

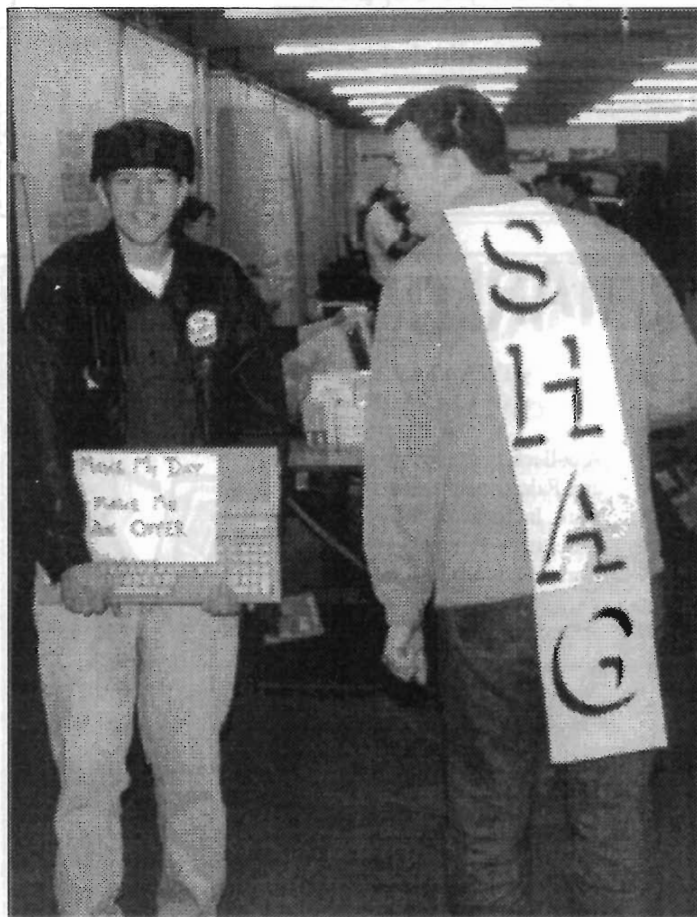
# ST PLUS



In this month's issue apart  
from the usual much much more....

It's up to you to open the  
pages and find out....

# FANZINE



ISSUE 40  
May  
1999  
£1.50 UK

# LOTTERY COMPANION 5.2

**Special offer**  
for ST+ Fanzine readers

**£7.00**

inc P&P for a fully registered copy (Normally £10)

- 1 Years Full Support
- 1 Years Free updates
- New results emailed directly to you

To order send a cheque/PO made payable to M. Butler to Mark Butler,  
8 Brookside, Burbage, Hinckley LE10 2TL .

email for more info at [mark.a.butler@btinternet.com](mailto:mark.a.butler@btinternet.com)

Download a demo from <http://www.btinternet.com/~lottery.companion/>



## THE SPECTRUM COLLECTION

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.

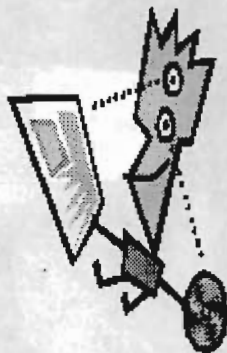
**PRICE: £5**

## ATARI CDs

### THE ATARI COLLECTION

A collection of top Atari ST and Falcon public domain software. Includes all Silly Software titles, Protracker (Full Version), lots of utilities, music, games, Comms, Disknags, and much much more. Now includes all Stosser Software titles and all issue of the Stosser diskzine

**PRICE: £5**



Order both collections  
on one CD for £7

**Send Cheque Or Postal Order Made Payable To D Sharples To:  
27 Turbary Walk, Milnrow, Rochdale, OL16 4JN, England**

# CONTENTS

News	4
Jaguar	5
Show Report	6
IDE DIY	10
Dogs Life	13
Hades	14
Accessorisise	18
Diskmags	21
STOS corner	23
Flight of the Falcon	24
Music Maestro	27
Software City	30
Rich 10 Winds Up	35
Pretty in Pink	32

# Editorial

As you can see from this months cover there were some strange goings on at the SAMS show in Stafford recently. The picture is of Atarimad, he's the one with the ST, and Simon Osborne just as they were about to leave at the end of a long fun filled day. You can read a review of the show elsewhere in this issue.

This month we have apart from the show report a review of Cadenzas WebWizard, a couple of DIY sections including a slightly off the wall one from Atarimad, along with the usual Falcon, Hades and Accessorisise sections and the continuation of Rodney's music section.

This month it's jam packed with goodies so why are you reading this waffle when you could be reading the really good stuff.

*Rich 10*

Published by R.Y.M.E.

Editor: Richard (10) Clark

Design/Production: Gordon (Monkey Man) Storey

Contributors: John Alan Gill, Rodney, Deano (Don't push me) Sharples, Kevin (Atarimad) Jones, Ed Biaz Jnr, Dave (Berserker) Cowderoy, Rich (10) Clark, Gordon (Monkeyman) Storey, Paul Murphy.

No part of this publication may be reproduced, stored or transmitted in any format without written permission of R.Y.M.E. ST+ Fanzine recognises all copyright and trademarks. Where possible we have acknowledged the copyright holder.

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

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

All views expressed in this publication are the views of the relevant author and not those of the publication.

All rights reserved. Copyright 1999 R.Y.M.E

[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

## SONGBIRD PRODUCTIONS ANNOUNCES SFX FOR THE ATARI LYNX

ROCHESTER, MN -- Songbird Productions is pleased to announce the availability of SFX for the Atari Lynx. SFX is an exciting, new audio tool for the Lynx. Perfect for the hobbyist developer or curious tinkerer, SFX allows the user almost full control over the four audio channels available on the Lynx.

"I am very grateful for the Lynx fans who stuck with me on their pre-orders for SFX last fall," commented Carl Forhan, owner of Songbird Productions and the developer of SFX. "I had no idea that the project would initially be plagued by so many delays, but it's all finally coming together. And now that the kinks are worked out on producing new cartridges, Lynx fans can expect at least two more releases in 1999 from Songbird Productions."

The target ship date for SFX is April 16, 1999, and the retail price is \$34.95. If you are interested in ordering SFX, please visit the Songbird Productions web page at <http://songbird.atari.org>. Dealer inquiries welcome.

### Atari games live on

Hasbro Interactive have acquired the rights to over 75 Atari games. These include Missile Command, Break-out, Pong, Tempest and Centipede. So it'll be fun to see some old favourites on the PC and PSX

### Jaguar Bargain



The Console Centre is offering a special Jaguar deal at the moment and some of the benefits of the offer include: A Free Jaguar

Games Console, A Free Atari Lynx (While stocks last). All you have to do to take advantage of this offer is to purchase 8 games (4 can be second hand) within a 12 month period.

If you'd like more information on this great offer then get in touch with:

The Console Centre  
Shire Link Ltd  
Halifax Road  
Birchencliffe  
Huddersfield  
West Yorkshire  
England  
HD2 2AF  
Tel/Fax: 01484 544926

**If you've got any snippets of news or anything to say then let us know via either**

email:  
[rich10.hel@zetnet.co.uk](mailto:rich10.hel@zetnet.co.uk)

or Snail Mail:  
**Richard Clark,  
22 Lancaster House,  
South Lynn Crescent,  
Easthampstead,  
Bracknell,  
Berks,  
RG12 7JY.**

# JAGUAR

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

## JCU Update

JCU now has an atari.org subdomain:  
<http://jcu.atari.org>

And so does the Web Ring:  
<http://jcuwr.atari.org>

Much simpler than all that geocities stuff :)

## OMC Update

OMC Games have added a new message  
board called The BOARD.  
Drop in at <http://www.omcgames.com/>

## JCU Web Ring Review

Site: Tim Lindberg's Atari Jaguar Page

URL: <http://members.xoom.com/timlindberg>

Description: A cool page, with cool stuff, about a cool system!!!

Review: If this is all true then it's a damn shame I cannot access it :(

# CHEATS

## CYBERMORPH

### Cheats:

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

### Eggs:

Play the Demo: press 1, 2, or 3 to use its Super Weapon

Boss Rampage: Enter 1328 in a new game and play sectors 2 through 4.

Then enter 1008 and play & finish Sector 1. You'll now fight the sector 1, 2, 3 & 4 bosses  
consecutively.

### Level Codes:

Sector 1 = 1008

Sector 4 = 9226

Sector 2 = 1328

Sector 5 = 3444

Sector 3 = 9325

Unknown = 6009 (found on planet Codex)

(Bonus power-up planet = lower right)



# SAMS '99

Rich 10 gives a blow by blow account of the days actions at the latest all formats show.....

The Date - Sunday 18th April. The Time - 10am.

The doors open and a horde of people trundle in all hoping to pick up bargains, have a damn good look round, meet friends and generally enjoy themselves.

Well that's it from the customers point of view but what if you're actually on a stand.

The Date - Saturday 17th April. The Time - Mid afternoon.

Gordon is at home busily printing copies of the Fanzine to be sold at the show and writing the demo that will be running on the stand the following day and I'm at my place getting bits and pieces together to sell on the stand, as well as the 2 STes and monitors that are going to running on the stand.

8pm. It's time to set off to Gordons and after an hours drive I arrive. The Berserker has already arrived and is relaxing in

front of a playstation. So what do I get "Hiya mate, the Fanzine is printed and ready to be collated and stapled." After managing to get a cup of coffee out of mein host it's down to business of getting all that paper into something resembling a magazine.

