtariMad looks at NED Player.

This program is a shareware sound player, it can be run as either an accessory or as a program. It supports many formats, including AVR, WAV, HSN, SAM, AIFF, DVSM, SND, AU, IFF AND SVX. This program requires DMA sound, I tried to load it on the Milan and that was what the dialog box said.

This accessory can be very useful, and I now use it in replacement of SAM, which I reviewed several issues ago.

You may, if you wanted, set it as your player for sound files with CAB and other programs. This accepts the AV protocol, which is very useful when you run a setup such as MiNT, as leaving the player open and setting it to load your desired files for playing will cause the player to load and play them, rather than an-



other player loading up for each file.

This program is not restricted by the size of the file like some programs are, so you can run fairly large sound files from a basic system, in theory anyway, as I haven't got any files which are larger than the amount of RAM I have.

The thing I like most about this player, is that it can play most samples back at the correct speed, which can be adjusted by the bar across the bottom, so you have no more 8khz sample playing at 6khz or 12.5khz

The only restriction I found with this is that you can't play the files

from a specific point, or a certain section of one, but apart from that this is excellent and well worth registering. I'll be hanging on for the next release, as I am sure it will be an absolute corker.

You can get this excellent Accessory from:

Petr Sumbera  
ul. 24. dubna 283, Zellesice, 664 43, Czech republic

xsumbe00@stud.fee.vutbr.cz  
sumbera@cyberstrider.org

I assume registrations can be done at Cyberstrider, ask for details first before sending any money.

# JAGUAR™

David (The Berserker) Cowdrey's  
continuation of his Jag series



## More Jagfest

Songbird Productions is proud to be the official sponsor of this year's JagFest. This third annual event will be held in Rochester, MN, on June 18, 1999. The theme for this year's event is "Celebrate Atari", and Songbird Productions welcomes the opportunity to expand the event to cover all Atari consoles -- from the classic VCS (2600) to the Lynx to the Jaguar.

Enthusiasts are encouraged to bring their own collections for display or trade. Special accommodations must be made with Songbird Productions for those wishing to reserve a table,

TV, or sell any merchandise. Details are as follows:

Where: Holiday Inn South  
1630 South Broadway  
Rochester, MN 55904  
(507)288-1844.

When: June 18, 1999  
Set up from 7-10am  
General public from 10am-10pm.

Cost: Adult: \$10 in advance, \$12 at the door.  
Ages 6-12: \$3.  
Ages 5 & under: FREE

### Tickets

Tickets may now be reserved directly with Songbird Productions. Send an

email - [songbird@atari.org](mailto:songbird@atari.org)  
for details.

Tickets or wristbands will be issued, allowing attendees to come and go all day long as needed. All children 12 & under must be accompanied by an adult at all times.

### General Information

Be sure to visit the JagFest '99 web site for the latest info: <http://jagfest.atari.org>

To keep up to date with the latest news at Songbird Productions, be sure to visit the company web site at <http://songbird.atari.org>, or send an email [songbird@atari.org](mailto:songbird@atari.org).

## JCU Web Ring Review

Site: **Hall of the Jaguar**

URL: <http://www.geocities.com/SiliconValley/Bay/6472/intro.html>

Description: This site is dedicated to the Atari Jaguar, it contains reviews and plenty of other Atari related junk.

Review: Junk I wouldn't call it but there is a fair amount of stuff there :)

There's about 20 game reviews, some with pictures, various links and other info.

Also there's GAMEPRO Dec'98 Jag reviews on the last 4 Telegame releases. And if you have some time to waste there are 2 Java games, Ping 2 and Missile Command.

# CHEATS

## TEMPEST 2000

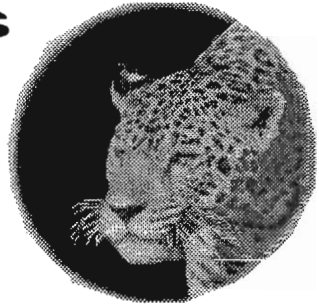
### Cheats:

Activation (at main menu) = 1+4+7+A ("Excellent")

Commands (during game play):

Skip to Next Level = Option ("Outta Here")

Enable Warp Bonus Round = 6 ("Warp Enabled")



### Invisible Web:

Start any Tempest Plus game. Hold down Option (cheats must be active) until you get to the rainbow levels. The web will be invisible during the rainbow levels only.

### Pause Bug:

At the end of the Bacon/Jupiter River bonus round, press Pause just as it switches back to the main game (after approximately two & a half pulses of the "Excellent!" graphic).

### Secret Sheep:

At the first "Jupiter" warp level, press pause, select music volume, and wait. Late in the track, you'll hear Flossie and the other sheep engaged in conversation.

### Enable Rotary Controller (at Game Option menu):

Press Pause on both controllers ("Excellent")

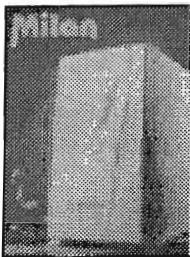
Web Rotation (during Web Select screen): U/D = Web level - L/R = Rotate toggle

## The Assassin

The second demo has now been out for a while and so has the theme music (in real audio format). Even though the music is a Meg it is definitely worth the download to listen to it :)

## Battlesphere

Some information posted to alt.atari-jaguar.discussion suggests that Battlesphere could be a little closer to release. Although Scott LeGrand (4play lead programmer) still doesn't see it as hopeful.



AtariMad goes all Italian  
with his new series on the

# Milan

Welcome to the amazing, enthralling Milan section, with your host AtariMad.

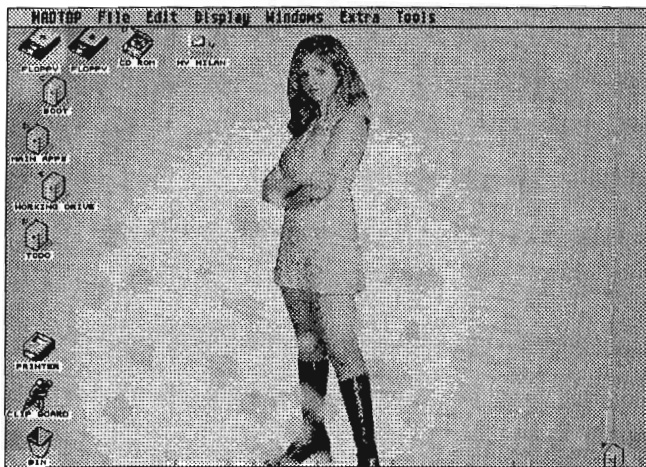
This month's review is special in two very important ways. One is that I will be attempting a review within a review, and secondly I have found out something VERY useful about the Milan.

Last month I stated that one of the main problems with the Milan is that it had a German TOS and certain multilingual programs check the nationality

of the machine when they load, such as HD Driver, and you don't want to be using a program like that when you don't fully understand what it may be doing. Since that article I have found a way of upgrading the TOS to English. Because it is a flash ROM, you can use the setup program which should have been supplied with the Milan, or you download the latest version from: <http://www.milan-computer.de> You need to run the program which is called msetup.prg and change the

language under the two main settings for TOS and Keyboard, so the UK keyboard patch is no longer required, and TOS is completely in English or your preferred language. You have to remember to Write NVRAM otherwise the new settings aren't written to the ROM.

