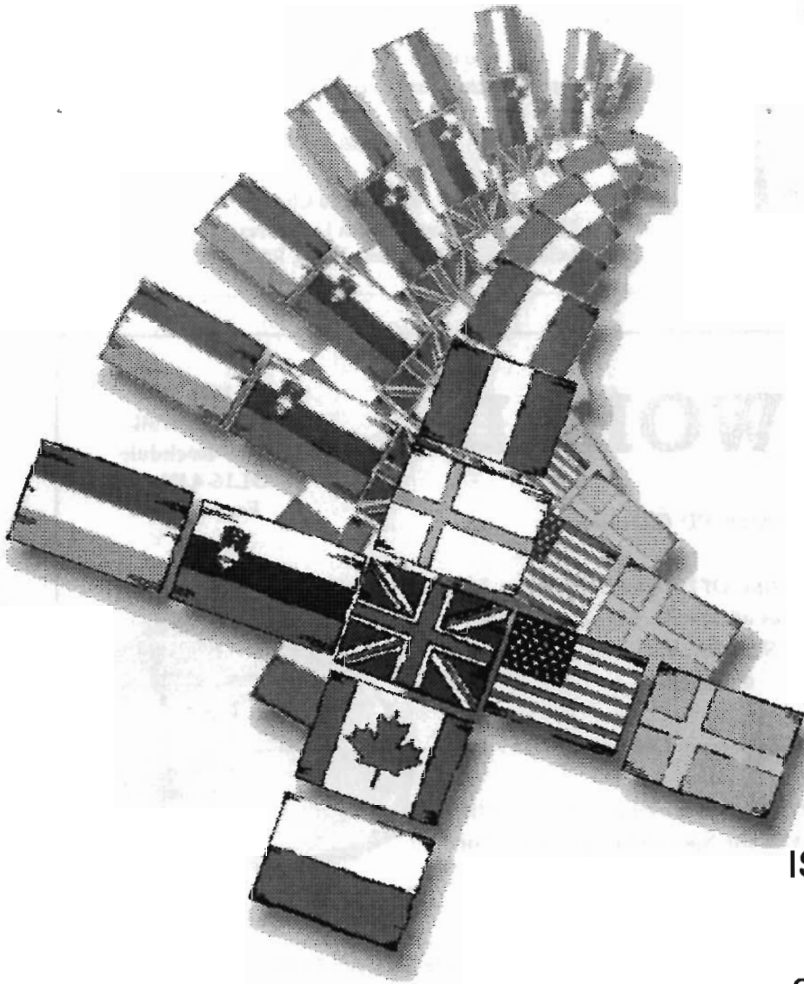


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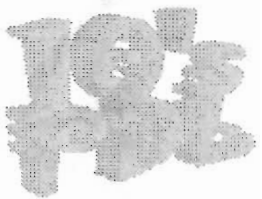
# FANZINE

ISSUE 41

June

1999

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## 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)

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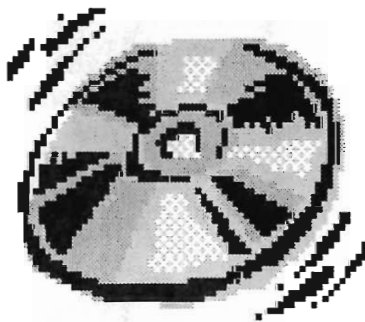
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# Editorial

This month it's more of same I'm afraid, that's unless you like your Falcon Doomed, your Hades carded and your Milan examined. Also included is the return of the Electric Chair with an interview with a young antipodean who despite being asleep when I'm awake and vice versa is producing new hardware and software products for the Atari market. Can ya tell who it is yet...

We also have a review of another Web Page design program that is work in progress but is still worth a look. Maddie brings us another of his off the wall articles and there's a new twist in the Web ring review.

I suppose we've gone a bit retro with the return of some old favourites but retro is in so what the heck.

*Rich 10*

Published by R.Y.M.E.

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# News News News News

## From Interactive to Inactive

It is with great sadness that we hear that Interactive have decided to downsize their involvement in the Atari scene. Below is what Joe Connor has to say on the Interactive web page.

“InterActive, as a method of registering software, will stop accepting registrations on May 30th 1999.

Although InterActive has never been run as a profit making venture sadly registrations no longer cover its running costs.

On a personal note I intend to continue translating Atari software and maintaining the InterActive webpages as a download and information site for the foreseeable future - with a change of emphasis from registering and paying to obtaining the latest English releases.

We'd like to thank everyone who has registered software through InterActive which, over the years, has put thousands of pounds into the pockets of Atari software authors,

from which we have all benefited.

Because the majority of InterActive customers are online and all the software is available for download via these pages only registrations by email will be accepted from now until closure.”

Rumours on the grapevine suggest that someone may be interested in taking on the registration side of things. We'll let you know if we hear of anything.

## Party Time

A PreMillennium Party is being held in Utrecht, The Netherlands on July 30 - August 1 1999

The official web site has this to say "PMP is an Atari-only sceneparty organised by FUN in 1999. It is our aim to offer a good atmosphere for creating and releasing new productions and for meeting people from across Europe who are into creating demos on the Atari ST(e)/Falcon platform.

The party is organised on a non-profit basis, this means that any profit made

(mainly entrance fees) will be used to cover the rent and other costs. Any further profit will be used to finance competition prizes.

The official starting date will be Friday, July 30.

The party will end on Sunday, August 1. There will be an option to stay at the party place a bit longer, contact NUT on [nut@casema.net](mailto:nut@casema.net) for more info about this."

There is already a nice preliminary line up of expected Crews including:

Sector One (France)  
Loud! (France)  
Checkpoint (Germany)  
Paranoia (Germany)  
Escape (Germany)  
Wildfire (Sweden)  
New Beat (Sweden)  
Maggie Team (UK)  
[atari.org](http://atari.org) (UK)  
Teenage (Netherlands)  
FUN (Netherlands)  
Giants (Netherlands)  
TSE (Netherlands)  
Dawn (Netherlands)  
NUN (Vatican)

So for more point your browser at: <http://pmp.atari.org> or contact NUT at the aforementioned email address.