10.45pmish. Collating and stapling finished it's time to look at the demo that's going to be playing at the

the right speed to show the different pics and whether they were going to be shown randomly or sequentially. We decided on a certain speed but just for fun ran it at its fastest speed and it was certainly psychedelic.

00.30am A last coffee before turning in.

01.00am Goodnight campers



show. So after digging out one of the STe's from the car to test the demo we get a proper look at it. (Gordon wrote it in GFA, under Pacifist on his PC.) A bit of tinkering was needed to get

05.30am RRRRRIIIIII-  
INNNNNNGGGGGG  
Morning campers.

06.00am With a couple of grunts from Gordon and another quick coffee its



time to set off through the fog to Birmingham

08.15am Arrival at Bingley Hall and the good thing about the place is you can drive your car straight into the hall and up to your stand to unload, if you get there early enough.

08.20am Coffee detail - Get the kettle filled and a brew going

08.30am Coffee ready and time to get set up.

09.00am All set up and time to see who is here. 16/32 are on the stand next to us with there array of games / CDs and various bits of Hardware. Next along are ASP and as usual Chris Crosskeys is late. Then comes the Portfolio

club selling various bits and pieces. Next along the line was supposed to be Electronic Cow but Danny couldn't make it. Titan Designs came next showing DA layout for £99 and sell-

ing 56k modems for £50. Right next to them on what was supposed to be the cyberstrider stand were Cadenza software showing off Web.Wizard which is



reviewed elsewhere in this issue.

After them came Systems Solutions come who have to have a paragraph all to themselves as they provided me with the best laugh of the whole show and they were totally serious about it.

As well as selling various Cd's, Jinnee desktop for £25 and ADspeed for £89 as well as SoundPool Pro Audiotools and CENTurbo II for the Falcon at a show price of £199.

Now comes the best laugh I had during the show. System Solutions were selling and I kid you not a genuine grey Atari mouse for the



sum of £25. The reason for this I was told by a person on the stand is that in a couple of years it would be a collectors item. Exit stage left one Rich 10 in complete hysterics.....

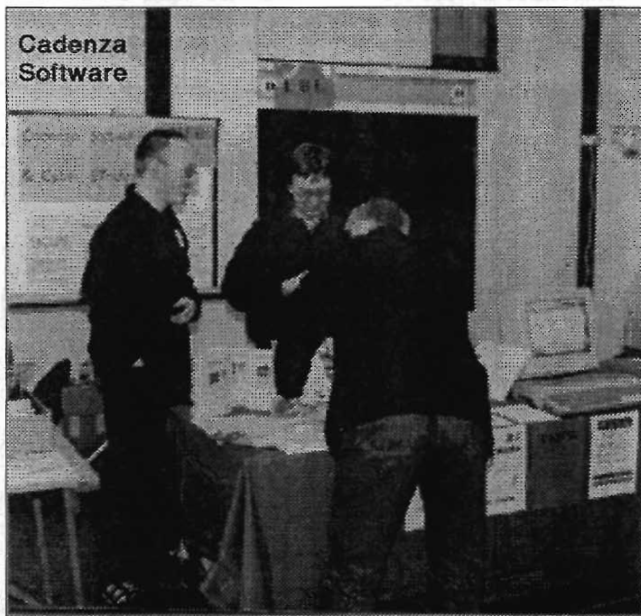
Across the way were Atari Computing, selling and giving away free free evaluation copies of the magazine. On the next

aisle were the Console Centre who were back on the show scene doing some nice deals on Jaguars and Jag games and even giving the consoles away as part of the specials deal they have going at present. (more details in the news section).

10.00am The doors open and who should be first to arrive at the Fanzine stand but our old friend Atarimad and his partner in crime Simon Osborne.

From hereon in timings get very blurry as trade was brisk and what with different friends appearing to say "Hi" time started to fly by.

A couple of SHAG members stopped by to say "Hello", Dave Escott from TUS, who weren't having a stand this time, came over for a chat. Roy Goring came round from the ASP stand to take a couple of pics on his Digital camera. The Maggie team came by for a chat as they also

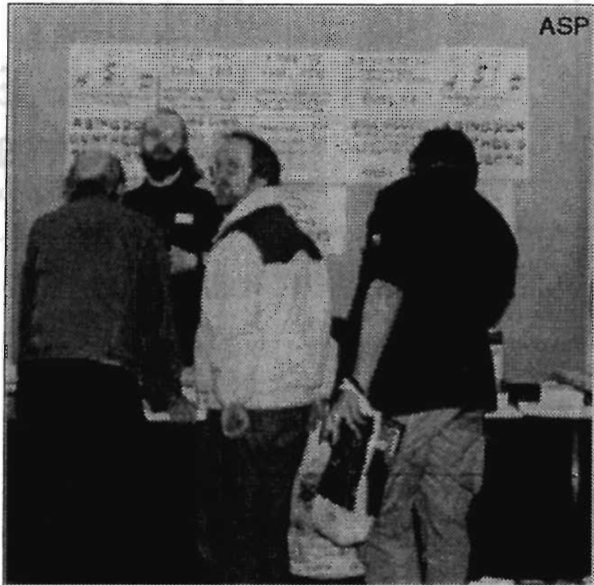


weren't having a stand this time but would be next time.

A number of people were notable by their absence especially our friend Roy Golding who provided the sweets last time, although he will be at the next one he assures me. Even the mighty JC, Joe Connor, deigned us with his presence for a brief few minutes. (bitchy I know but what the heck...)

Somewhere in the proceedings I managed to get away and have a quiet beer up on the balcony and watch things from a more sedate spot until Atarimad came waltzing up and thrust another £5 into my hand after selling something whilst I was away.

A whole host of other friends happened by and I know I've missed mentioning them but the day tends to go by in such a blur.



It may look from the pics that there weren't many people around but I can assure you it was busy all day long apart from a slack period around lunchtime where most people seemed to be up in the bar, can't understand why.

4.00 Packing up time and it's raining outside. Oh well

just another 2 or so hours back to Gordons and then a further hour back to my place, but when you've got Gordon singing and dancing, yes dancing, in the car the journey doesn't seem such a long one. As for the dancing well that's another story and the tale of the journey home is worth an article on its own.....



# Installing The Upgrade Shops IDEal interface

Paul Murphy gives us the low down

Well - I had been playing around with an external harddrive courtesy of IDE and A/SCSI, but I had heard of this interface that allows an STe to have a likkle tiny weeny harddrive (of which I had three knocking around) inside it, which seemed to be a great idea.

So I went along to the Atari show in Stafford last October (well - all formats show really, but who's that picky eh?) and picked up a small selection of things (a removable harddrive for my mega4 ST, a voodoo card for my PC, a six-cell maglite, various bits of software and so on) as well as placing an order for two

IDEal interfaces.

Ok - so it took a long time for them to arrive, but that's my fault since I was moving house about two weeks later, and with everything going on I forgot to let TUS know what my new address was - which was probably for the best, since TUS had problems getting hold of parts anyway.

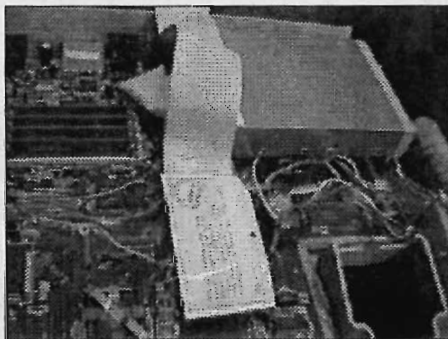
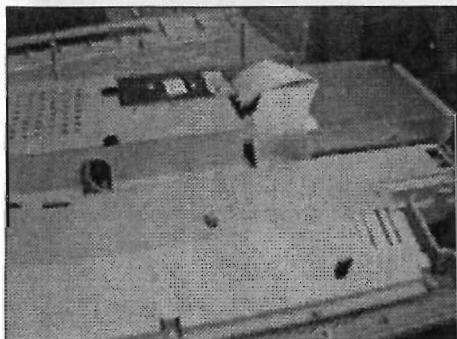
After a further wait I got the interfaces, and set own to reading the instructions and seeing what I had let myself in for.

A little reading later I thought it would be a good thing to open up my first

STe and see if I could work out which of the various motherboard configurations mentioned in the instructions Atari had sen fit to supply me.

I was somewhat heartened to discover that not only was my machine the 'default' system, but the upgrade wouldn't interfere with the HD module and the serial port upgrade that I had previously installed.

In fact the whole lot seemed to fit together rather nicely, and it was pretty much a case of following the instructions, though there are a couple of points that could do with a little further coverage.



Firstly, get some Sellotape - this comes in handy for routing the various wires (there are four) and keeping them from getting in the way, as well as keeping a small section of paper or light cardboard in place over the board that is inserted over the (socketed) CPU.

Secondly, it's well worth loosening up the CPU pins, since the IDEal board doesn't fit quite as you'd expect - the pins on the IDEal board actually fit behind (or outside) the socket pins which aren't really designed to be treated this way. TUS supply a small comb-like tool for just this job and after going around the CPU a few times to loosen up the socket the board should fit quite easily.

I also found that the 2 1/2inch drive was only just small enough to fit into the gap behind the floppy drive and I needed to cut out a

fair bit of the top cover to get it to fit together again, so be prepared for some hacking around with a knife.

Well, I thought, it's all plugged in and I'm ready to go.. so I powered up, with the supplied HDdriver disk in the floppy drive and waited to see what would happen..

Well, the drive was found, identified and the two partitions on it were allocated the letters C and D - when the STe booted I kindly asked it to install any devices that it could (TOS2.06 is nice like that) and bobs your uncle - up the icons popped!