The next step was to get N.AES into English too, which is quite easy. Using your favourite text editor, open up naes.cnf and search for the line which says "language = 1" and change it to "language = 0"



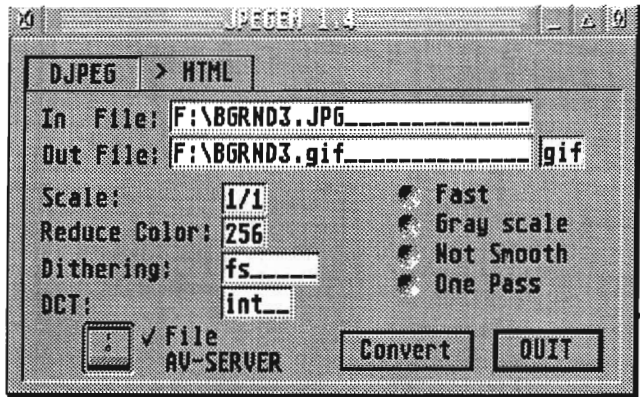
*AtariMad's desktop...for no other reason apart from it's Buffy...:)*

This month is mainly about customising the Milan, which may be applicable to other platforms. One of the main things to remember about making your system look nice is the capabilities of it. It's all very well having lots of nice colourful icons, but if you are limited by cpu speed, colour palette, memory etc. then you may be crippling your system. What should you have for making the most of your system? A resource

file editor, such as resource manager or any other of your choice. Why is this so important you may ask, take a look at my "Ming" desktop, and note that it no longer says "Ming" but says "MADTOP". This was achieved by just editing the thing.rsc file, which should be fine as long as you don't distribute the edited file. It just gives your desktop a more personal feel. Now for a desktop background, for a really impressive one I recommend a program which I shall be reviewing right now.

As you may, or may not know, Thing can display IMG files as the background, BUT, you are limited to 256 colour pictures, and using something like Imagecopy to reduce a True Colour, or even High Colour picture down to 256 cols isn't all that impressive, that is where this little GEM of a program comes in (yes, I thought of that pun today). JPEGEM, written by Katherine Ellis and found at <http://kellis.atari.org> is a shell for the EXCELLENT djpeg.ttp program, which converts jpegs to GIF, TGA, PMM, BMP as well as being able to reduce the colour depth and scale too.

This program is incredibly easy to use, just click on the input file and select



your jpeg image, and select it's output file and hit convert. In a couple of minutes you have the reduced GIF or other which is virtually identical to the original image, I myself could not tell the difference between before and after because the quality was so good.

This program has been designed for MiNT and it's variants, and I've tried it under TOS, Geneva and it doesn't run under them, it should run under MagiC but I cannot confirm this as I do not use it (and those who know me will know my stance on this program now \*g\*) Some features of this program are:

The HTML build option. Very handy to know how the browser is gonna tile some picture for backgrounds, or see the transparency of the main centred picture. It has separate edit fields on which you can drag and drop files, no

need to use the fileselector at all, uses OLGA to refresh CAB, Forwards all the unused keys to the av-server.

I would like to see a larger file support such as converting straight to IMG's, but my final verdict is that this program should be an essential if you have MiNT and like pictures but don't know how to use the djpeg.ttp program.

From now on we take the GIF or other, and using your favourite program convert it straight to an IMG with 256 (or lower if you need to) colours with 100% quality. I myself have created a special folder on my C Drive for these pictures. Just select your favourite IMG and set it as your background, of course I hope you remembered to have it the same size as your screen resolution. Be warned though, these files can get large,



# BACK ISSUES

Because of our print as you order policy here in the UK we never run out of back issues, so if you missed any issue you can just send a cheque or PO for £1.50 made out to **ST+ Fanzine** to: *ST+ Fanzine, Richard Clark, 22 Lancaster House, South Lynn Crescent, Easthampstead,*

*Bracknell, Berks. email: rich10.hel@zetnet.co.uk*

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e-mail: ken.macdonald@taf.ftn.org Price \$3.00

J.Kock, Kockens Atari Support, Nevisborg 17a 2tr 245 45 Staffanstorp, SWEDEN e-mail: kock@kockens.pp.se

Barry Schut, Texel 10, 3524 AP Utrecht, HOLLAND email: nut@casema.net

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

Uros Vidovic, Kamnik 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

# Software City



Rich 10 dons his thinking cap and tries out the newest release from Silly Software.



## THINKER

Thinker is the new release by Silly Software. It was originally from the Stosser Software stable but has been passed over to Deano who has taken over development of it. The coding has been done by Deano with Graphics by Dean Chadwick.

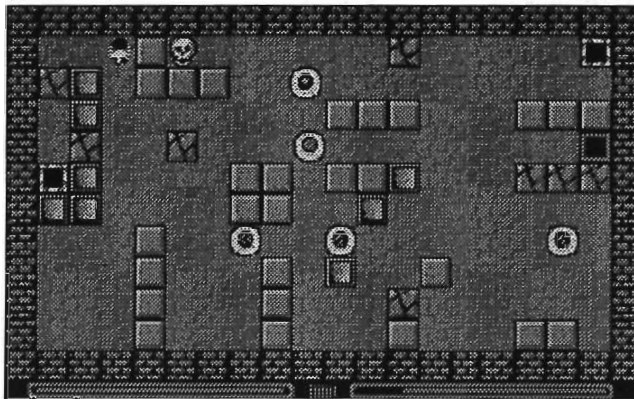
What's the plot then as all games need a plot. Easy really as all you have to do is push a load of eyes scattered round the screen down a hole.

Well that's the basic plot so let's expand on that a little. You take control of what I think is a yellow eyeball but could be a fried egg. You move it around by use of the arrow keys on the keyboard, no joystick here then.

Around the screen are solid walls, breakable walls, a transporter which moves you to another part of the screen and a skull which if touched kills you and ends the game.

On the second screen the

Anyway back to the game. Placed around the screen are a number of blue eyed eyes which have to be moved around by bumping into them to make them move. Bump them around the screen and eventually down into the hole.



There is a certain strategy to it as you need to break some of the walls with your eye so that you can move the blue eyes around.

One of the problems you

can encounter is by getting your blue eye stuck in a corner or up against a wall and the only way to get out of this is to quit the game by bumping your eye into the skull.

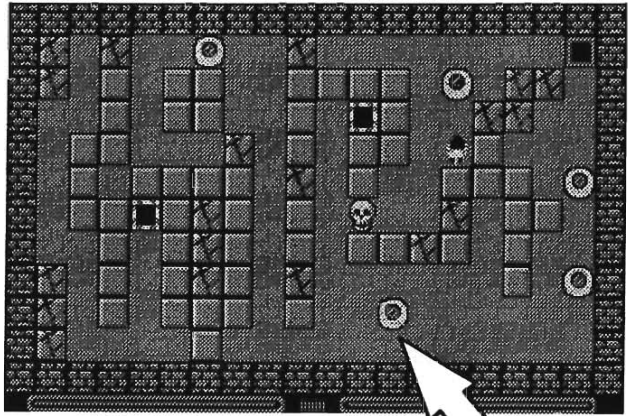
There is a time limit to the game, which is the bar at

the bottom of the screen shot and also a health bar which decreases when you run into a little skull which opens and closes at different parts of the screen. You can just see him peeking out to the left of the big skull in the screenshots.