# JAGUAR

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

### Jaguar Open to all

Hasbro Interactive announced that the Jaguar is now an open platform. What does this mean? Well basically anyone who wants to develop a game for the Jaguar are given permission for it to be encrypted. The only conditions are that developers will not use the Atari name or logo in their games or be

able present the games as authorised or approved by Hasbro Interactive.

### Battlesphere

With the announcement of the Jaguar as a open system 4play will be having cartridges of Battlesphere made as soon as possible, so start your saving now

### JCU Webring 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: After not being able to access it last month I actually got to view it. There's a movie section of various jaguar-related bits and a short Highlander review. That's it, shame because otherwise it's a good site.

# CHEATS

## BREAKOUT 2000

Cheats (enter after brick formation  
before your ball is released)

Breakthrough ball : 7+8+9+1

Lightning ball : 7+8+9+2

Attract ball : 7+8+9+3

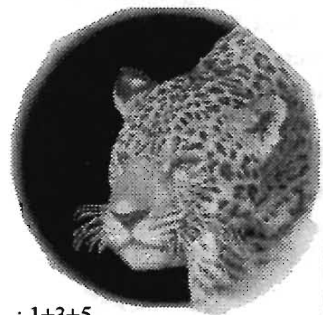
Catch mode on : 7+8+9+4

99 balls : 1+3+5

Skip current level: 1+6+7

Skip levels set : 1+5+7

Banish robots when they appear: \*+#



# THE ELECTRIC CHAIR!

Today, Mario Becroft joins Atarimad in the Electric Chair, what can I say, I like it :)



<Q> Where do you live?

New Zealand

<Q> How long have you lived in New Zealand?

I have always lived here.

<Q> How old are you?

Younger than you might think ;-) \_\_\_\_\_

<Q> What is your occupation?

I am a student of electronics.

<Q> What is it like living in New Zealand and is there much of an Atari following?

Not much, but there are still a few "serious" users, especially musicians. We run an Atari club here, but a lot of people don't join as they do not think it worthwhile. New developments such as the internet do make a user group less relevant, as people can find

all the information they need via the net and many people just use the machine in the same way that they did for years. But of course when something breaks down they come to us and expect us to fix it even though they never supported our user group. Nevertheless we still have 20 members from around the country.

<Q> How long have you been "Atari" and what was your first machine?

About 10 years, and the first Atari computer I used was a 1040 ST.

<Q> What is your current computer setup?

I currently use a TT030 with 40 MB of RAM, a 2 GB hard disc and the CaTTamaran accelerator increasing the speed to 48 MHz. This is not very up to date, but still works fine. I use the TT for accessing the internet, running our Atari club BBS including

the email and usenet access, programming, and most day-to-day tasks such as writing letters etc.

The TT is still useful for all this because of FreeMiNT which is a freely available TOS-compatible operating system based on MiNT, and now developed by various programmers around the world.

Since FreeMiNT provides a high level of compatibility with UNIX, a lot of sophisticated software from that platform can be used, which means that the system is still very up to date, even though most Atari-specific development stopped some time ago.

I also have two PC's, one running Linux and the other Windows.

All my computers are networked, which means that all the machines are closely

integrated, and I don't really think about which computer I use to do a certain task as my data is directly available on any of them. I still use the TT most often because I am familiar with it, and it is very easy to use.

However most of my hardware development is done on the Windows machine, because various software that I need is only available for that platform. But some software, such as cross-assemblers are available on the Atari, or from the UNIX world, and so I still use the TT for that.

<Q> When did you become interested in making hardware and software, and what inspired you?

Having always used the Atari I am very familiar with that machine, and as I still use the Atari a lot and like the machines, it was logical to design some hardware for the Atari when I became familiar with that field.

<Q> What items have you made, and are they just for Atari's?

My current range of Atari products includes the Serial Mouse Interface (which also supports Amiga's), IDE Interface and VGA Monitor Adapter. I also have a AT keyboard interface which is nearing completion (well, I have been saying that for a while, but it really is progressing and beta testing will be starting any time).

I also have a cached CPU accelerator for the ST which provides a significant speed increase without losing any software compatibility. It supports any speed but is practically limited by the available 68000 processors, which only support speeds up to 28 MHz, however in many cases these can be over-clocked to a higher speed without any problems. Although this upgrade is finished in prototype form, I have not released it yet owing to a lack of time, and also because I want to wait and see how it will fit in with my next project which I will describe below.

Of course I also work on a number of non-Atari

projects, including some devices used in the automotive industry.

<Q> The current project you are working on is a general ST upgrade, would you like to tell me the specs for it?

Since last year I have been working on an ambitious upgrade for the ST which will provide a combination of features not found in any other upgrade for the ST.

It will include a high-speed CPU upgrade, and I am anticipating using a 68030 CPU running at 25 or 50 MHz. This CPU will be complemented by high-speed 32 bit access to on-board RAM and ROM, so the speed will not be constrained by the old ST motherboard.

The other major feature of the board is an enhanced graphics capability, compatible with standard (S)VGA monitors. As currently envisaged it will support 16-bit colour (65,536 colours like the Falcon) and resolutions up to 1024x768 or maybe 1280x960.

I also plan to include an IDE interface, and possibly high-speed TT- and Falcon-compatible serial ports, making it ideal for accessing the internet.

<Q> How complete is this project?

So far I have a lot of the design worked out on paper, and some prototype graphics hardware is made. But there is still a lot of work to do. I have not made much progress on the project since I started it, because I have been busy with my other projects but I will definitely finish it - it is just a matter of time.

My current plan is to start by building a VME graphics card for the TT and when that is done I will continue by adding the 030 CPU and making it suitable for the ST.

<Q> Have you found any problems?

So far there have been no technical problems and everything has gone to plan. No doubt I will encounter some hurdles before the project is finished,

but I am confident that there will not be any insurmountable problems.

<Q> Will this work on every ST and even fit in the original case?

Obviously it is too early to answer that question precisely at the moment, but I intend to try and make it fit in a standard case. However this may be difficult owing to the number of different motherboards used in the ST.