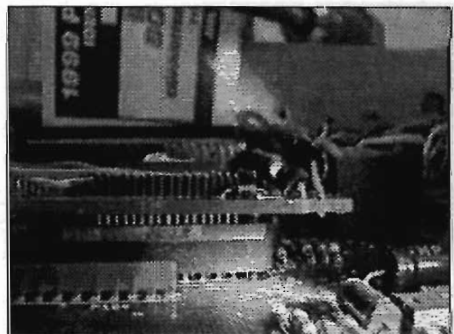
Cool I thought, now how do I get all my SCSI-based data onto this IDE drive? ... rats... so I put the STe back together, since it wasn't easy to use with it's guts all over the table, then I left it formatting the harddrive while I went downstairs for

my dinner.

I'll leave out the bit about eating. :-)

After much faffing around with cables I managed to get a working system based on the ASCI Mega (and it's new removable harddrive) and the new STe- for some reason or another the IDE SCSI system didn't want to work with the IDEal HDdriver - though I'm guessing it's because they are both set to autoboot, I didn't spend too much time playing since the Mega was able to transfer all the files I needed onto the IDE hard-drive.

So all in all an excellent product. Installs easily and does the job, though I would like it to be able to handle my IDE A/SCSI setup as well, since then I would be able to transfer whatever I wanted between my PC, Mega and STe/STFMs - still you can't



have everything.

And of course a lot less cabling to take to SHAG meetings - always a good thing!

One disappointment was that of the three 2 1/2inch harddrives that I had, only one worked - so I'm left with an STE with an interface with no drive until I can find one. Can't get the SCSI drive working on it now either

Oh - as an aside I am typing this on my PC, using TOSBox which is running my TOS2.06 image which is resident in my now enhanced STE.

TOSBox installed and ran first time (after I remembered to put the tos.img file in the right place anyway and I am much impressed.

It also allows me to listen to my Spinal Tap CD (Breaks like the wind) at

the same time as typing, without disturbing Karen and Kirsty's viewing of the Simpsons - which is rather neat.

I know I should be doing this on one of my Ataris - either the Mega with it's 21inch screen, the STE with it's new harddrive, the other STE (which has the interface, but no harddrive), or Kirsty's STFM in her bedroom - or even one of the three (I think) STFM's that are upstairs - but Karen won't allow me anything more than one computer downstairs where it's warmer, so the PC is where I'm at. *(boo hiss.... ed)*

I suppose I could have a quick go on the jag a little later, though I'll probably be rebuilding a PC - this one has been working for more than an hour, not much longer until it crashes I'm sure.. *(hooray not that I'm wicked of course....ed)*

**The interface can be obtained from**

**The Upgrade Shop  
37 Crossall Street,  
Macclesfield,  
Cheshire, SK11 6Qf**

**Telephone 01625  
503448**

**email:  
dave@tusdev.deamon.  
co.uk**

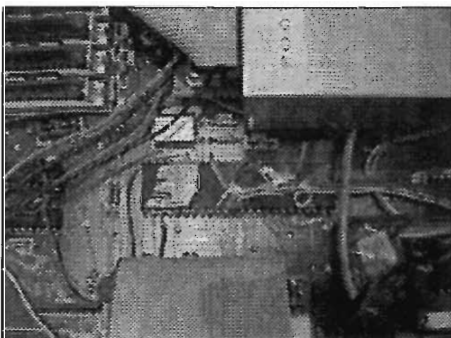
**URL: <http://www.tusdev.deamon.co.uk>**

**Price at time of going to press.**

**IDEal interface only  
£59**

**IDEal interface and  
170meg HD  
£109**

**IDEal Interface and  
340meg HD  
£139**





# Life in the old dog yet

by Deano



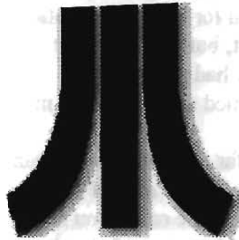
It's a sad fact that our beloved Atari is no longer as popular as it used to be. Many PDs have closed down and many users have gone over to over platforms. A lot of people are probably still thinking of selling their STs and buying a PC or Mac.

Despite what many people say, I still believe there is a decent size user base and reasonable support for the ST and Falcon. There are still many Atari Users out there actively using their machines for everyday computing. If you are on the internet then you will see quite a lot of Atari sites still up and running. Not to mention the Atari newsgroup "comp.sys.atari.st" which gets hundreds of messages. A lot of programs are still being supported such as Newsie, an email program. New games and programs are still being released today. In Software City this month there is a preview of Claire Shaw's Cdsdraw which is a new Atari Art Package she is currently writing.

There are still diskzines being released such as Mega and Maggie. We

can't buy ST magazines from the shops anymore but we still have plenty of reading material such as ST+ Fanzine, Atari Computing and all the diskzines that are around.

The ST's main users are on the internet in this country and it still has a large following in Germany and other countries.



A lot of PD programmers feel that barely anyone is using their programs because they don't get many or any responses. To tell you the truth, if someone gets a program they like a lot it is not often they write to the author to tell them what a great program it is. Even in the old days that rarely happened.

When I got my PC I didn't get rid of my trust nine year old STE. Instead it is set up in a corner of my bedroom and still gets a lot

of use. For example, I still like to play games on it. I find that these days PC games are more concerned with how many polygons they can display rather than good old honest gameplay. The Jeff Minter game Llamatron is still a classic game now and you don't really find games like that on the PC.

Nowadays we have various ST emulators for the PC. These include Pacifist and Winston. Both work quite well and a lot of PC users are still using their favourite programs under emulation. So that's an even larger user base for the Atari.

If you read the Maggie diskzine then you'll notice that there is still a lot of goings on in the news section. There is a mention of a new Super ST being made, so obviously there is another users for someone to want to make another ST.

So remember, before you get rid of your Atari don't forget, there is still plenty of use in it and probably will be for many years to come.

# Send in the Clones

Edward S. Baiz Jr. continues his series on the

# HADES

Graphics cards... They make it possible for a computer to display millions of colours and run graphic animations. Without them, our computer would be nothing.

When I was looking into buying a Hades, I saw that the basic unit came with an ET4000 graphics card that had 1 meg of video ram. One meg of video seemed like a lot to me, since my wife's PC had that much and functioned well (for a PC that it is). I saw there was another option to get another card that came with 2 meg of video ram and was upgradable to 4 meg. Now I was not sure if I would need two meg of ram, but I liked the idea of being able to upgrade if I so chose.

Let me give you all a small bit of advice when buying a computer. Always get something that has the possibility of being upgraded. It may cost a little more, but you never know just when your situation will change and you find yourself needing that extra

memory or power. It has worked out fine for me.

First let's state with the ET4000 graphics card. I must say that I do not know too much about this card. I found some other Hades owners who still have this card installed and asked them for some information on it, but they said that they had none which seemed alot strange to me.

As far as I can tell, you can only have 1 meg of video ram in the card, You might be able to have 2, but I have not run into anyone who has 2. When talking with Chris from Computer Direct, he made it seem that if I chose to go with the ET4000 card, I would be stuck with only 1 meg of video ram.

So just what does 1 meg of video ram give you? In some ways it offers alot and in others not so much.

I searched the WWW for some information and some interesting specs. First of all, the highest resolution you can get is 1024x768,

which is a good resolution to run the Hades in. In fact, that is what I use about 90% of the time. The lowest resolution I saw listed was 640x480, but I am sure it could go lower if you set it up correctly.

The refresh rate specs varied from 43 (interlaced) to 75 (for the 800x600 color mode). That is basically the same numbers that I use and I get good results, so I would think the graphic screens would come out with very few, if any, flickering.

The big difference in what you get with this card is the amount of colors on the screen (2, 16, 256). Now there are good and bad points here. Of course it is nice to be able to have only 2 colors (mono) since I have run into alot of programs that will only run in mono. To have the ability to run in a 16-color mode has alot of advantages if you want to run old ST programs (especially games). The older game programs will not function well in a color mode of 256 or

greater. I say this from experience because I have tried it already and it does not work.

Then there is the 256 color mode. Not a bad mode to run programs in and it looks great if you have just moved up from a ST. But there are things about this mode that I do not like. I use Geneva for multi-tasking. When I run a program, let's say Pholine, after the program comes up, all the desktop colors are changed to allow for Pholine. Of course this makes it hard for me to concentrate on the program at hand. Still, this mode comes in handy for certain programs that do not run in anything higher.

Probably one of the better reasons to own this card is if you like the Unix-type environment program, NETBSD. The current Hades version ONLY supports the ET4000 graphics card. If the program is ran on a Hades with any other type of graphics card, it bombs. I Know, I have tried and tried to get it up on my Hades, but with no success.

All in all the ET4000 graphics card is a nice card to start out in, but there are other cards for the Hades that work and look so much better. I would recommend

upgrading when and if you have the money. It will be well worth it. Still, it may be wise to keep the card if you wanted to run NETBSD on your Hades.

The next graphics card I would like to talk about is the one I chose when I bought my Hades and that is the ATI Mach 64. The maximum resolution of this card is 1600x1200. The



listed minimum rez is 600x480, but I have it less than that.