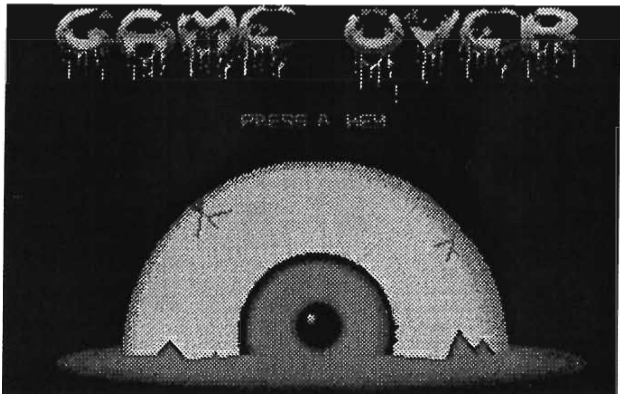
The graphics and sound on the game are ok, nothing special but functional. My only criticism is that the game could of played a little faster but that's my personal preference, maybe I should get a Falcon after all as Deano reckons it may play too fast on one without Backward installed.

The game is work in practice and Deano does make the point in the docs that some of the key combinations you might want to use may not work properly. He also asks that if you come across any bugs then please let him know so he can put them right. So here's my question.... how the heck do you move the lowest placed eye on level 2 as there is now way of getting under it to get a run at bumping into it to move it.

Overall the game is playable if a little slow for my preference, nice looking but nothing ground breaking or exceptional.



*This is the second level and can you guess which eyeball I mean.....*



Thinker can be downloaded from  
Deano's Silly software page at  
<http://www.sillysoftware.freemove.co.uk/index.htm>

Or obtained from Deano, 27 Turbary Walk,  
Milnrow, Rochdale, OL16 4JN

## Send in the Clones

Edward S. Baiz Jr. continues his series on the

# HADES

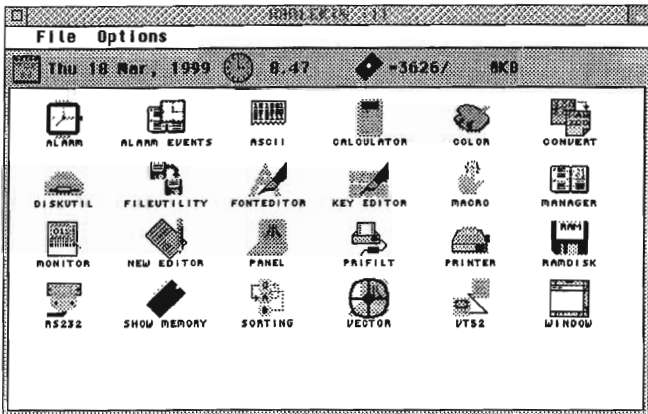
Some time ago I helped a friend I met on the NET. I cannot exactly remember just how I helped him, but in return he emailed me a program called Harlekin III. I had heard of the program, but never used it. I tried it out and found that it was an excellent program. I deleted it from my hard drive though since it was commercial and since I usually like to pay for that type of software. I was happy just to get the opportunity to try out the program. I said to myself after Harlekin was gone from my Hades, that I would find a place that had it and order it. Well of course no one had a copy and I just forgot about it after a short time. I would not even think about it again until a

few months ago when I noticed that Al Horton and the Computer Dungeon were back online on the WWW and supporting the Atari line of computers. Al was gone for about 8 weeks while he was moving from Illinois to Florida. It is great to have him back again.

check and soon had the program in about 4-5 days.

To install the program is simple. Just create a folder and give it most any name you wish. I of course used Harlekin. Then put all the date and module files into it. This folder can be most anymore on your hard

drive. Then copy the Harlekin accessory program on partition C. When the program comes up you can go under options and set the module path and the time & date. Save this data and you will be all set.

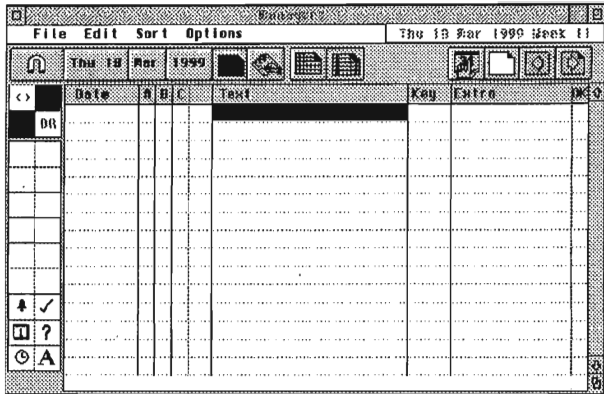


When you first bring up the Harlekin accessory you notice that it looks like the Accessory folder that in contained in Windows for the PC. There are 24 different functions to the program that can be used. Some features are old and out-dated, but most can still be used in the way they were intended by to-

Anyway, I was going through the Dungeon's LONG list of Atari ST software and Harlekin III was listed and was selling for only \$5. That sounded like a great price to me, so I ordered it along with some other software that I may review in later issues of the Fanzine. I sent Al my

day's standards. Each function or feature has an icon of its own. The icons can be displayed in either monochrome or else in 16 colours. The funny thing here is that if I bring up H-III in 24-bit colour, the icons appear in monochrome even though I have set them to come up in colour. However, if I boot up the Hades in the 256-color mode and then bring up H-III, the icons appear in colour. This is annoying, but tolerable.

The Alarm module is much like any other alarm function included with most other programs. From here one can set the time the alarm will come. If you wish for the computer to display a message when the alarm activates, there is a section to type that in. It is in this area that one can activate or deactivate the corner clock. It is also good to know that any alarm set



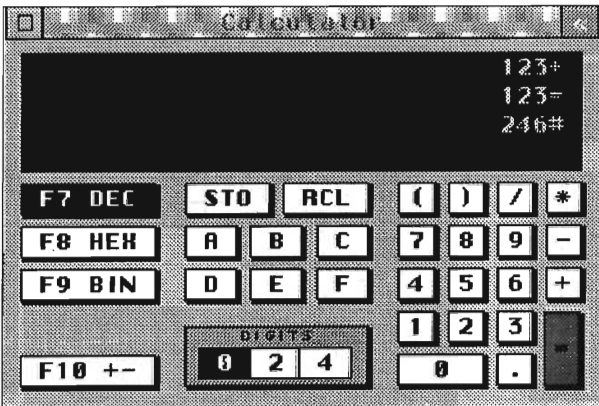
is reset proof, so if the computer crashes they are not forgotten.

The Alarm Events module displays all of the days alarm events (not appointments) that have been setup in the Manager and allows you to manipulate them. Any event that has already occurred will be greyed. You can select each alarm event and choose to postpone it by set times from 5 minutes up to 1 month, turn it off or open the Manager to view the

note to which the alarm is connected to possibly modify and resave it.

The ASCII module displays the entire ASCII set in normal characters, decimal and hexadecimal numbers. Of course, like most ASCII functions, you can insert any character from the table even though it is not on your keyboard. You can scroll through the table by using either the mouse or the arrow keys. An easy way to enter a character from the table is whilst holding down the Alternate key, type in the character's decimal number. Then when you release the Alternate key, the character will appear in your word processor or text editor.

The Calculator module has a number of nice features. First of all it is a simple straight forward calculator. It will can add (+), subtract (-), multiply (\*) and divide (/). It even has a memory



function and can show zero, two or four decimal places. Using the calculator is simple. You can enter number by using either the numeric keyboard, the numbers on the top of the keyboard or else the mouse. F10 toggles the sign of the current number and the parentheses symbols allow you use a formula such as  $(2+3)*5=$ . Another nice feature of the Calculator module is that it will calculate and convert between the decimal, hexadecimal and binary notational systems. A good feature that I am sure most programmers will love.