<Q> Will it be easy to install or will someone qualified have to fit it?

Depending on the computer the installation may be fairly simple (for example in the STE, which has a socketed CPU) but in the case of the ST(FM) it may be a bit more difficult. In the best case it would almost certainly require some soldering and track-cutting, but nothing major.

<Q> Will there be any compatibility problems with older software?

I anticipate that compatibility with ST software will

be similar to a TT or Falcon. Software which is written according to the correct procedures as published by Atari will be compatible with the upgrade: this includes most "serious" software.

Games software is notorious for breaking all the rules, meaning that it only works on certain specific hardware configurations. This is the sort of software which may not be compatible with the upgrade.

It might be possible to switch back to the original 68000 to enhance compatibility with buggy software but I am unsure about whether I will include such a feature.

<Q> How much are you planning to sell this for?

I cannot answer that question at this early stage, but I can say that the cost is expected to be competitive with other CPU upgrade boards.

<Q> Any plans for the future, maybe build a new machine or something, or even an upgrade for a

portable machine?

I have no specific plans for the Atari beyond the above upgrade board. As you know, the Atari market is small and not very profitable, and commercially there is no future in it for me. I will probably continue to develop hardware and software for the Atari in the future as a hobby, but I cannot say anything more specific than that.

<Q> Thanks for answering all my questions, would you like to make a final comment?

Although you have asked some specific questions about my Atari ST "super-upgrade" it is important to understand that it is really too early to give any specific information on it at this stage, and it will be some time before it is finished. It is really a hobby project and I only work on it as I get time.

In addition to the above mentioned hardware which I have been working on, I have also written some software for the Atari. The Currency Converter is

a user-friendly GEM program for calculating values in different currencies. The Text Readability Analyser is a GEM program for calculating various statistics about text.

I made a few GEM games including Pacman, Asteroids, A puzzle-game called LineUp, and a two-player strategy game called Manoeuvre which is playable via a network such as the internet. I also have a couple of unreleased programs which are just waiting for me to finish some of the details.

My most recent project is IP masquerading functionality for MiNTNet, which enables multiple machines without assigned IP addresses to be connected to the internet via one gateway machine with a real IP address (which describes most dial-up internet accounts).

Thank you for giving me this opportunity to talk about my hardware and software products for the Atari, and if anyone would like to contact me about it, they can use the following

address or telephone number

Post:  
Mario Becroft  
PO Box 332  
Kumeu  
Auckland 1250  
NEW ZEALAND

Telephone: +64 9 412 9700

The following internet addresses are current at the time of writing, but will be valid only for another couple of months. I do not know what my new internet address will be. However you should be able to find me by using a WWW search engine, and I will post on the usenet once my new addresses are known.

Email:  
mb@tos.pl.net

WWW: <http://www.ak.planet.gen.nz/~mario/>

And that concludes the Interview for this month, this is AtariMad signing off and staying in this nice chair.  
*(quick someone turn the power on.....)*

# Flight of the Falcon

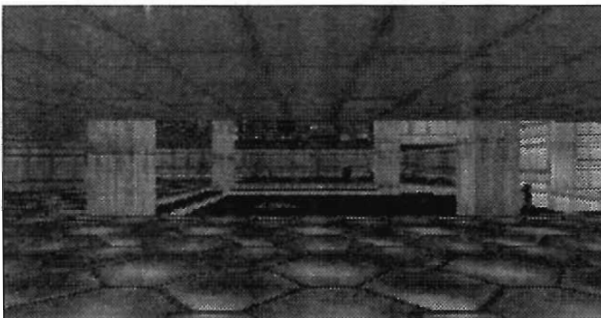
by John Alan Gill

Look at the following screenshots. It's Doom, so what, I hear you say. The interesting thing though is that it's Doom running on the humble old Atari Falcon. Alright then, mine's got 14 meg of memory and a Nemesis accelerator fitted so it's not that humble I suppose, but you know what I mean.

So how do we get Doom running on our Falcons I hear you all cry? Be patient and I'll tell you.

There are three Doom emulator engines available for the Falcon, these being Bad Mood, Doom 0.74, and Doom Emulator Engine 0.4. Notice that I called them emulator engines as these programs are not the full game, just a shell if you like, to enable you to run Id Software's original game. For this you will need a Doom WAD file, which are fairly freely available on CD ROM disks and especially on the Internet. Better still, you

can pinch one from a PC-owning mate and amaze him when he sees Doom running on your "toy computer". In all cases it is just a matter of dragging the WAD file onto the program icon and off you go, although there is a shell pro-



gram for Bad Mood which wraps everything up in a nice interface. It's all down to personal preference really, but what does it take to drag and drop a file?

So, how well do they work then? Well, they all work to some degree, although if you're expecting a carbon copy of the PC (or even Jaguar) version of the game you're probably going to be a bit disappointed in my opinion.

Starting with the Doom Emulator Engine, which

seems to be the oldest of the three programs as it's dated 1995 while the other two are 1997 I believe.

On loading, the familiar Doom screen comes up and then the game goes into a demo mode which is nice to look at, but I spent about ten minutes trying to get some control over it before I realised. Pressing the escape button brings up the options screen where you can increase the level of detail (default is low) and in-

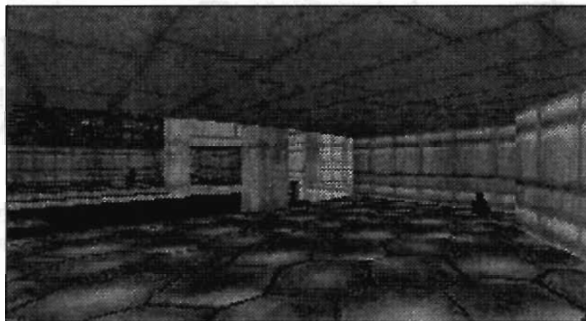
crease the size of the playing area window, although I found this slowed the game down to snails pace.

The fact that there were no instructions made it hard work for me, the controls were a bit unresponsive and I was unable to open any doors.