Ok, first let me jump back a little. When I received my Hades I only had 2 meg of video ram, but it was upgradable to 4 meg. I started just booting the computer up in a resolution of 800x600 and a color mode of 256. This is what Computer Direct had set it up to come boot up in. It looked fantastic to me since I had always used a ST and STe in medium resolution. But then I ran into

the problem I mentioned when talking about the ET4000. The desktop colors would change when I ran some programs. Sometimes the original colors would not come up after I exited the program. So, I decided to try one of the higher color modes. I was able to boot up in 8, 15, 16 and 24-bit modes when using a resolution of 800x600 or less. This when fine for a start, but after I tried out 1024x768, I was hooked. This is the resolution most PC's boot up in. I was able to get all the color modes except the top two (24 and 32-bit). The 32-bit mode would not even come up, but the 24 bit mode came up partially. I would get about 90% of the screen. Computer Direct told me I did not have the settings right, but I knew that was wrong. I figured I just need more video ram memory. I contacted Nima from Homa Systems in Canada. He agreed with me and I soon upgraded to the 4 meg card. This time when I booted up in the 24-bit mode using a resolution of 1024x768, it came up perfectly. I also could get the 32-bit mode running well at a maximum resolution of 1280x1024.

I have been very pleased with the operation of this video card. It has served me well and done a great

job in making my Hades shine. Everyone who has seen my computer perform has always said how good the graphics are and how fast they are. This I contribute greatly to the graphics card. I recommend it highly.

The specs of this card are as follows: Upto 4 meg of video ram, 64 bit VRAM, maximal resolution of 1600x1200 in 8 bit color, maximal color is 1200x1024 in 32-bit color, and a maximal refresh rate is 198mhz at a rez of 1600x1200 in 8-bit color mode. I should mention that the maximal refresh I have gotten to run correctly is 75mhz. I think alot that has to do with the specs of the monitor one uses.

Ok, now I have mentioned the two graphic cards that were available when I bought my Hades. But since then there is now two more cards that can be used on a Hades. Enter the ET6000. This card is MUCH better than the ET4000. In fact, in some ways it is even better than my Mach 64 card. I cannot remember just why I never got this card, but I think I heard that it was not compatible with a few programs that I used alot. I am sure these problems have been solved, because I really have not heard any-

thing from anyone about any problems concerning it. Anyway I will talk a little bit on the card's specs. Just like the ET4000, the ET6000 uses a Tseng Lab chipset. It has 128 bit graphic capability and contains a video play-back accelerator. I can see where this would come in very handy. The card can have upto 4 meg of MDRAM (MultiBank Dram). I guess from the experts, MDRAM is about 400% faster then 64-bit VDRAM (which is what is in my Mach 64). When I read that I was kind of sorry I never upgraded. Maximal resolution is the same as the Mach 64 which is 1600x1280 in the 8-bit color mode. The maximal color mode is 24-bit in a 1024x768 resolution. This is what I read, but something tells me the card can do a little better than that.

The maximal refresh rates are as follows: 90mhz at 800x600 in 24-bit color and 75mhz at 1280x1024 in 16-bit color. The video play back performance is quite nice, 30 frames/second. Of course this is based on using the card on a Pentium 166 or higher. Now we all know that the Hades 060, depending on what the user is running, is just as fast as 200-400mhz Pentium, so video play back should be 30 frames/sec-

ond or higher. The ET6000 looks to be on hell of a graphics card. I see just what people were excited when the driver for the Hades came out. I would like to thank Timo Tiihonen for the information concerning the ET6000. Without that info, I would not have had much to say.

I have saved, what alot of people would think, the best for last. On Medusa Systems website there is an announcement that the driver for the ATI Rage graphics card is ready. This to me was great news. There are alot of good things this card has to offer and I would like to mention a few.

First of all the card will support 4 or 8 meg of memory. This looks nice and appeals to me. The card, I think, comes with 4 meg of ram and can be upgraded at the user's discretion. If I get it, I will get the full 8 meg. That way I do not have to worry about making that upgrading decision. Again, you never know what is on the horizon for the Hades.

Some of the Rage's features are alpha blending, Gouraud shading, tri-linear filtering, z-buffering, dithering and mip mapping. Sounds impressive to me. The performance rate

is 1.2 million triangles/second and the PAMDAC is integrated at 230mhz. The Rage comes with good video playback features such as linear scaling and MPEG-2 motion compensation for software playback. It also supports 32-bit rendering.

I asked Medusa Systems about the Rage and they came back and told me about the supported resolutions. Here they are: 640x400, 608x800, 1024x768, 1280x960, 1280x1024 and 1600x1200 all in 2-bit (mono), 8-bit (256 colors), 16-bit (64k) and 32-bit (16 million colors). On all of these the refresh rate is great then 70mhz and the pixel frequency is 220mhz. Those figures are alot higher than what I have now on my AT Mach 64 card. Of course most of these are with 8 meg of memory installed on the card and are the supported 3-D resolutions. I was surprised there was no mention of a 24-bit supported resolution. I like that color mode the best since almost all programs that I run on the Hades perform without a problem. Anisplay does not like the 32-bit yet. The program runs, but the video comes out in weird colors. I am thinking maybe the 24-bit is support, but not in 3-D. It's only a guess, but even if

am wrong, I could live with it.

I got on the MW Computer Systems website asked them about the card. I was surprised to find out the price was well over \$300 (about 185 English pounds) when here in the US the card costs only \$130 (about 80 English pounds). I am not sure if this low price included any memory. Still, I was very curious as the reason why the price was much higher. I then found out that the card included a copy of NVDI. I guess the driver (by Medusa Systems) was written with NVDI in mind. I wrote to Medusa Systems and asked them if I could just order the driver and the card since I already have NVDI 5. Now they came back and answered me in German of which I speak none. I translated it using Gemtrade version 2,1 and from what I could get out of the translated file, the version of NVDI included in the package has the driver built into it. Now I am not sure, but I am going to ask the Behn brothers about this and see just what they have to say. Even so, if the driver is built into NVDI, then it ought to make the graphic screens fly.

Anything wrong with this card? Nothing specific. One Hades owner told me

that a salesman said the Rage card was not any faster than the ET6000. If this is true then there would be no reason for the ET6000 card owners to switch. Now me, there is every reason since I know the Rage is faster then my card. But then there is the no supported 24-bit color mode. I am hoping that the card will do 24-bit in a 2-D environment since I do not use 3-D yet. I have read that the Rage card is not a good gaming accelerator because of it's lack for several blending modes and poor fogging support. It also has a low bench performance and poor GL support. Since there are very few games that run on the Hades I do not think this is of great importance to us. (NOTE: Remember when the PC people called the Atari computer nothing but a game machine? Seems nowadays that is all they are concerned about). If I want to play some games, I will buy Nuon when it comes out. All in all, I think the card is a good and should be bought and used.

Next month I am looking toward talking about the driver for my ATI Mach 64 card and the video generator program. I will try to show just how to control the card and how to make your own resolution. Until next time....

# AC Cessorise

In this month's ACCessorise Maddie goes online with AtarIRC.

Yes, it's that time again when we all get really happy and sit enthralled reading the amazing, stunning, umm, actually it's the ACCessorise section now. This month's review is quite special in a few ways, because I've never seen this reviewed before as program or accessory, it runs as both. Not only that, I had originally reviewed this earlier but I have literally just got the latest version of it so I am rewriting the review.

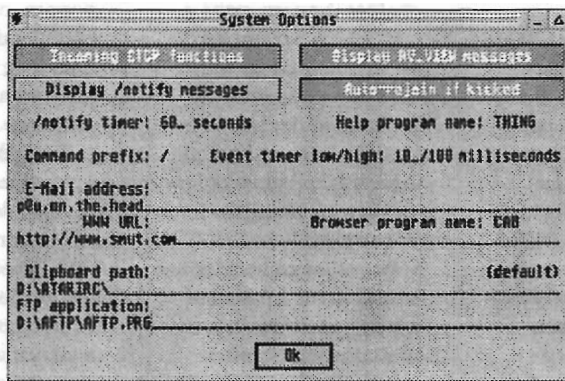
This is AtarIRC v0.99, the most up-to-date Atari IRC program to date. For those of you who don't know much/anything about IRC then let me briefly explain. IRC is Real Time chat, whilst being on the Internet. You go into chat rooms and talk (> or verbally abuse<-g>) people there.

Looking at v0.98 and v0.99 you can't tell any difference between them until you

start looking at the setup screens with all the extra options.

AtarIRC comes with a very extensive help file in HYP format, which means you need ST Guide to use it. It explains a lot of the basics

with STiK or STiNG, it works under TOS, Geneva, MiNT and surprisingly MagiC. IRC is very versatile, it's a great source of milking information and files from people. If you need a patch or something, ask around for it, and if



of IRCing and how to get started with AtarIRC. If you want to get hold of this accessory then you can download the latest version from: <http://www.bright.net/~atari/> The amazing thing is that this is freeware, so when you use this, make sure you go onto IRCNET and join #atari and praise the guy called LP.

Well, back onto the accessory now. You can use it

you want you can send files to people too. All this is done with the /dcc command, for example: /dcc send felice mike-hock.prg And if you want you can set up a type of ftp server, just set "enable /xdcc" in the dcc setup and specify

a path, I have created a folder called "ftp" on my hard drive for it. It is good practice for you to have a directory listing in the folder for anyone wishing to look at your wares... (insert smutty comment here). To look at my ftp folder, when you see me on IRC just type: /xdcc atari-mad list and you will get the contents of my ftp folder displayed on your screen, if you want to get a file use:

/xdcc atarimad get filename.ext.

And what of colour I hear you cry, well, if you got 16 colours you can use them :) You can assign colour to most things, such as messaged text, dcc's, nick name bar, the background, everything.