The Colour module can be used to define colours in your computer's palette. Of course this module is nice for the ST and most any other Atari computer with no graphic card since it al-

lows adjusting of only 16 colours. It is almost useless on my Hades since because of my installed graphics card, the palettes I use are much, much larger.

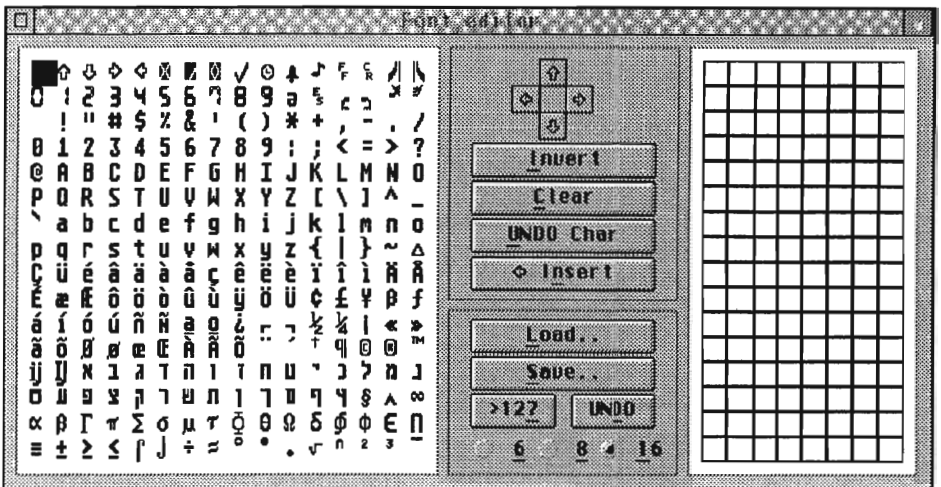
The Convert module allows the user to convert an old Harlekin Scrapbook file to the newer Harlekin III file format. I will not be using this module since I never owned any of the older versions of Harlekin.

The Diskutil module allows copying and formatting of disks. The options are quite simple when you compare them to the program I use called ECopy. However, all the basic options are present and most every copying and formatting chore needed to be done can be done with this module. When formatting you can choose either a

one-sided format or a two-sided format. You can choose the number of tracks (80-83) and the number of sectors per track (9 or 10). Finally you can give the disk a name if you so wish. The copying option allows you to copy all the tracks from a disk or just copy those tracks that are used. You can also do multiple copying which has proven to me to save a lot of time. I use this feature a lot when I make copies of disks on my local computer meetings.

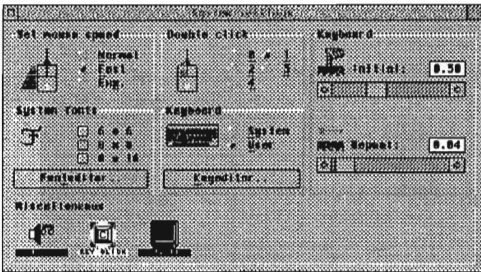
The File Utility module allows the user to copy, move, rename and delete files. You can show the files by date, name, size and time. You can also create and delete folders.

The Font Editor module allows one to use and edit



different system fonts (\*.FNT) that can be brought up by your computer. Just load a font in and double-click on one of the characters to bring it up on the screen for editing. The numbers at the bottom (6,8,16) represent different sizes of the fonts (6x6, 8x8 and 8x16). When editing just use the mouse as in most font editors.

The Key Editor module allows editing of the keyboard. Simply point the mouse to the key you want to change and highlight it.



Then choose, from the bottom, the character you want to replace the original character. That's it. Then when you use that key again you will get the new character instead of the original. You can save this new keyboard layout and use it later or just wipe it by clicking on the Reset key. This comes in handy for me since I do not have a "~" key. That was one of the characters omitted on my Hades. Now I can insert it in and use it to my liking.

The Macro module is just basically a listing of all the macros used by Harlekin.

The Manager module would take forever to explain all of it's features, so I will just dwell on a few. The Manager is the core of Harlekin. You can create cards or notes of unlimited size. You can even mark your notes with you own meaningful icons. What is more important is that notes can be tied to a specific date and assigned a priority and listed in various forms including a calendar. You can even

connect an alarm to a note to remind you're of an appointment.

The Manager also

has it's own editor. Just from this short description you can see that the Manager is a flexible and a creative tool. It is very much up to the owner as to how it is used.

The Monitor module allows you to change bytes on disks or in the memory directly. It works with sectors, files or memory. It can work with either text or numbers and has extremely fast searching routines and screen updates. It is an ex-

cellent file editing tool. Just load any file in and go.

The Editor module is an excellent text editor. It has most of the options of other text editor programs (search, block, cut, copy, paste, etc). You can write, edit and then print your document. The editor supports up to 4 files loaded into memory at one time. Of course, the size of the file(s) depends on the amount of memory in your computer.

The Control Panel module replaces the standard Atari control panel. In it has the same things you have seen before (adjust fonts, access keyboard editor, set mouse speed, set the mouse click speed, keyboard initial and also a screen protector).

The Sorting module allows you to set the way Harlekin sorts when you use the Editor or Manager. This really comes in handy when you load in a foreign font set.

The VT52 module is a terminal program in a resizable window. You can do basically anything with this program that you could do with a program like Connect.

It's nice and works well, but a little behind the times as far as features go. The rest of the modules have to

do with things that I am sure most of you have seen before (printer, Modem ports, ramdisk, memory and window colour). As you can see I did not go into much detail about each of the modules. If I did, I would be writing a book. I just wanted to give all of

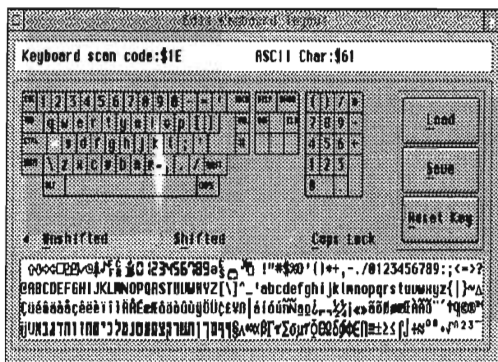
you a little insight as to what you can expect from Harlekin III. There is a lot to it and I hope I have shown that.



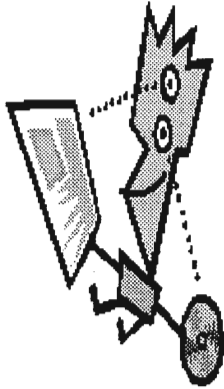
All in all this in one nice program and I am glad I bought it. I was looking for an appointment book pro-

gram and was thrilled when I found this feature in the Manager. If you are looking for a complete utility pro-

gram, then Harlekin III is the answer even though some things like the printer, modem and ramdisk are a little behind the times. I am told that there exists a newer version called Harlekin 95 that has things like GDOS compatibility. I am looking into upgrading my Harlekin and hope to have the newer version soon. A ST+ Fanzine member has Harlekin 95 and is planning on reviewing it here. Hopefully after reading my review of version 3 you all will see just how good the 95 version is with of it's improvements.

Until next time...