Next I tried Doom 0.74, which I believe is a bit more recent than the previous program. This was much better presentation wise, and showed all the intro screens including

a list of the Doom programmers etc. The graphics were noticeably better, although it has to be said there were a few re-draw problems which rather spoil things for me.

On occasions I found that I could walk through walls and at other times walking up to a wall or a door caused the game to lock up and I had to go to the options menu and start a new game in order to proceed. I was also unable to find any enemies, but anyone who knows how useless I am at computer games will not be surprised by that. *(definitely no surprise here....)*



Finally, Bad Mood, the most recent of these Doom engines for the Falcon and, as far as I am aware, still in development, though it must be said that progress is a bit slow. Graphically, this was the best version yet, looking exactly the same as other versions that I'd played on the PC, Jaguar and Playstation.

However, don't get carried away just yet, there did not seem to be any weapons in the version that I tried despite mentions of shooting

in the accompanying documentation. I was also able to walk through walls and doors without the need for keycards and was unable to pick up any of the bonuses scattered around the level.

There were enemies present, but they just stood there passively, not that I would have been able to shoot them anyway ! That said though, Bad Mood is certainly the best of the three in my opinion, if only

the programmers could finish it. To conclude then, if you could take the best bits from all three programs you would probably be able to play a good game of Doom on the Falcon, but as it stands, all have their deficiencies.

For me, the best of the bunch was Bad Mood, and I intend to have a look at their Web Site to see if there has been any progress. It's almost there, but not quite. It does prove

however that the Falcon, despite it being five or six years old, is more than capable of handling this sort of game. If you do want to play this sort of game on the Falcon I would suggest either Substation, or better still, the excellent Running, which I reviewed a few months back. Well worth twenty quid if you're into mindless violence.

This does seem to be a problem with games for the Falcon, in that there are some excellent "works in progress" out there but they never seem to get finished or the programmers get fed up with them prior to completion.

I suppose that the majority of them are people like us, and have to make a living so that programming games for a low user base computer like the Atari takes a back seat.

On a plus note, I've heard that the developers of Willy's Adventure, a Falcon only platform game which seems to have been in development for years, are near to completing it so all being well I might have a review of it in few next few months.



AtariMad and his on the

# Milán

It's that time again, baton down the windows, lock the doors and chain up your daughters, Mad is back in town :)

This month's Milan section is really kickin' a.. umm botty, after being gone for a month which I will nearly explain now :) First of all, we can all blame Carbon for the article not being finished, and second of all we can blame my Samsung monitor for breaking at the worst possible time.

This month I think that I'll be looking at what does and does not work on the Milan, and hopefully get-

ting around certain problems.

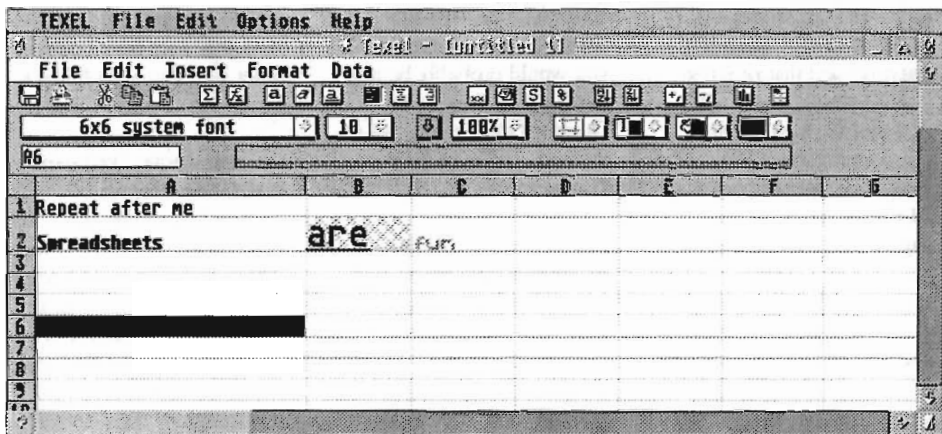
As you may or may not know, the Milan doesn't do 16 cols, which I think is a bit strange seeing as it can do mono, so certain ST programs are discounted straight away. I think this is the perfect opportunity to bring up a point that was meant to go into the last article about JAG's Atari Works review, Atari Works does run on a Milan, it works in all resolutions and under MiNT, it has never crashed and requires NVDI for printing, however I have not successfully managed to get NVDI

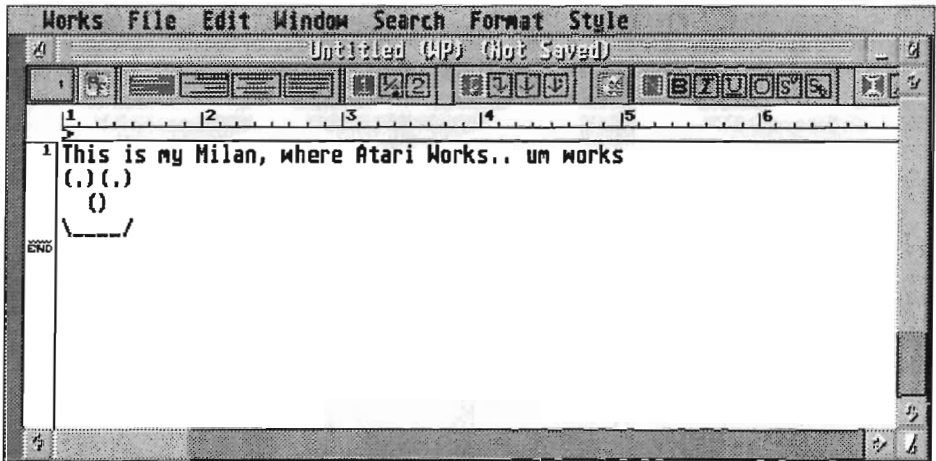
working, so I will wait for the next release and see if a specific driver for my graphics card appears.

Unfortunately there are more and more programs coming out now that require NVDI to be present, such as Atari Works, Papillon, Texel etc. A big misconception that people have is that the Milan is meant to be a Falcon clone, but I believe it is more of a TT extension.