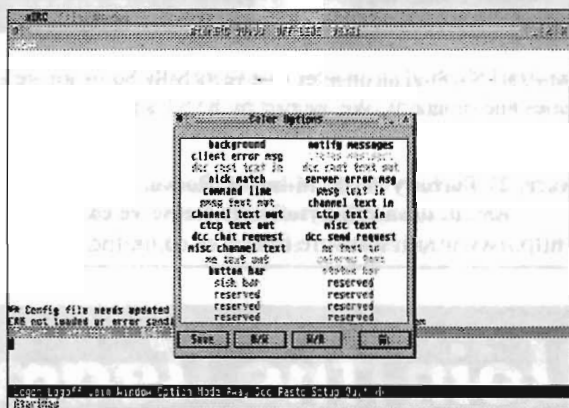
As for fonts, Vector fonts are not supported, so unless you have a lot of nice ones that will work you may have to put up with the bog standard Atari one or the one which is included with NVDI.

Want to "capture" that perfect moment when someone makes an horrific typo or says something really funny? Then you can, just set up the capture settings. Be warned, keeping an irc.log can do 2 things, fill your hard drive up, conflict with other things saving to the same partition at the same time i.e. newsie.

This is the reason why I think it's better if you use a capture program such as STeno, you have the advantage of being able to "read back" what has been said in case you missed some-

thing, or a lot of people talked suddenly. I "may" review STeno one day in the upcoming issues, don't hold your breath though.

That is the main disadvantage of atarirc, not being able to scroll back after you've missed some text, another thing which I don't like is that everything is directed into one window,



so if you are on a few channels then as everyone talks your screen fills up quickly and you get confused. I've often found myself typing on the wrong window, but if you are logging everything it gets more confusing offline when you read the logs because you don't know which channel you were on when who said what. I think a log for each channel and a window for each channel would be good.

It is not recommended that you use an old config file

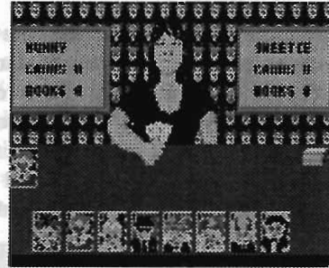
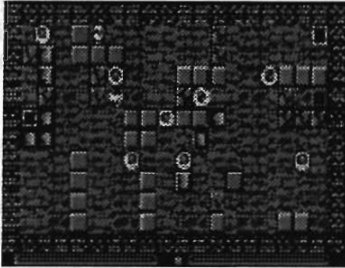
with each new version, I didn't notice any probs when I used my old 0.97 one with 0.99, I had to add the extra features, but most of my old settings were saved and I didn't need to retype them in again.

Do you like SOUND at all, if so you'll be pleased to know that you can configure AtarIRC to play your favourite files when certain actions occur, such as incoming DCC's, completed tasks, etc. You can use AtarIRC to play the sounds, you'll need to set a buffer size and some files may take a little

while to play. You can use an external player, GEMjing works if you have it, I'm not sure what else you can use as a player.

I believe I have covered the main parts of this Accessory, so, if you don't have it, what are you waiting for get it and come online and talk to us. I will leave you with some screenshots, some are from v0.98 and some from v0.99. You've been a wonderful audience, no refunds available, goodnight :)

# SILLY SOFTWARE



Still supporting the Atari ST/Ste/Falcon after five years Silly Software are still creating great games and programs. We are part of the ST's past and Future.

Silly Software, 27 Turbary Walk, Milnrow, Rochdale, OL16 4JN, England

Email: [deano@sillysoftware.freemove.co.uk](mailto:deano@sillysoftware.freemove.co.uk)

<http://www.sillysoftware.freemove.co.uk/index.html>

## Join the Team

Writing for ST+ Fanzine is EASY!!

### ST+ Fanzine is your Fanzine!

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

Wanna review your all time fav program? Found a great web page?

You name it you can write it ! Plain ascii text and a few screen grabs, ideal for your Atari to produce easily.

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

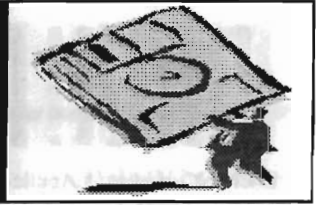
Send any contributions to

*Rich Clark, 22 Lancaster House, South Lynn Crescent,  
Easthampstead, Bracknell, Berks, Rg1 2 1JY*

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

# DISKMAGS

by Deano



## Maggie 27



To obtain Maggie 27 either snail

mail CIH/Maggie Ghq

26 Robinson Road

Rushden – Northants

NN10 OEH

England

Or download it at

<http://wombat.ludvika.se/dhs/scene.html#news>

Maggie 27 finally arrives to our machines despite work commitments delaying it's release and the sad departure of some of the team.

For those of you who have never heard of Maggie, it is one of the longest surviving disk magazines (if not the longest) going. One thing that is always the same with Maggie is the shell. The only difference is the menu picture. Other than that each issue is always a good read.

In this issue we have the Maggie 98 charts which lists awards to everything from Best Cracking Crew to Best Programs. Hmm,

strange how Maggie seem to be number one in all the categories it comes under.

The usual features are all there including Scene News and Reviews. In this issue we have: Interviews with Ian Bell and with Marcer of Elite, Reviews of Falcon demos including: Binliner and Motion, Reviews of ST demos such as: Back In France, Do Things and Nostalgico. Finally articles include: Atari Love, CIH Virus, Mic Mac and PC Love.

A large section of Maggie is devoted to reviews and there is quite a lot of Falcon content. Even so, there is still quite a lot of decent

reading material for ST owners.

The document displayer displays text and pictures, an idea first introduced by Tony Greenwood, and it moves at a reasonable speed. Although it lacks in options it still works well. The shell is the same as usual with clicking on an option on the menu which brings up a menu of articles in that category.

Despite losing members of it's team (such as Tat), Maggie is still one of the best disk magazines on the ST and I'm looking forward to the next issue. For PC users, Maggie 27 works great under Pacifist.

# ENCHANT

EnchaNCed HiSoft Application Toolkit  
Developed by Matthew Bacon & Paul Jones

## Features include...

- Over nine thousand lines of code
- Comprehensive manuals
- **NEW GEM Toolkit** -handles GEM for you!  
(inc. non-modal dialogs flydial dialogs and alerts, modern radiobuttons and checkboxes)
- Full NVDI v4 access!
- 17 source code modules including.....
  - BubbleGEM support
  - Arithmetic
  - Clipboard support
  - Encryption
  - Disk (copy / format)
  - Error catchment
  - File (copy / delete...)
  - MIDI. (play / record etc.)
  - NVDI v4 support
  - Printer
  - Protocol access
  - Sample playback
  - ST Guide support
  - System hacks
- Easy to follow example programs *with* source code
- Suitable for novice & pro users
- **FREE** unlimited support from authors!

## Requirements

- HiSoft BASIC v2.10 (Available from Cadenza Software)
- 1Mb memory

Prices:	UK	ROW
ENCHANT	£15 plus P&P	£3
HiSoft BASIC v2.10	£35 plus P&P	£7

Send a cheque or PO payable to "Matthew Bacon".  
Please allow 28 days for delivery.

## Cadenza Software

49 Douglas Road, Surbiton, Surrey,  
KT6 7RZ, UK

Email: [cadenza@cyberstrider.org](mailto:cadenza@cyberstrider.org)

<http://www.cadenza.cyberstrider.org>

You're  
reading this,  
so could  
your  
customers

Advertising in **ST+**  
Fanzine is

# FREE

## Sizes available

- Half page (Landscape): 128mm x 90mm
- Half page (Portrait): 61mm x 185mm
- Quarter page.....61mm x 90mm

Just send your advert in  
Pagestream or Microsoft  
Publisher format or plain ascii  
with any Graphics you want  
included to:

**Richard Clark, 22 Lancaster  
House, South Lynn Crescent,  
Easthampstead, Bracknell, Berks**  
email: [rich10.hel@zetnet.co.uk](mailto:rich10.hel@zetnet.co.uk)

Copy for inclusion in the following  
month's issue should reach us no later  
than the 24th of the proceeding month.  
There is a limited amount of space allo-  
cated for advertising so it's a case of first  
come first served.

# CORNER

The adventure tutorial continues with Locations and Connections.

Continuing with our game plan of the house last month, we will look at how to connect the rooms of the house together.

The first thing we do is make a list of all the rooms we would find in an house. For example...

1. Living Room
2. Kitchen
3. Front Hallway
4. Back Hallway
5. Bedroom 1
6. Bedroom 2
7. Bedroom 3
8. Bathroom
9. Stairs
10. Upstairs Landing

Before we can describe the rooms to the player we need to connect them, this ensures we can mention where the next room(s) are from the present room.

For example, the rooms nearest the Upstairs Landing would be the three bedrooms and the bathroom. The description would mention that the player is in the Landing, and that he can see the doors leading to those four rooms.

Note that the list to the left has a number, this is used as a reference number for that room.

For example the Living Room is Room number one. We can make our list of connections like this.

1. Living Room: 2,3
2. Kitchen: 1,4
3. Front Hallway: 1
4. Back Hallway: 2,9
5. Bedroom 1: 10
6. Bedroom 2: 10
7. Bedroom 3: 10
8. Bathroom: 10
9. Stairs: 10,4
10. Upstairs Landing: 5,6,7,8,9

The numbers after the room names are connection numbers. This tells us what rooms we can go to from each room. For example, we can go to room 2 (The Kitchen) and room 3 (The Front Hallway) from the Living Room.

There are two ways to describe a room in an adventure game: One is a text only description and one is a picture of the room. In the first example the player

would have to type in the direction he wants to go where in the second example he would simply click on a door in the picture to move to the next room.

Another thing you can do is use both ways. Use the top half of the screen for pictures and the other half for text descriptions.

Not all rooms can be accessed easily. For example, if a door is locked the player will have to unlock then open the door before he can go through it. This is known as a false or limbo room beyond that door. It will only become a normal connection when an event has taken place, such as the door being unlocked and opened.