 <h1 style="font-size: 2em; margin: 0;">ATARI CD's</h1> 		
<p style="text-align: center;"><b>THE SPECTRUM COLLECTION</b></p> <p>New update, contains over 5000 games, and lots of other speccy goodies such as music, utilities, magazines and much more. Comes with emulators for the PC and ST. Enjoy classics such as Manic Miner, Jet Set Willy, Green Beret, Manic Miner and thousands more.</p> <p style="text-align: center;"><b>PRICE: £5</b></p>	<p style="text-align: center;"><b>THE ATARI COLLECTION</b></p> <p>A collection of top Atari ST and Falcon public domain software. Includes all Silly Software titles, Protracker (Full Version), lots of utilities, music, games, Comms, Diskmags, and much much more. Now includes all Stosser Software titles and all issue of the Stosser diskzine</p> <p style="text-align: center;"><b>PRICE: £5</b></p>	
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# SP on the Ste from an OAP

A Computer convert at 63 years or How I came to love my Atari  
by Alan Gill



John, a regular SHAGGER, had some second hand gear on offer. The purchase made I went to my son's to collect the gear. Confronted by 3 boxes containing discs wires plugs, books and boxes, and something that looked like a portable TV. My mind went into overdrive at the sight of all these components. John a dab hand at this game showed me around it, (at the speed of light). Too embarrassed to say only 5% had sunk in off I went with a boot full of bits and bobs. Secure in the knowledge it was all a

complete mystery apart from connecting the VDU to the keyboard. The next day I put the basics together, it worked!!!!

Next thing was to sort out the rest of the bits, discs, books and other unknown things into neat piles. I found a couple of games I liked the look of and gave it a try. After much frustration including chasing a demented pointer around the screen using an accelerated mouse I twigged that if I followed the instructions on the screen it all came together and worked, I could start to work my way around the menus. It was now a friend, not a machine that knew how stupid I was. John had given me a couple of discs, one a Family Tree program. I found my way into it and made a start, following the instructions on the screen. I worked for half an

hour or so, inputting family details. My new pal put all my efforts together. I had the beginnings of a family tree. I had the start of a project I had wanted to do for years.

Since then it has progressed in leaps and bounds. John, like Frankenstein had created a monster, a computer freak. The games I play now are with files, folders and menus, save and print. I obtained a printer free, gratis and for sod all but the price of a lead and ribbon. So if there are any "Wrinklies" out there on the brink dive in, you'll not regret it. Just follow the screen and you'll not go wrong.



**2ND  
EDITION**

**2ND  
EDITION**

# USERS GUIDE TO THE INTERNET FOR ATARI

## **Confused? Which program to use? How do I use them?**

The Users Guide may be just what you are looking for. The Guide is written in plain language, and is aimed at the first time user to the Internet, or for those contemplating joining the growing band of 'net users.

- ◆ *Contains General Notes*
  - ◆ *What is the Internet*
  - ◆ *Where to get the programs.*
- ◆ *Covers installation of - Ant mail - STiK - Newsie - CAB*
  - ◆ *F.T.P. - Telnet.*
  - ◆ *How to get E-mails - Newsgroups - Mailing lists.*
- ◆ *Lists the Atari U.K.F.T.P. Sites, Netiquette - Atari User Groups*
  - ◆ *Atari friendly Internet Service Providers.*
- ◆ *There is also a W.W.W. Directory and Glossary of terms.*

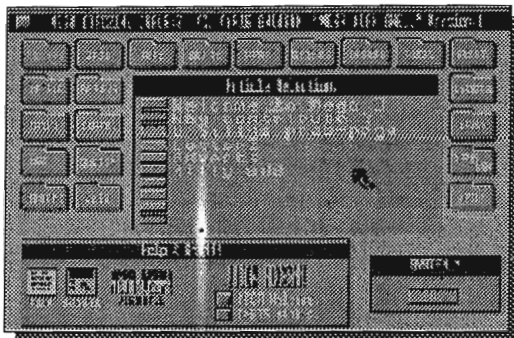
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£12.99 (with disks) and includes P&P.  
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# DISKMAGS



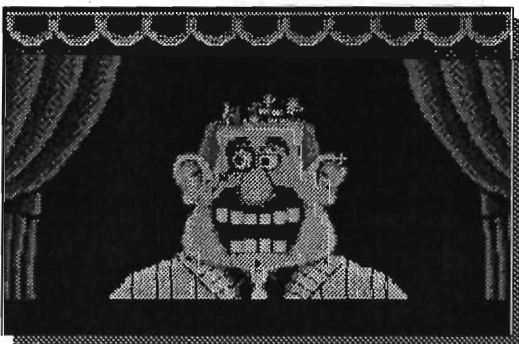
## MEGA 03

Chris Swinson returns with another issue of his diskmag Mega. This issue starts off with the Major Bumsore Dancing Teeth Intro then goes to the main menu. This menu is made up of various small boxes and when you click on one you get a list of files on that subject. Loading is just a simple case of clicking on the folder next to the file to load it.



Mega is not just computer related. It has documents on all kinds of subjects such as: Dreams, Stories, Ufos, Humour, Ghosts and much more.

In this version there are a few pointers to mention. Firstly it would not be recommendable for young children as Chris has felt the need to include bad language in the form of the F\*\*K team who seem to be a bunch of college students wanted to share their views.



The editing is good, however, some sentences seem to go off the side in the doc displayer. The doc displayer itself is good, although a little basic it does its job. Finally, I think Chris could do with replacing that old default STOS mouse pointer.

Minus its little faults, Mega 03 is a good issue with an interesting shell, and when a wide selection of subjects to read about it's bound to keep you content until the next issue comes out.

ST+ RATING: 85%  
by Deano

**Mega 3 can be obtained from:**  
**Chris Swinson,**  
**1 Bunting Close,**  
**Uttoxeter,**  
**Staffordshire,**  
**ST14 7NN.**

**Or downloaded from**  
**[http://www.users.zetnet.co.uk/  
mega.disczine/](http://www.users.zetnet.co.uk/mega.disczine/)**

# ENCHANT

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Developed by Matthew Bacon & Paul Jones

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  - Disk (copy / format)
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  - ST Guide support
  - File (copy / delete etc.)
  - System hacks & traps
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- Suitable for novice & pro users

## Requirements

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

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

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

## Cadenza Software

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# ST CORNER S

## This month Deano starts a tutorial on writing adventure games or .... Deano enters the Dragon

It was the 1970s when the first adventure game was released. A crude text only adventure with a limited parser. Nowadays we see the likes of Grim Fandango on the PC, Monkey Island on the ST, and even Tomb Raider on the Playstation.

Even though today's adventure games are a lot different from the text descriptive type, the same type of game planning applies. The best way to start is to plan the whole game out on paper before programming a single line. This way you can get the hard bits out of the way first.

Let's start with the map. Every adventure game has a map. It is a map of the whole imaginary land our main character will travel. Let's say that our adventure game takes place in an house. The map would consist of all the rooms you would find in an house, such as bedrooms, kitchen, living room, bathroom and even a large walk through cupboard. So we need to make a list of all these rooms.

Later in the tutorial we will connect them together so our adventurer has a way of getting from one room to another. Basically, an adventure game is like a book. It has a start point, a plot, and an end point. In this game we could say that the plot is for our adventurer to get out of the house. The start point



could be his bedroom and the end point would be the garden. Of course it would be too easy for the player to just simply go to the garden from his bedroom. This is where puzzles come in. Puzzles are there to make the task harder and more fun. For example, the player needs a key to open the door so first he must find it. Other puzzles could be that he needs to collect so many items before he leaves. Collecting those items may mean solving

another puzzle such as getting a mad dog out of a certain room so you can collect an object.

A player's position in an adventure game is called a room or location. So the bedroom is Location or Room number one. The garden could be location or room number seven. The player would move from room to room by using the various directions, such as North, South, West, East, NE, SW, NW, SE, Up and Down.