Lets take a look at the Facts:

Falcon has Blitter, DSP, Good sound, Videll chip; TT has no Blitter, no DSP,





Sound?, no Videll chip, VME port; Milan has no Blitter, no DSP, no Sound(without card), no Videll, PCI & ISA ports.

If the Milan was meant as a direct replacement for the Falcon then it would have had the Falcon mods built into it, especially the sound. The Milan makes a great business and serious apps machine, if you are mostly interested in games then you might as well get yourself an ST. Of course, the Milan does have the power to run some great games, Running has been rumoured to be possible on the Milan after one of the crew mentioned that they were doing it after I quizzed them on IRC (see folks, another reason to get into IRC). Dave, I know you posted to the list about Running which is why when I saw him on IRC I

asked him more.

Disaster struck this week, well Saturday actually after I bought myself 2\*32mb simms, my plan was to put them into the Milan to increase my RAM up to 96mb, but it appears I have damaged slots and I cannot do this. I will be contacting Titan very soon about seeing how this can be solved.

This week I have also fitted a 2nd floppy disk drive to my Milan, for no other reason than the fact it was there and I could. I did however encounter a little problem whilst fitting it, inside the bay underneath the 1st disk drive there was a metal thing obstructing all devices going into the slot. I tried to bend it but it was very firmly in place, so I had to remove the metal bay which held the slots in place, there was only one screw on this and then it

just slid right out. The part that was in there was part of the case, and it just lifted straight out. I found that the way the leads go, it's much easier if your A: drive is under the other drive, otherwise you have to twist the cable around strangely.

Whilst on the subject of disk drives, the Milan has no DMA to handle floppy access, so when you are reading or copying a file everything seems to go really sluggish, and MiNT has a habit of asking 3 times for a disk to be in the drive even if you click cancel every time.

Next month I'll be looking at art packages, and just what is available on the Milan when it comes to drawing pretty pictures, somehow though I don't think Neochrome works. See you next article.

# CORNER

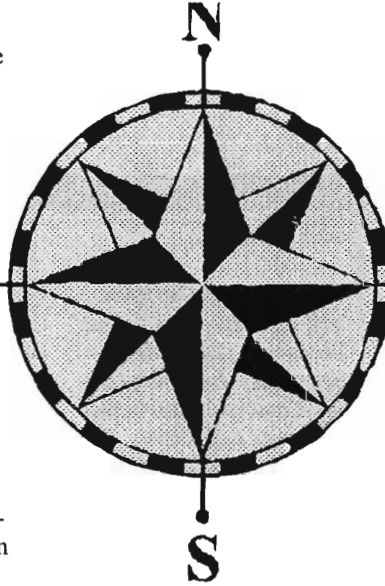
This month we look at the routines for Room Descriptions and Connections

Connections, in adventure game terms, are simply a set of directions allowing the player to go from one room to the other. For example, going North could lead to room two from room one, while South could lead to room one from room two.

An important (and obvious) thing to remember is that the next room you enter must have a connection (or direction) back to the previous room. This return direction would be the opposite to the last entered direction. For example: If you went UP to room two then from that room you would go DOWN back to room one.

So how do we set about a routine to handle the connections?

The best way is by storing all the information in Dimensions. So first, let's store all the room descriptions first. Let's imagine



ourselves in a large hallway with four doors, each one leading to a separate room. This routine will store all the room descriptions for you.

```
10 dim ROOM$(5)
30 for X=1 to 5
40 Read ROOM$(X)
50 next X
5000 data "Hallway"
5010 data "Room 1"
5020 data "Room 2"
5030 data "Room 3"
5040 data "Room 4"
```

Now we can set a variable

called ROOM which will hold the number of the room the player is in. By default this always starts at one.

To call up the room we use the line.  
90 print  
ROOM\$(ROOM)

You can place the player in any room of the game just by changing the ROOM variable. Could be useful if you give the player the choice to either catch a taxi or walk to a certain place in the game.

Let's connect the rooms together now. Add these lines to the above routine.

```
20 dim MAP(5,8)
60 for X=1 to 5 :For Y=1 to 8
70 read MAP(X,Y)
80 next Y: Next X
6000 data 2,3,4,5,0,0,0,0
6010 data 0,1,0,0,0,0,0,0
6020 data 1,0,0,0,0,0,0,0
6030 data 0,0,0,1,0,0,0,0
6040 data 0,0,1,0,0,0,0,0
```

Confused? Let's have a closer look.

20 dim MAP(R,D)

This array holds two values. R is the room number and D is the direction number. We have eight directions in the game which are:

1. North
2. South
3. West
4. East
5. Northwest
6. Southwest
7. Northeast
8. Southeast

The data statements have eight direction numbers each. So, line 6000 holds all the direction numbers for Room one. Line 6010 holds the direction numbers for room 2 and so on.

Looking at line 6000 it tells us that direction one (North) in Room one leads to Room two, and line

6010 (which is Room two) shows that direction number two (South) leads back to room one.

The noughts are limbo rooms which means that particular direction doesn't exist in that room. You can now check the connection in the current room with this line.

```
100 if MAP(ROOM,D)<>0  
then ROOM=MAP(ROOM  
,D) else print "You can't  
go that way."  
110 goto (input Routine)
```

More next month.



If you've any STOS tips or Problems then contact me at:

Deano's STOS Corner  
27 Turbary Walk,  
Milnrow, Rochdale  
OL16 4JN

or email

deano@sillysoftware.  
freeserve.co.uk

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**Rich Clark, 22 Lancaster House, South Lynn Crescent,  
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**email :rich10.hel@zetnet.co.uk**

# Web Page

WPC

About WPC

Last month I had a look at Cadenza Software Web.wizard, so continuing on the theme I've come across another web page design in the form of Web Page Creator.

Firstly this is work in progress and although the program has limitations it is looking promising. I've emailed Rob and asked him about WPC and

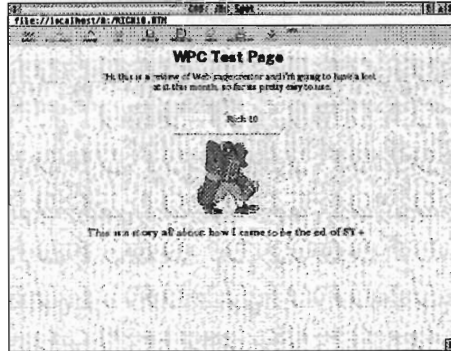
why he wrote it. I don't usually quote emails but rob can explain better than me. So Rob why did you write WPC.....