Another example could be a secret passage. The player could find a trapdoor leading to a cellar if he picks up a rug.

Next month we shall produce a routine allowing you to move around rooms.

*(This is where it starts to get scary....ed)*

# Flight of the Falcon

by John Alan Gill

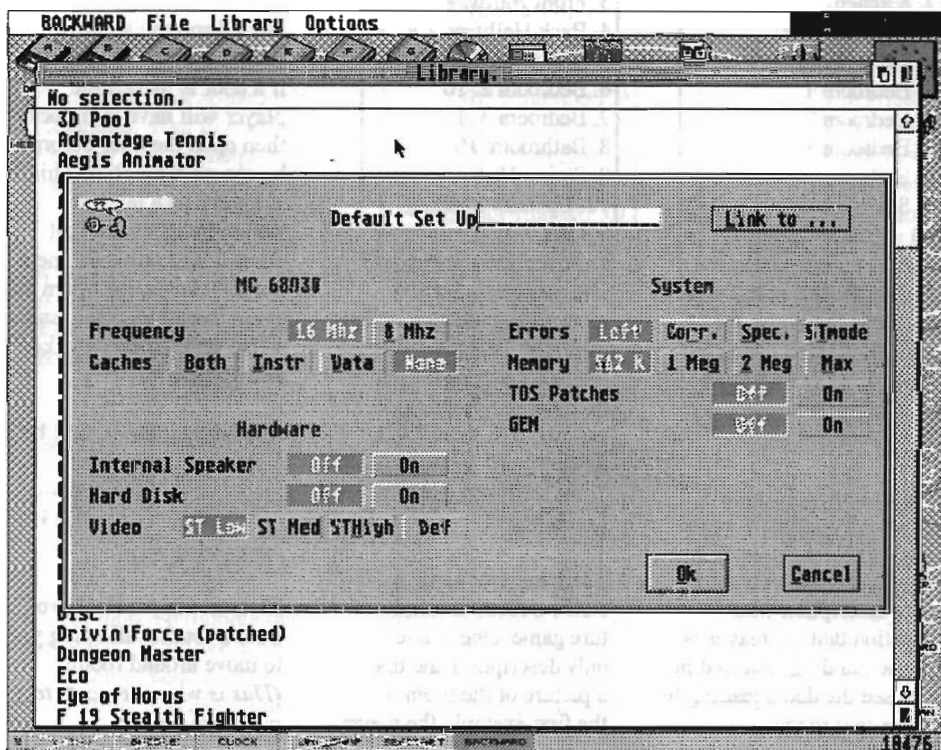
Problem. I love my Atari Falcon computer but I enjoy a game or two now and again and apart from Running, there isn't much in the way of games software for Atari's 32-bit wonder machine. However, I've got piles of games for the ST, which while they may not have cutting edge graphics, are still very playable. If only they would run on the Falcon, but surely that's not

possible, due to the ST being 16-bit and the Falcon being 32-bit. Or is it? Apparently it is possible to play ST games on a Falcon using a software emulator called Backward, so I thought that in the interests of enlightening the ST Plus reading public, I ought to investigate.

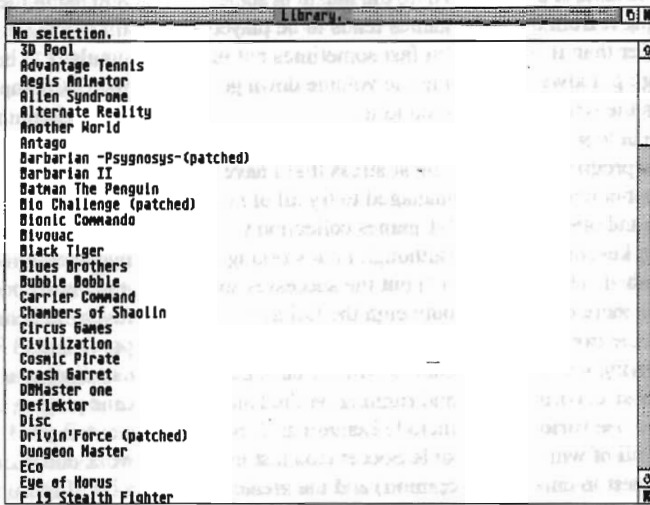
First, the good news is that owing to the author not de-

veloping the program any more, Backward is now freeware instead of shareware. So all you lucky people who have just upgraded to a Falcon can still play your old ST games and it won't cost you a penny.

So how does it work and does it do what it claims to do? Well, without getting too technical, which would probably lose me let alone



alone all of you out there in Atariland, Backward attempts to emulate an ST using software, thus eliminating all the hardware conflicts that arise when you try and use sixteen-bit Atari software on a thirty two-bit machine. There are two files to put in your AUTO folder, BACKLOAD.PRG and BCKWTSR.EXE, which is the actual emulator itself, and BACKWARD.APP, which is the library manager, more of which later.



The program can be run from floppy or hard disk, although I find it easier to use the latter in connection with a boot manager such as Stoop or Superboot, allowing you to load your favoured setup at the press of a key. When run, a message is displayed saying that Backward is resident, although you can, by holding down one of the Shift keys, disable it. Why you should want to do that having gone to all the trouble of installing it I don't know, but there you go. Once resident you can use various

keys on the numeric keypad to set 16mhz or 8 mhz clock speed, activate or deactivate instruction or data caches, and adjust the volume levels. These settings are the key to getting your games running correctly.

Rather than fiddling

around at bootup, which is OK if you are trying to find that elusive combination to get something working, you can also access the library manager from the GEM desktop to alter these settings, with the added bonus that there are three preset modes, STE, Mega STE, and patched Falcon. These I found to be ideal starting points in the quest to get everything right. By saving a setup in the Save Preferences menu, this will become the default setting when Backward boots from your AUTO folder. The au-

thor suggests that you either start with the Falcon preset and change some options until the program runs, which gives the best performance, or start with the STE preset and remove options until the program runs, which needs less attempts to obtain a result. If

a program does not work with the STE preset, it is very unlikely to work with Backward states the author, although I have found another addition to the emulator's armoury, which I will

talk about later.

There is also a library of games with their settings to enable them to work with Backward, plus the ability to add new ones to it as you find the optimum settings for individual games. Using this part of the program you can link setups to individual programs or disks, ie: ST games disks.

On pressing the "Link to" button and selecting floppy, Backward reads the disk in the drive and associates the setup to this

disk. Alternatively, you can use the file selector to select an individual program which is then linked to the setup in a similar manner.

As well as the library of games, there are also options to set processor speed and the various caches, and, it must be said, it is a lot easier doing it from the library manager than it is when booting up. I always seem to press the wrong keys in my rush to sort it out before the program finishes booting, but maybe that's just me and others will prefer the keyboard short-cuts method. These options are far more comprehensive in the library manager, allowing you to select memory size, correct bus errors, and use various TOS patches, all of which help in your quest to emulate an ST. The hardest part, is finding the right settings for a particular game, although once you have found them, they can be saved for future use.

So, how well does it work then ? I must admit to finding it necessary to read the manual a couple of times before I got anywhere, but the boffins amongst you will probably find it a lot easier to use than I did. But yes, it does work, although it can sometimes take a bit of mucking about with settings to achieve your aim.

Some games will work just by using the preset settings while others cause you a few headaches before they give in and run. Games programmed in STOS can cause problems and I have yet to get The Coarse Angler to work on my Falcon despite many attempts. Also, the music in some games tends to be played a bit fast sometimes but turning the volume down gets around this.

I must stress that I haven't managed to try all of my ST games collection yet (although I am working on it !) but the successes so far outweigh the failures.

Games which I have got up and running on the Falcon include Lemmings 2, Sensible Soccer (too fast in my opinion) and the greatest ST game of all time, Microprose Grand Prix, which ran faultlessly I'm pleased to say. I'm sure I'll manage to get most of my others working eventually when I find the time, but I dare say that there will be some that refuse to co-operate.

I have yet to try out some of my early games, you know, the ones that won't even work with an STE, but then I've still got my STFM and my STE if the worst comes to the worst. If only I had the space to have them all set up at once....

You might remember a few issues back I covered a CPX called Falcon Tools, which I used for getting my Spectrum emulator up and running, and I mentioned that it might be useful for getting some ST games to run on the Falcon. Well I'm pleased to say that it is, and using the same setup that I use for the Sinclair emulator, I have managed to get Championship Manager '93 running on the Falcon.

For those who don't know, this is an excellent football manager strategy game, and my second personal favourite behind Microprose Grand Prix. Evenings can disappear in next to no time playing this game I can tell you ! It refused to work under Backward, but a bit of fiddling with Falcon tools and it was up and running, albeit without the sound. But as anyone who has played the game will tell you the sound effects only consist of an annoying tune at bootup. Who needs music when you're trying to win the Premier League ?

Well, that's it for another month. If anyone has any Falcon programs that they would like to see covered, then drop me a line at: [johngill@zetnet.co.uk](mailto:johngill@zetnet.co.uk) or, better still, bring it up on the ST+ mailing list and I'll see what I can do.

# Music Maestro

This month Rodney turns pro and has a look at Pro 24

Behold the big 40 Eh! Last issue I was quite pleased to see my little contribution in print. But not so impressed, to see that it ran to cover what I thought were 2 Separate articles, *(editors decision is final...)* so you got a double helping (lucky you) and I have no breathing space to allow me to celebrate me birth-day! Oh well, try this somewhat shorter piece.