In an adventure game your mind is your only limit. As an adventure world is not true to real life you can have all kinds of weird things happening. Imagine a dragon in your bathroom that won't let you get the soap for example. There is a puzzle itself. To get the soap from the dragon you must get rid of the dragon's fire breath. Maybe there is a fire extinguisher in another room. Next month we will look at objects, connections, and other events that can happen in an adventure game.

# Flight of the Falcon

by John Alan Gill

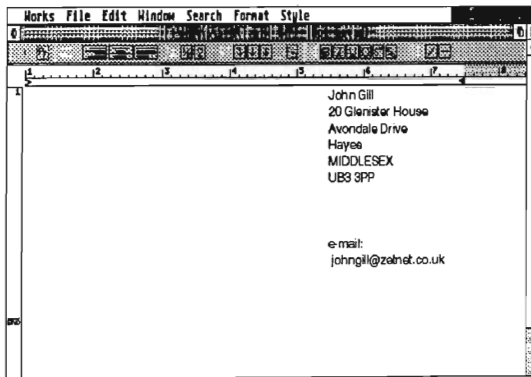
After my dabbings with the PC last month I'm firmly back on terra firma now with my faithful Falcon. As I explained in my first article most of my old ST software worked on the Falcon, although some of it refused to work in more than 4 colour resolutions. This was OK, but a bit fiddly to say the least. My normal working resolution is 256 colours and 720 \*

576 pixels using the Videl Inside screen expander (Vidality for poor people ! ) and although I have a two colour version of this resolution set up for Videl Inside, it is a bit temperamental and doesn't always work first time.

My word processor, Protex 4.3, was one of these programs that only worked in two or four colour mode, while the companion database program, Prodata, refused to work at all on the Falcon. While browsing Hisoft's Web Site just before Christmas I came across a page of special offers for their Atari soft-

ware, including Atari Works, an integrated word processor, database and spreadsheet, for just £30.

Here was a chance to get a Falcon-compatible database plus a new word processor and spreadsheet thrown in as well. I ordered it on-line using my Switch debit card and the package duly arrived a few days later.



The package comes in a fairly large box, about the size of a decent dictionary, containing the software on three floppy disks and a large user manual. Straight away I was given the impression that this was a serious package which had, after all, retailed for over £100 a few years ago. The first floppy contains an installation pro-

gram which makes installing on your hard drive a fairly quick and painless process. The only thing that I have noticed about these installation programs, whatever you are installing, is that they do not seem to like MagiC multi-tasking, meaning that you have to run them under single mode or plain TOS.

The latter I find to be a total pain these days after being spoiled by MagiC and Thing. Not a major problem, just a bit annoying.

I am one of those people who likes to boot a new program up first and see what's what before consulting the manual. You

know the old saying, if all else fails then read the instructions! As I clicked on the newly installed Works icon on my Thing desktop I was greeted by the news that as SPEEDOGDOS was not installed I would not be able to print out any documents, not much good when you're writing letters. I duly rebooted with NVDI installed and everything

Artist	Title	Format	Year	Comments
Chaka Demus	Tease Me	CD	1993	State of the ar
Cheap Trick	Cheap Trick	CD	1977	Debut Album
Cheap Trick	In Color	CD	1977	Classic Pop/Rc
Cheap Trick	At Budokan	CD	1978	Classic Live Al
Cheap Trick	Heaven Tonig	CD	1978	Classic Album
Cheap Trick	Dream Police	CD	1979	Classic Album
Cheap Trick	Standing On T	CD	1985	
Cheap Trick	The Doctor	CD	1986	Not their best
Cheap Trick	Lap Of Luxur	CD	1988	Comeback alb
Cheap Trick	Busted	CD	1990	Another very j
Cheap Trick	The Collector	CD	1991	Best Of.
Cheap Trick	Budokan II	CD	1993	The rest of the
Cheap Trick	Woke Up With	CD	1994	Probably their
Cheap Trick	Sex America C	4 CDs	1996	Best of alterns
Cheap Trick	Cheap Trick	CD	1997	Stunning retu
Cheap Trick	At Budokan: I	2 CDs	1998	Remastered p.
Chris Rea	Dancing With	CD	1987	
Chuck Berry	Hail! Hail! R	CD	1987	Keith Richard
Chuck Berry	The Best Of.	2 CDs	1996	Best Of...

was sorted with a choice of fonts available to me. I should mention that a lot of my serious software over the years were obtained from magazine cover disks, which used to offer older but fully functional versions of word processors, databases, art packages, etc. These served me fine for many years until the arrival of my Falcon which brought up the incompatibility problems mentioned previously.

Compared to what I'd been used to, Atari Works was like driving a Rolls Royce after years of driving around in a Mini. It just looks and feels so professional, plus it is very easy to get the hang of. Using the word processor, sections of text are easily highlighted

by just dragging over them with the mouse and a left button click. There are keyboard short-cuts for most functions such as inputting the date and/or time and text styles are easily selected using an icon bar at the top of the page. You can choose how the text is formatted in similar fashion and while Protext is very fast, it's not as easy to get to the functions as it is in Atari Works.

How many of you have experienced this when using a word processor? You're tapping away at the keyboard, inspiration in full flow, you're starting to use more than two fingers, when you get two letters the wrong way round. We've all done it, in fact there's a word to describe

it, but I can't remember it for the life of me. All you do in Atari Works is press CONTROL and T and voila, it swaps the two letters around. Problem solved.

Perhaps I'm too easily pleased, but I thought that was brilliant. So simple too, but then the best ideas normally are. You can easily change the font size or type and the printed output is excellent, although as I said, you do need SPEEDOGDOS or NVDI to be able to get any hard copy. I would be quite happy to send my Bank Manager a begging letter printed from this package and very confident of getting the money/overdraft. You can also import GEM image files should you

wish to do so. A large spell checker and thesaurus complete an excellent word processor.

On next to the database, my main reason for buying the package in the first place. I have a huge collection of CDs, tapes, LPs and videos which I need to have catalogued due to their sheer numbers. For years Arnor's Prodata served my needs well, but it just did not like the Falcon and I got fed up having to boot up my ST every time I bought a new CD, which for me is fairly frequently.

I had scoured my cover disk collection and played around with Easybase which was given away with ST Review and while it worked fine on the Falcon, I just didn't really like the interface. Give me GEM any day I say.

I booted up Prodata one last time and exported my CD and video databases as ASCII text and loaded them into Atari Works. Bingo, everything worked fine first time and within a couple of minutes I was looking at my CD collection and able to add all the CDs that I'd received for Christmas. Like the word processor, it's nothing flash, just very efficient and comfortable to work

with. One aspect that I liked, was the ability to use different fonts or text effects in different fields of the database making the reading of information extremely easy. The search function was pretty quick too and handled everything I threw at it. All in all a vast improvement over Prodata.

Lastly the spreadsheet, which I mainly use for keeping track of my money. It's a good way to see if you can afford the interest-free credit payments on that latest all singing video recorder! I'd used Opus, a shareware spreadsheet program, for years but like the other parts of Atari Works the spreadsheet performed it's tasks without problems.

I don't pretend to be an expert, limiting myself to formulae and data input, but the printed manual explains things like logical functions, so who knows, I might become a spreadsheet wizard yet. There is also the ability to create charts and graphs and, like the word processor and database, information can be transferred between the different parts of the package.