"Well.. it's a BARE BONES Web Page Creator program. It started off as a quick way for me to do up a basic web page. I was unhappy with HP Penguin at the time(late 97), I wanted to be able to have a little more control of what to put on the page. So I bought a copy of GFA Basic and started off writing a program to create web

File

Save/Quit  
Save/New  
New

pages. It was a simple program that used an old 8-bit style text input. From that I slowly added a simple GUI from what I've learned off the net and the file in the Delphi database. But it still uses most of the text input routines from the original version. It's my first attempt at writing a program in GFA. So I'm learn-



ing as I go. I do plan on improving it, but with work, wedding plans, family and moving. I haven't had the time. A friend on Delphi ([www.delphi.com/](http://www.delphi.com/)Atari) is suppose to help with the GUI. He is going to program them with Face Value and I'm going to

Text

Single Line  
Heading  
Paragraph  
Load Text

work on the html routines. Most of my free time has been on my new web site (see below). I would like to make it into a true html editor and add a few more features like META tags, tables and frames. On the review part.. be kind.. I know it needs ALOT of work.

I'd be glad to answer any questions you have about the program. just send them along.."  
So after Robs explanation let's have a look at what he's done so far.

When you load the first thing it does is to ask you to give your web page a name so I called mine for, some reason, rich10.htm.

Next it asks if you want a background image answering yes again takes you to a fileselector to choose

# Creator

Version 2.1  
programed  
by Rob Mahlert  
Review by Rich 10

Graphics

Insert Image  
Bar

Links

Text  
Mailto:  
Image

Help

Unavailable

Delete

Delete Last

the pic after choosing this if you are asked if you want a background sound and if you do how many times you'd like it to loop. This is your basic blank page created.

Two things that need mentioning at this point are that once the basic page are created are that at the moment there is no option once you have totally finished your page to load it back in change things around, the other is that all pics, sounds need to all be in the same folder as the HTML pages.

You are then presented with a blank screen with a menu at the top.

As you can see from the screen shot you have a number of options which allow you to add lines of text, graphics, links or delete the last thing you added.

Everything that you add to the page is done in a linear fashion. There is

no option to put a picture next to some text, it will be underneath.

Here's more from Rob on that subject... "I doubt WPC will ever get to be a Drag and drop type program. But I do want to at least be able to load in an html file and edit it... somehow. I think the first version will be of a text editor type. The real goal right now is to get the GUI working a heck of a lot better. So it is more stable under Magic, at the same time try making it work with CAB and OLGA for a what you see is what you get set up. But it takes time."

You can see from the web page screen shot that I've tried to use a number of the different options.

You'll see in the first one that there is a heading followed by a line of text and a bar underneath.

The bars can be right across the page (100%), half the page width (50%) or a quarter of the page

(25%). The bar can then be aligned centered, left or right. The picture that you can see under the bar can also be aligned center, left or right.

The one thing I will say is that you really do need to have your page planned out in your mind or on paper because like I said earlier there is no edit facility as yet.

So what do I think of it, turn the page and find out.. .... As a start I think it's pretty impressive. Obviously it needs some work and Rob admits that but with some encouragement and maybe some helpful hints and tips from some GFAers then there is no reason why it couldn't turn out to be a really top notch program.

To send your comments and encouragement then why not email Rob at [atari\\_wpc@geocities.com](mailto:atari_wpc@geocities.com) or you can download WPC v2.1 from the WPC Homepage at <http://www.geocities.com/SiliconValley/8009/>



# Atari-User Net

<http://www.atari-users.net/>

review by Rich 10

Most people will know of the Atari Webring run by Roy Goring but did you know there was another webring just started up by Rob Mahler, where have you seen that name.....

At present there are only half a dozen or so sites on the web ring but as more people become aware then it will grow.

As you can see from the screenshots of the web page below and on the following page there is a little more to it than that. As well the home page (below) there are six other

sections you can go to. These are Forums, Links, Chat, Files, News and Webring.

The site is well laid out and most useful to us it is Cab friendly.

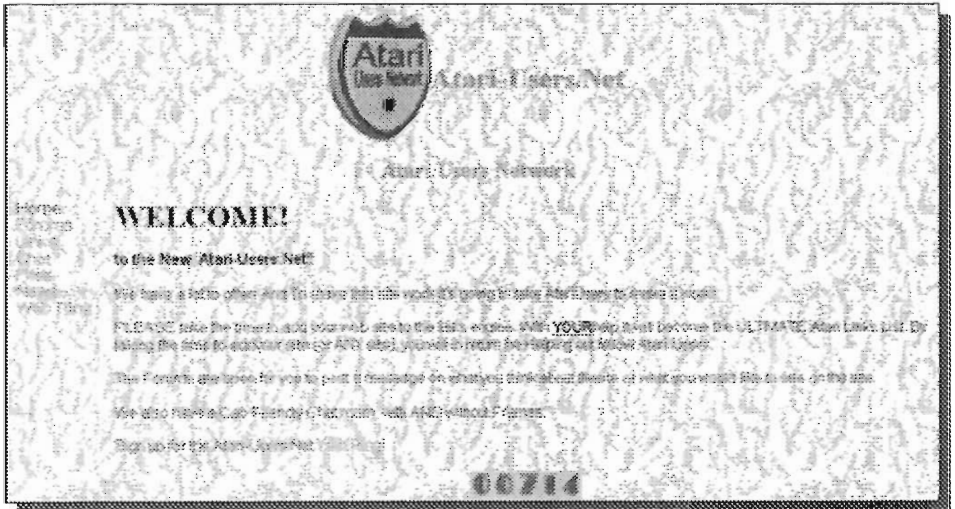
By clicking on the Webring button it takes you, would you believe, to the webring page. Here you can join up to the ring, login if you are a member of the ring or go and view the pages that belong to it.