## Still swimming in a sea of sequencers

This month I was going to examine one particular sequencer. SWEET16 which is a cool package, but, has already been gone into by Ed and his HADES, so I'll have to try something else, there's a shareware \ Demo version of Sweet 16 if you're interested and/or you could check out Ed's views by ordering back issue no.32 from your local distributor.

No article then? Of course there is, how about STEIN-

BERG's PRO 24 III? Now some 11 years old, this is a large program to get your head round inside a day or two, it just offers so much, is it any wonder it's still available & in its heyday was used by artists such as Midge Ure, Climie Fisher, Bros. & even Dire Straits!

STEINBERG even had a knocked down version that I've seen on some

most common functions are grouped, you've got access to 24 tracks (even though MIDI can only handle 16) tempo, locators, the usual PLAY, FF, REW and RECORD buttons, plus you can record up to 4 MIDI instruments at once, onto the same or separate MIDI tracks, using one of the many features, which also include cut and paste too.

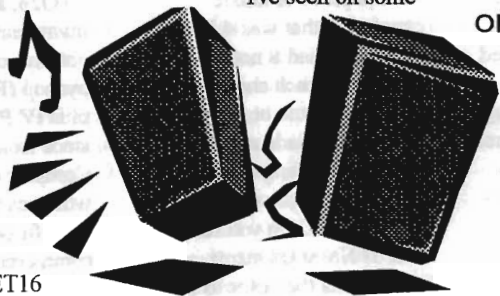
## Oh boy theres more

The editors in PRO24 are, in my opinion, way cool, surely one of the first sequencers to use a DRUM EDIT page that

didn't require you to learn music theory first in order to use it, that's not to say it's perfect, I found it quite hard to set up at first, but once my MIDI module responded everything clicked into place & there was no stopping me, just remember to save your DRUM MAP as part of your DEF setup file, or you really will be kicking yourself.

old cover discs, called PRO12 so you could even try that out, I did and although it has only 12 tracks it's not too bad for something that fell off a magazine cover & it may well be PD by now.

It's been a while since I've used the PRO 24 sequencer, so forgive me if I miss anything out. The main page is where all the



The next editor I tried was the GRID editor, this is basically Steinbergs take on the piano roll editor I mentioned before, but, without the piano roll!

I lost sleep working out what this was doing, I just couldn't understand it straight away, maybe I'm slow, maybe it's 'cos I'm a guitarist, (ha) anyway, one day it hit me and just like James Brown I found I could get on up and use this funky editor.

Of course, like most things in life, persistence pays off and I now think that this is my favorite editor in PRO24, I have edited out duff blips, pings, burbles, thumps and reconstructed solos and more on this page, all without touching the (music) keyboard, once I'd played in the part, it really did give me a whole different way to look at music, which is always a good thing.

That's all very well for you, I hear you say but, I 'can' read music, ok then, how about SCORE edit, this is at the very least one editor to impress your mates (& fridge) with, just load in any MIDI file and marvel at your ATARI running the musical score past your very eyes, sight reading or what!

And it's so easy to just point and click in/out some notes or whole musical phrases and I'm sure if I had kept using this editor, then all my school music lessons would have come back.

### Quantize

All the editors in PRO24 feature yet another cool feature called Quantize this will probably take some explaining so here goes.

Quantizing is a word used to describe one of the functions found in some sequencers. Suppose you had a piece of music recorded that was 4 bars long and had 8 notes on each bar, each should be exactly on the beat, but, on bar 3 you made a mistake while recording and some of the notes are not exactly on the beat. Do you rerecord? No, you Quantize, this shifts the notes to the nearest beat and saves you the bother of rerecording an otherwise perfectly good take, this allows you to think more about making music & less about mistakes. Well, Quantizing may sound like a good idea and it is, but, if you overuse it, your music can begin to sound stale and lifeless, but, that very much depends on the style

of music you are recording and I'd rather get on with making some MUSIC, Sooooo.

Recording music couldn't be easier using PRO24, just set your locate points and click on record, then the program counts you in. There are, of course, lots of keyboard shortcuts and believe me, they do make a big difference, so, are worthwhile learning even if only to make you look like you know what you're doing.

### LOOK HEAR

The good thing about PRO24, apart from it's many features is it's price. I got my copy from Floppyshop (RIP) for £15-£20 plus P&P & I've seen it since from, I think, ATARI Computing for £10-£15 which can't be bad for a once fully professional and commercial product.

But that's not all, it'll work both on hi and medium REZ so there's no excuse really, except, that you need at least 1 meg.

That's it for now, next time, I hope to have a look at Steinberg's successor to PRO 24. CUBASE and how it came to be my own personal sequencer of choice.

**2ND  
EDITION**

# USERS GUIDE

**2ND  
EDITION**

## 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.*

Send for Orders or details to  
R. E. Golding, 95 Washford Farm Road, Ashford, Kent TN23 5YA  
Tel/Fax 01233 633177  
Cost is £9.99 (without disks)  
£12.99 (with disks) and includes P&P.

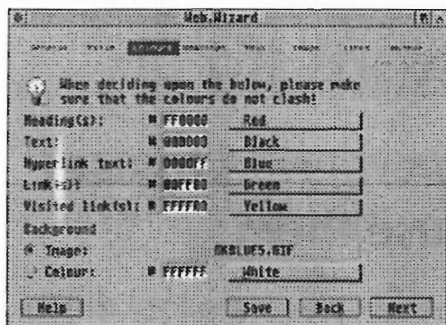
# Web Wizard

Candenza Software



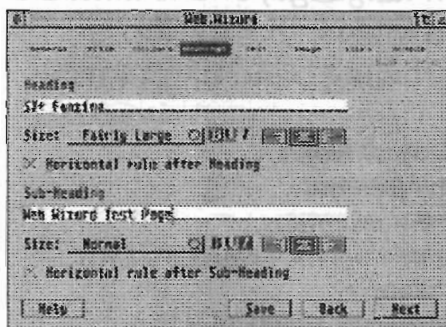
Get yourself noticed  
with this easy to use  
Web page designer

Reviewed by Rich 10  
&  
Gordon Storey



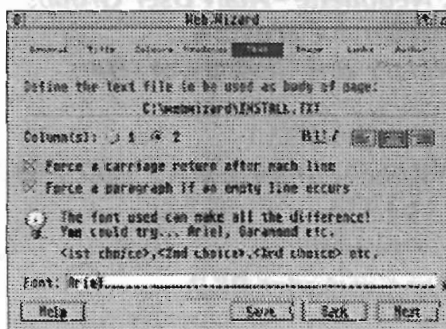
At the recent show Matthew Bacon of Candenza software handed me a couple of disks and asked if someone would be interested in reviewing Web.wizard. I was going to ask Zorro our new secret reviewer to do it but sadly he had long since departed the show, so that left me.

The package comes in three parts, Web.wizard, Frame.wizard and Table.wizard.



Web.wizard is the main part of the package and this is where you put all the bits and pieces of your text and pictures together. After diving straight in like you do, I soon realised that the best way to get good results is to have a good idea of how you want your page to look plus have all the relevant text, pictures and sounds already sorted out.

What Web.wizard does is then take you through step by step linking up all the relevant text and pictures whilst along the way letting you choose colours for links, text size, background pictures and more besides.



You'll see from the screen shots how we moved through the various stages choosing the colours for text, etc., choosing a title and sub heading for the page, decided on what text to use. Rather than write up a short piece we used the install text that comes with Web.wizard and slightly foreshortened it so that we could get the whole web page as a screen shot, so don't worry the install

text file is a lot longer than that.

The actual documentation that comes with the three parts is very good and detailed and if once you have created your .HTML (HyperText Markup Language) page you look at the source code for it you will see a lot of useful information included as Rem statements. Looking at the Rem statements themselves are helpful as they begin to explain the whys and wherefores of HTML, and it suddenly starts to dawn that HTML isn't really that difficult to learn.

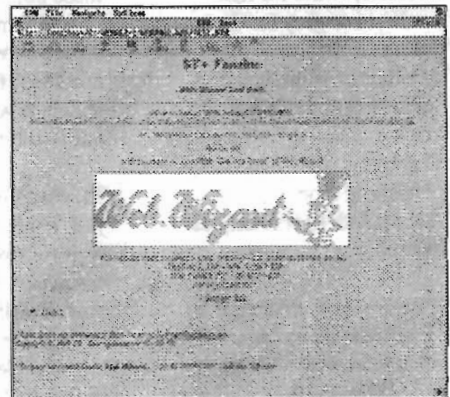
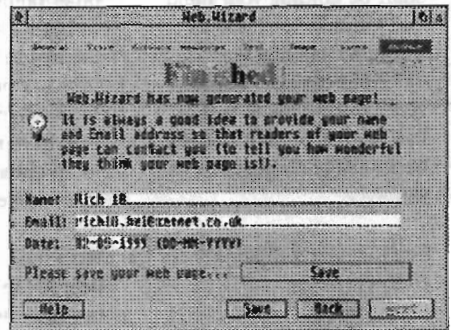
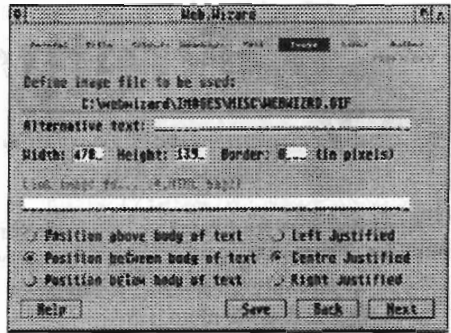
The second part of the package is Frame.wizard which allows you to create frames, wow! This is done by allowing you to pick up to 6 frames on a page. There are 20 templates from which to choose from as well as allowing you to make your own. From within the dialogs you can select which HTML pages (which you've created in Web.wizard) you want to place in which frame. Simplicity itself.