Therein lies Atari Work's strength in my opinion. There's none of this saving data from one package and

loading it into another, it's all there in one program. It's easy to use, does what it's meant to do without too many unnecessary bells and whistles and at £30, plus P&P, it's a bargain. I'm not sure if Hisoft have any copies left, but System Solutions were selling it at the recent Atari Show for the slightly dearer price of £45. Still worth it in my opinion, if you want an integrated word processor, database and spreadsheet package for the Atari computer.

Oh, I nearly forgot to mention, it will also work on a TT or even a humble ST, providing you have at least 2meg of memory. You don't even need a hard drive, although twin floppy disk drives would be an asset. Why buy separate programs when you can get everything in one superb package. In case you hadn't guessed, I like Atari Works!

As a footnote to this piece, I wrote it in Atari Works, and when finished I ran the spell checker and a dialogue box came up saying "No spelling mistakes found. Well done!". I felt like I'd scored the winning goal in the F.A. Cup final at Wembley Stadium. Now what other program can make you feel like that eh?

# Music Maestro



Rodney cranks up his old wurlitzer, lays down some funky beats and unravels the mystery of MIDI.

## Starting at the Start

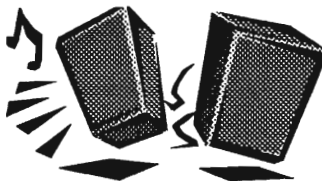
I've no idea what you use your ATARI for, it could be that you're a programmer, you wanted a cheap way on to the 'net, as a games machine, or to do your homework or accounts on!

But, my reason and surely one of the many reasons for the ATARI's success, is the fact that it has MIDI ports. That's those two round holes on the left hand side of the machine (that's if you haven't recased your particular machine!!!)

Perhaps you've always wondered how to make use of these two ports or what they were actually for, well then, read on and hopefully you shall gain some enlightenment.

The MIDI (Musical Instrument Digital Interface) ports are serial interfaces in and out of the ST \ TT \ Falcon, although, as Edward Baiz Jr informed us all in issue 37, MIDI sockets aren't exclusively for music. They can be used for transmitting all sorts of

data, however, it's more usual with the right software and MIDI equipped musical instrument, to use these ports to record, edit and create songs or musical masterpieces, which can be replayed through a suitable MIDI keyboard \ module and then recorded onto a tape to be played to your girl \ boyfriend, mate, spouse, cat, dog, fridge whatever and stardom awaits.



## What you need (minimum requirements)

This really depends on how serious \ skint you are about your music. I'll assume you just want to put your toe in the water and see what it's all about, rather than throw money about like a lottery winner.

Basically you will need :

- 1) an ST (Duh)
- 2) Sequencing software
- 3) a MIDI keyboard and/or

a MIDI module  
4) a couple of MIDI leads

## How much memory?

The amount of memory you will need will depend on two things, the first being which sequencer program you actually use, (how much memory is left over) and how large are the song files you will be working on?

It's quite possible to run a program like Sweet16 on a 520 machine and create a relatively complex piece of music, but, as with most things, the more memory, the better.

## Which software?

What choice is there? Well, apart from PD \ second-hand or new, it's really down to you. Actual names to look out for are :- Sweet16 (as mentioned) from Ronimusic Breakthru range of sample\sequencers from Software Technology MIDIGrid from CDP Sequencer One Plus again from Software Technology

Cubase from Steinberg Pro 24 III also from Steinberg. Prices range from free (PD), to £600 for Cubase audio for the Falcon.

If you buy second hand,

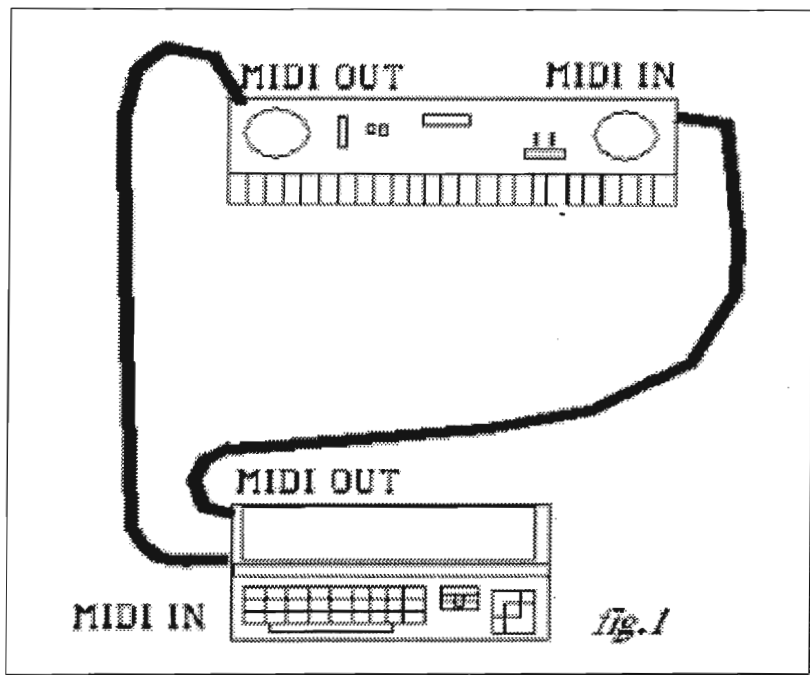
would recommend buying new, (or registering) as it's more likely that everything will work 'out of the box' also without the support of buyers, manufacturers and stockists will stop manufacturing and stocking!!!!

MIDI Module.

A MIDI module can be as simple as a little black, cream or silver box, with a MIDI IN and audio outs, up to something more elaborate, like a BIG

(rackmounting) black, silver box with a MIDI IN OUT & THRU & lots of audio outs and a LED/LCD screen.

Manufacturers include :- Roland, Yamaha, Casio, Alesis These companies provide a



make sure you can see the program working and get the manual, if at all possible, (otherwise you'll be quite lost) and above all if the program needs a hardware protection key, also referred to as a 'dongle', don't part with the cash until you get it.

If you can afford it, and you're serious enough, I

**A keyboards a keyboard, right???**

Well, OK, they all have keys end of generalisation. Some keyboards have sounds built in and some are dumb (aaahhhh) i.e. make no sound of their own, but, will still send the relative note information to the computer (via midi lead) and then out to a

large choice of keyboards and MIDI modules, ranging from \$100 up to many £100's and more.

Again you can buy second-hand & save money, but, if at all possible, try & get a General Midi or GM compatible keyboard or module & remember, if you buy a dumb keyboard you'll need a module before you can

make any sounds!! GM keyboards have sounds built in and prices start around £200.