You can see from the screenshot on the page opposite whose pages are part

of the ring (look who's bottom of the pile).

You can also see in the screenshot above the web ring one the page that you get to if you click on the Forums button. This is where you can see what people have to say on most Atari subjects.

By clicking on the Links page you get a list of different Atari options from 2600 to Falcon to Atari Dealers. Some of them don't have anything on them at present but as these pages are constantly being updated I'm sure





# Lilly the Pink

or my adventures in wonderland

by AtariMad

## The Start

This is a completely off the wall article in a desperate bid to grab as much space in the fanzine as possible, especially after Ed doing 5 page articles and suchlike.

The chances are that this article will never see the light of day, but I'll keep it clean just in case. Craftily I was never asked to create a show report revealing the true facts that actually went on at the seedy underworld which we call ACC99

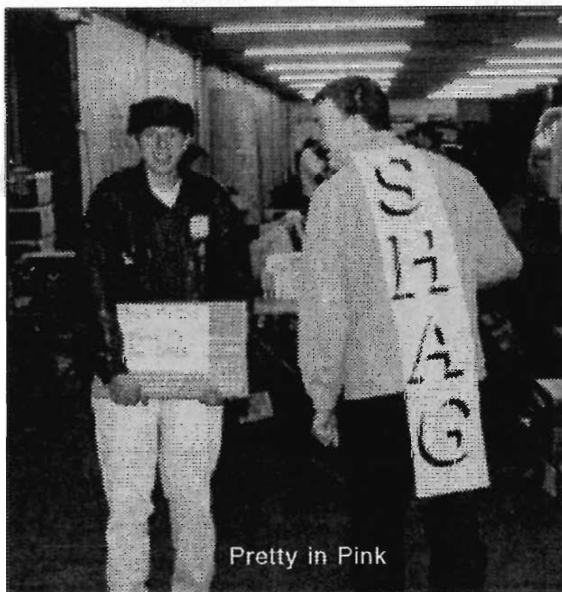
Disaster strikes, I arrive at the show with Carbon 5 minutes before it is supposed to open, the queue is massive, but luckily they opened another door and all those PeeCee fools rushed to that leaving my way fairly clear. Upon entry, I decide that the best place to head would be the ST Plus stand, where I

have authority and can stand behind it. (*did I miss something here.....ed*)

I soon spotted Rich, Gordon and some woman... well I thought it was at first, but it was Dave the Berserker and he didn't in-

thing on it, which I haven't installed yet, but I will.

Rich brought me back a really cool sticker, it said "I'm Atari Mad" on it, so I wore it all day, and now I have put it in one of those tax disk things and put it in my car windscreen.



Pretty in Pink

roduce himself so I only found out who he was after about an hour. So, after taking part and plugging a few issues of ST+ I had a wander round to look for more bargains, I got myself a MiNT CD with every-

note and told that "I got it that way" and I did, I got it from Gordon like that.

The Reservoir Gods turned up a little late, in fact it was just Mr Pink & MSG (Leon & Malcolm) but at

## The Middle

I don't know if he knows yet, but that issue of Gordon's that was sold, well I sold it, as well as quite a few others.

And I still don't think it was very clever of Gordon tearing that tenner in half, and giving me half of it, still, I gave the whole tenner to Rich in exchange for a £5

least they made it, they missed the guy getting stuck in the lift to get to the bar, but apart from that.

### The End

Now onto the aftershow party, as I walked over to my car I kinda noticed that there were some very faint sidelights showing, and the fog lights had been switched on too, aaargh, flat battery. Luckily for me I got a jump start from MSG (thanks mate).

The pub which the party was supposed to be at was actually closed, and I think a lot of people went home,

but MSG found a pub which a few of us ended up going to, we had a laugh, watched a little pool (hint, don't play MSG at pool unless you are very good)

Then it was off home after an exciting fun filled day. Like I said, this was an off-the-wall, in-your-face, up-your-nose article, and it isn't limited to one event, but it is Atari.

### After The End

Following on from last month's DIY, if you want to spray an Atari Joystick the same colour too then you can, the rubber bit is fine,

as the primer seems to stick to it, just remember that you have to pull the wires off the board inside. If you want to take the wire out of the case, please note where each one goes.

I drew a little diagram for when I put it back together, and don't forget which side of the board was facing you when you remove them. Don't lose the spring in the fire button. I've been laying my hands on some interesting hardware.

### Really The End

So until next time, be mad  
*(or sad.....Ed)*



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Developed by Matthew Bacon & Paul Jones

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  - Arithmetic
  - NVDI v4 support
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  - Printer
  - Encryption
  - Protocol access
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  - File (copy / delete...)
  - 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	£5
HiSoft BASIC v2.10	£35 plus P&P	£7	£15

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

## Cadenza Software

49 Douglas Road, Surbiton, Surrey,  
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# USERS GUIDE TO THE INTERNET FOR ATARI

2ND EDITION

## 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.

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



# Send in the Clones

Edward S. Baiz Jr. continues his series on the

# HADES

Hello once again Atari lovers. You remember last month that I talked about the various graphics cards that were available for the Hades computer. Well now I would like to spend some time on an subject that is very important to graphic cards, sound cards and any other PCI or ISA cards that are made for virtually any computer. This is the driver.

The Milan, Hades and now the Falcon can run any PCI or ISA (Milan and Hades) card out there in the computer world, but these cards are useless without a driver to make them run. The drivers for various cards are being written to make them useful in the Atari world, but they are slow in coming. The only thing we can do is wait and hope they come to light soon.

AS you all know from last month's issue, I have the ATI Mach 64 graphics card with 4 meg of VRAM. It is the driver and various programs of this card I would like to talk about.

With all the other graphics cards available for Atari computers I hope this little discussion will help in some way for people to understand how to setup a graphics card and the different resolution modes.

The first step is to install the PCI graphics card in one of the PCI slots in the Hades or Milan. Falcon owners, as I mentioned, can also use a graphics card with the help of a newly released product called Eclipse. This product allow connection of ONE PCI card to a Falcon and this is all done internally inside the case. I suggest all Falcon users get this wonderful product.