The third part of the trio, Table.wizard, doesn't quite work quite as well but it helps you design Tables for putting in your web page. This is a little more fiddly as it entails cutting and pasting using a text editor the output from it into your main HTML pages.

All in all a very competent package to help all those who want to produce web pages without learning HTML. It would be nice if Web.wizard was a standalone program allowing you to create tables and frames from within it, but for the £10 registration fee it is ideal for all those who want a presence on the net.

If you want to see a page that has been created using Web.wizard then pop along to James Haslams newly created pages at :

<http://www.users.zetnet.co.uk/jfhaslam/>



Web.wizard can be obtained from  
Cadenza Software, 49 Douglas Road,  
Surbiton, Surrey, KT6 7RZ, UK  
Email: [cadenza@cyberstrider.org](mailto:cadenza@cyberstrider.org)  
<http://www.cadenza.cyberstrider.org>



# Pretty in Pink



by AtariMad

AtariMad goes really mad with his DIY section, a once off probably unless he comes up with some more crazy mods. This month I shall be holding your hand and guiding you slowly through changing your dull old Atari case into a much nicer snazzier one, hell, I've done it twice this week because I got a buzz out of it maybe.

For this you will need the following items:

Screwdriver

Sandpaper

Primer, white for light colours or grey for dark ones

Colour of your choice (spray can, get 2 just in case)

Lacquer

Masking tape

Dust cloth (not totally essential)

Assuming that you are using the standard Atari case that comes on ST's and Falcons then do this... Turn your machine upside down and remove the screws, all of them because you'll need to remove the base of the case for spraying. With your now open case, look in the top lid part for the 2

plastic parts where the LED's show through to signal power and drive access.

Using your screwdriver or other pointy object, carefully flick these out from the inside by gently adding pressure onto the edge of them. Be careful though as they have a tendency to just jump out anywhere. Put these somewhere safe.

Next look for the 2 holes behind the Atari badge on the case, using your screwdriver, gently push through these holes to lift the label up and remove and put it somewhere safe, bare in mind that the back of it is sticky so you might want to put it somewhere dust free.

Take out the main heart of your Atari and you are left with the bottom half of the case, don't lose any screws now. You'll probably want to keep the Atari writing on the underside of the case, which is why I used masking tape to just cover this area. With the sandpaper you should sand everything down, all over it, no need to do the unseen inside though. I'd just like to mention at this point that I

did some of the shielding too, the PSU part and the disk drive part. When it is sanded down you should wash it and make sure it is totally dry before continuing with the rest. You may want to use a dust cloth to take off any dirt and dust which may gather on it whilst you wait.

Find yourself a well ventilated room or whatever and apply the first coat of primer to your machine. I used white primer. Apply it in gentle side to side strokes being careful not to get too close, as this can leave nasty blotches on your machine. Let the primer dry for about 15-20 mins and then apply another coat, be sure to get into all the nooks & crannies. Depending on how dark your case was and what primer you are using, you may want to just apply 2-4 coats, I found that 2 was enough for mine.

It is recommended to leave the primer for a day before applying the paint, but that would leave you Atariless for quite a while, which we won't put up with. I left it for about 30mins before I

applied a light coat of Metallic Blue paint to mine. As with the primer, use nice even strokes over the entire case being sure not to spray one area too long and to get all the little areas. Note that the hardest part is to spray the slanted vents on the top part of the case. If you do decide to do the shielding, apply 1 coat of primer and 1 coat of the spray, nothing more. I sprayed the case about 5 times to really get the colour right, and you should spray it at LEAST 3 times.

Be sure to turn the case upside down at one point and

spray all the parts that normally get missed around the edges, watch out that the paper isn't wet though or it will leave nasty marks on your case.

After your final coat, leave it about 15-20 mins and then apply a coat of lacquer to it, leave this 15-20 mins and then apply the final coat. Leave for 16-24hrs before reassembling otherwise you'll scratch the nice paintwork. When you put everything back together, you might need to sand the holes for the lights as the paint will be thicker and made the holes smaller. Congratulations, you now

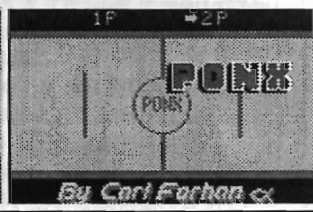
have a funky looking machine, well, you should have...

If you want the extra effect, do the same to your mouse by stripping it down to just the case, remember this needs sanding a lot otherwise the mouse buttons won't work properly when you've sprayed it. And on a final note before I let you carry on with the rest of this amazing publication, I sprayed 2 ST's this week, and I'm thinking about doing another.

This is AtariMad signing off, you've been a wonderful audience.



**Supporting the Atari Jaguar and Lynx...  
into the NEXT MILLENNIUM**



# 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

Don't forget to state which issue(s) you want and your return address.

If outside the UK, please contact your nearest distributor, listed below.

**Paper based issues started at issue 25**

Oct '98 Issue 33



Nov '98 Issue 34



Dec '98 Issue 35



Jan '99 Issue 36



Feb '99 Issue 37



Mar '99 Issue 38



Apr '99 Issue 39

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

## DISTRIBUTION

ST+ Fanzine can be obtained from any of the following distributors, please remember to send payment and return address when ordering. All prices are correct at time of print.

If no Price is quoted contact relevant distributor for details.

Richard Clark, 22 Lancaster House, South Lynn Crescent, Easthampstead, Bracknell, Berks, RG12 7JY, ENGLAND. e-mail: rich10.hel@zetnet.co.uk Price £1.50 Cheques/PO payable to ST+ Fanzine

Terry K. Ross, HC 66 Box #28A Foss, OK 73647 USA. e-mail: tkross@oio.net Price \$2.00 US.

Timo Tiihonen, Jöllinaukio 2, 20300, Turku, FINLAND. e-mail: tt4038@turkuamk.fi Price 13.50 fin mk

Ken Macdonald, unit 504, 2154 Dundas Street West, Toronto, Ontario, CANADA, M6R 1X3

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

J.Kock, Kockens Atari Support, Nevisborg 17a 2tr 245 45 Staffanstop, 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

# Rich I O Winds Up



In the tradition of glossy fashion magazines we thought that you'd like to know what our two cover models were wearing on the day. Atarimad on the left is sporting a rather fetching Pink leatherette jacket and matching cap, yellow corduroy trousers and although you can't see them tan hush puppies. Under the jacket he is wearing a low back silk crop top vest.

Simon on the other hand in total contrast is sporting a very elegant windcheater in luminous orange along with black PVC trousers and studded biker boots. He is of course bare chested under the windcheater apart from the obligatory ornate medallion.

Hair by Toni of Manchester although Atarimad is actually bald under that cap.

And now back to the serious stuff, well maybe.

Quotes from various people at the Show.

Chris Holland of the Mag-

gie team on being asked why ST+ has never had any real mention in the Maggie diskmag.

"Your press officer isn't doing his job properly"

On being asked if he'd ever heard of us.

He said "erm, well yeah" *muff said.... ed*

Atarimad in general conversation

"I'm going to co-ordinate a Milan UK user group"

Berserker said "NO!" We're not sure why or what but we've quoted him anyway.

After trying hard to set up a Manchester Atari Group and being asked what had happened to it.

Simon Osborne said "Sod it" as no one could be bothered to turn up.

Gordon as he was asked for a free copy of the Fanzine"

"I have to pay for my copy you know"

To cover ourselves all these quotes are covered by the famous "allegedly said" although my hearing ain't that bad.

I know I did this one in the show report but I just can't help repeating this one again because it makes me smile everytime I think about it, and this one is definitely not covered by the "allegedly said".

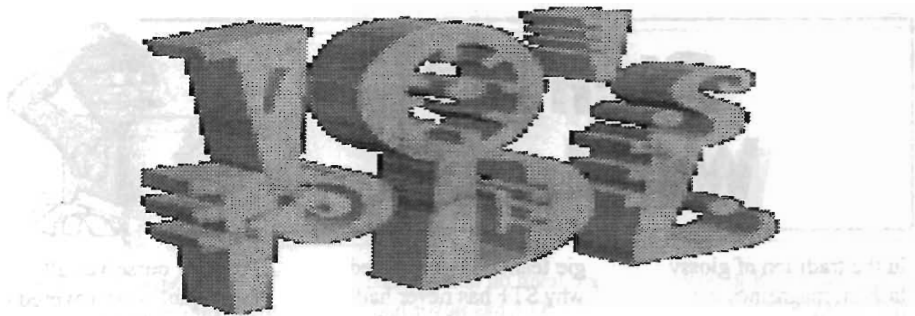
Me. "How much is that mouse!"

Man from System Solutions. "£25"

Me. "You're having a laugh"

Man from System Solutions. "No honestly, it'll be a collectors item in a couple of years."

When Gordon and I sit down to put the Fanzine together each month it's all serious but occasionally, well quite often really, a mischievous sense of humour takes over so apologies to Atarimad and Simon but we couldn't help it..... honest guys....



## Catalogue

Send a disk and S.E.A for the  
catalogue (HTM format) or  
visit my web site at

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

## To Order

Send enough disks to cover the  
programs you require plus enough stamps to cover the return  
postage.

## Cost

Just one extra 1st class stamp as  
recompense for the cost of copying.

# 10's PDL

To order or for more info

Richard Clark  
22 Lancaster House, South Lynn Crescent,  
Easthampstead,  
Bracknell, Berks, RG12 7JY.