Add a couple of MIDI leads & you're away. If you already have an ST, then all you really need is the software, which could be free, the keyboard, which NEW, means a minimum outlay of £200ish, but, if

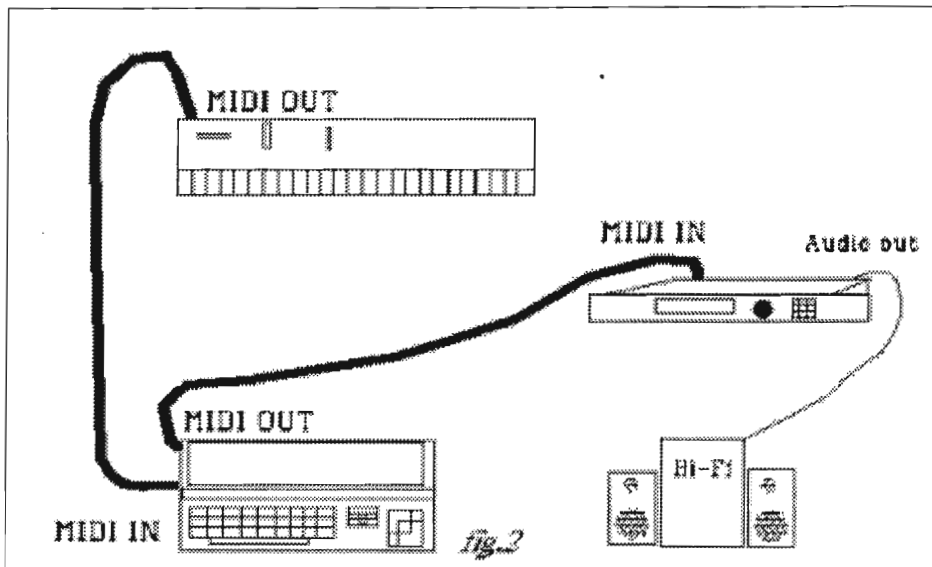
### Similarities in Sequencers

If time, you've GOT your stuff together, then how do you PUT it together? Well, this is something that it's very easy to get wrong, but, IS easy once you know how, Sooo...

The OUT of the keyboard goes to the IN of the ST and the OUT of the ST

### What's the common ground?

Well, luckily, most sequencers were modelled on the humble tape recorder. This means they should have a set of PLAY, STOP, FF, REW & RECORD Keys (on screen) and a click or metronome, either through the monitor, or via your MIDI module \ key-



you know anyone who got a keyboard last Christmas, and was fed up with it by mid January and it's got MIDI ports.....

Then it's happy, happy, joy, joy all the way to next month where I'll explain more about the INs & OUTs of MIDI as well as what a 'basic' sequencer can do.

goes to the IN of the keyboard (fig.1)

OR the OUT of the keyboard goes to the IN of the ST and the OUT of the ST goes to the In of the MIDI Module (fig.2)

Easy! and all you need are two MIDI leads. Well, now that that's sorted out, what about our software?

board and all will allow you to vary the tempo or speed of playback in BPM (Beats Per Minute).

Also, you should be able to change the time signature from 4/4 to 8/8, or 4/8, or whatever.

Once you've recorded your tune, in whatever way is relevant to your particular

sequencer, you should be able to do some sort of basic editing. The most widely used approach to this, is to use what is known as a Piano Roll Editor, which usually takes the form of a page or screen with a graphical representation of a piano keyboard up & down one side of the screen and blobs or lines representing the notes on the rest of the screen. The longer the line, the longer the note! Although your preferred software may have a different way of editing notes & note lengths, the majority of sequencers provide this method at least.

The ability to change sounds or voices on your sound source is another universally implemented feature of sequencer software, usually referred to as PROGRAM CHANGE (Prg change). It is also likely that you will have locators (left & right). These are user definable points within your song which allow you to loop around a section of music, enabling you to build up other parts, or copy sections to another area.

### Music THRU & THRU

The one problem you will almost certainly run into, which happens to everyone, is MIDI THRU. If you're

using the same keyboard for playing in your notes as you are for making your sounds, (fig.1) then you will need to switch the MIDI THRU option OFF in your sequencer. ALL sequencers have this option, but, it may be hidden away somewhere. If you don't do this, then every time you press a key on the (musical) keyboard, the note will keep ringing. If you have a separate keyboard & module option, (fig.2) you will need to set the MIDI THRU to ON, otherwise you won't get any sound. This option simply passes what goes IN straight THRU to the OUT-port, or not as the case may be. If you don't have any problems & everything works fine then don't worry about it.

### Back to Basics

So, if that's the most basic setup, what can we actually do with it? Quite a bit, really, if your keyboard \ module is GM (General Midi) compatible, then you should have no problem handling Beethoven's 5th symphony for a full orchestra! Obviously, setting your tempo would be a good place to start. Anywhere between 80BPM, (lazy sounding) through 120BPM, (marching \ brisk) up to 160BPM, (fast dance music) can be set.

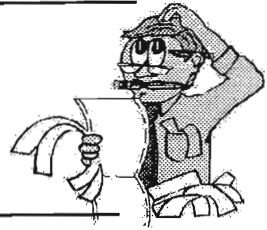
The next thing to do is switch on your click, this can be a simple beep from the monitor, or a drum sound, or note from your sound source & when you have your basic idea down & in time, then you may start to add more parts or tracks.

Using your tempo control to change the tempo of the music will allow you to use the trick of recording a difficult part slowly and then speeding it up to the correct tempo. This is a great 'cheat' and because it's MIDI, the pitch of the notes won't be affected like a tape or record player would. (remember those?) You can also go over & over a section until you have the part perfected or inspiration hits you & you get that lead bar pipe solo just right!

Using PROGRAM CHANGE commands, it is very easy to transform your piano sound to that of a brass section, or jazz guitar. (SMOKIN') It might not be that appealing to you, but it is possible & a little experimentation never hurt anyone. So EXPERIMENT as much as you can 'cos that's where a lot of the fun of sequencing on an ATARI comes from.

That's it for this month so see ya next time.

# Rich 10 Winds Up



This month's Rich 10 winds up is actually something that been winding me and the other members of the Fanzine team for a number of months and it's about time I felt I had a whinge. It goes something like this: from day one we have tried to support Atari users, companies, mags, disk mags and basically anything Atari.

So this is where my rant starts. What do we have to do to make Atari Computing magazine accept that we are here and acknowledge that fact and let their readers know we're out here and where to contact us. They have given us a load of bull before about only printing things which are sent to them as press releases but I'm sorry that one doesn't wash with me

at all. If everyone waited for press releases then nothing would ever get printed. If you hear of something then you write about it. I'm not a journalist but I now know enough after being involved with this publication that you have to go looking for stories and then encourage and publicise whatever it may be in an ever diminishing field. We have frequently printed details of who and where to get AC from and plugged the AC / All formats show quite happily.

In over a year all they have written about us is 5 words in a piece about someone else, printed the Atari Times awards in which we won Best Atari magazine, they couldn't not print that bit, and a small piece about

us on the SHAG stand at the show.

They also can't say that they don't know about us as Mike Kerlake has about 10 copies of the Fanzine and another 2 copies were sent out as complimentary copies for review by them at the beginning, over a year ago.

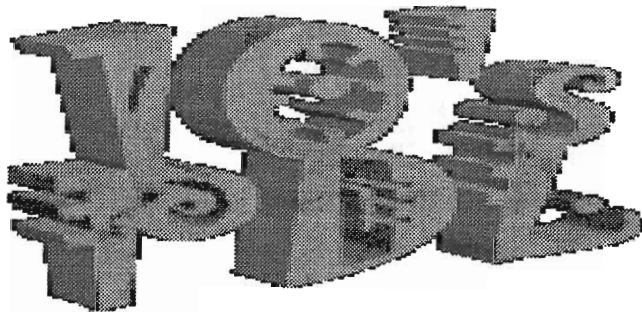
The good thing about the Atari community is the closeness of it with everyone helping each other out, so AC isn't it about time you got into the spirit of it?

Whinge over. No room for anything else except to say if you are going to the show I'll see you there and Atarimad is the beer on you again? Cheers and bottoms up to you all.....

## STOP PRESS.

Special Pagestream tip for Atarimad.

Gordon says to print large pages ie A3 etc on A4 paper in Pagestream, just click on the Tile box in the print dialog boxes. This will automatically print your document over several sheets of A4 allowing larger documents to be printed, like Posters or banners. It may also be wise to click on the crop/registration marks for realigning after printing.



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