The next step obviously is to connect the monitor. This can be either of the VGA or SVGA type. To me, you should fill your card's VRAM upto the max. This way you will get the most possible use of it and you will be able to get all the good resolutions your monitor has to offer.

Once the above is all done,

the finally step in the installation process is to install all the necessary files in your auto folder.

Now when I received my Hades everything was already on the hard drive, so I did not have to do much of anything. But like any piece of software an INSTALL.PRG is included with the NOVA card. This will put every needed file in it's place in the AUTO folder.

However sometimes these files are not inserted in the correct order, so programs like XBOOT (the one I use and recommend highly) and SUPERBOOT make organising your AUTO very easy. Since the Nova Card Graphics Drivers replace your computer's VDI (Virtual Device Interface) you will need to arrange your AUTO folder so that the Nova drivers will load first. These file should run in the folder order: EMULATOR.PRG, MENU.PRG, STA\_VDI.PRG.

There are some BIB files

(more about these later) and they need no particular order.

It should be mentioned that these three files should be placed in the auto folder to run BEFORE any AUTO folder organiser program.

The MENU.PRG needs to be talked about further. When this program boots, you get the following menu screen:

- a. VGA Resolution
- b. Display type selection
- c. Keyboard combination
- d. Select GDOS
- e. Save installation
- f. End

"VGA Resolution" allows you to select various resolution modes which are stored in the STA\_VDI.BIB file. You can select a resolution by either using the arrow keys or else the associated letter. You can make more resolution modes by using the Vide Mode Generator program (more on this later). "Display type selection" gives you four options to choose from. These Atari Monitor w/GDOS, Atari Monitor w/o GDOS, VGA Monitor w/GDOS and VGA Monitor w/o GDOS. If you choose either option with the Atari monitor the Nova drivers will not be loaded. "Keyboard combination" allows you

set the key combo that will bring up the menu selection.

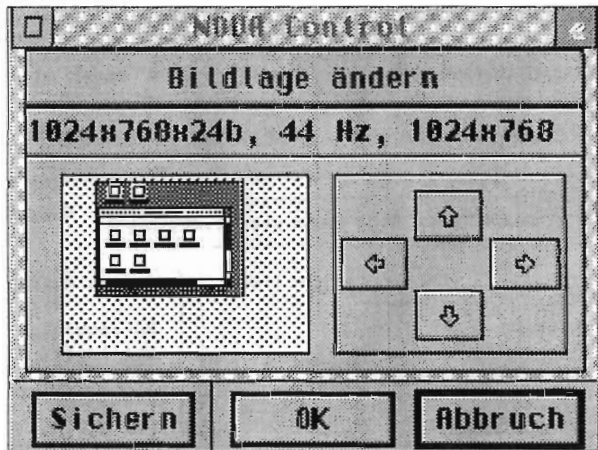
Once the menu is saved it will not come up unless the specified key-combo is pressed before the menu.prg runs. The default is both shift keys, but I have set mine to just the "left" shift key. "Select GDOS" allows you to set the GDOS program name. (ie GDOS, SpeedoGDOS, NVDI). "Save installation" and "End" are self-explanatory.

The important thing here is to remember which key-combo you need to bring

up the menu. This way, you can boot up in a different resolution if you so choose.

gram one can set or else modify a resolution mode. I would like to ask anyone attempting to do this to make sure he/she uses extreme caution. You can permanently damage your monitor, if wrong frequencies are set. Please be very careful in choosing the frequencies. Just do like I did and consult the manual to the monitor. There are always listings of supported frequencies.

The resolution name can be upto 32 characters. Here is an example of one: 640x480x32k,68Hz,800x600



up the menu. This way, you can boot up in a different resolution if you so choose.

One important program included with the Nova driver is the Video Mode Generator. With this pro-

The 640x480 is the resolution you are shooting for. The 32k is the colors. This number can also be 256, 64k, 24-bit or 32-bit. Of course this number is limited to what your graphic card's video

memory is. 1 meg of video ram is usually just good for 256 colors. For the 32-bit mode you will need 4meg of video memory if you want to also get the higher resolutions. The 68mhz is the video frequency and the 800x600 is the virtual resolution. You can take advantage of the Nova cards hardware scrolling to scroll around the physical screen the virtual screen. For example if we use the setup above we can move the mouse pointer around the physical screen (640x480) and scroll past that (using the mouse pointer) to the virtual screen (800x600).

This option uses the computer's ram to supplement the extra resolution. I elected not to use this option so I made my physical

resolutions the same as my virtual resolutions. I felt there was no need for it. Now when I start using Calamus SL, this may be a perfect option to use when I zoom in on document and need to scroll around.

Here, that extra screen virtual resolution will come in handy. Of course you may think different than myself.

Next I would like to talk about some of the different options on the Video Generator program's screen.

When you are setting the signal, "Total" is your physical screen. If you want to have a resolution of 1024x768, you must enter 1024 in the horizontal field and 768 in the vertical field. Now "length" is something different. The horizontal value is usually

25% higher than the physical screen value and the vertical value is 5-10% higher than the physical screen value. So for 1024x768, we would use 1280x808 or something close to that.

Sync-Length defines the border around your physical screen. These value vary depending on the physical screen used. Once you have set a few, it is not hard to figure out the correct values to use.

Screen location is actually the location of the physical screen on your monitor and is kind of hard to set using the Video Generator program's screen. It is recommended that you use this option only if you have a two monitor system. Most

NOVA Video Mode Generator 1.20		Resolution Name: -----	
Signal:	horizontal vertical	Virtual Resolution:	Color:
Total:	---- ----	horizontal: ----	⊕ ---- ⊕
Length:	---- ----	vertical: ----	
Sync-Length:	--- --		
Screen Location:	⬆ ⬇ ⬅ ➡	Frequency:	
<input type="button" value="Init"/>		Maximum Actual	
		Vertical Freq. --- Hz --- Hz	
Polarity:	ne[gativ] neg[ativ]	Horizontal Freq. --- kHz --- kHz	
<input type="button" value="Low Res."/>	<input type="button" value="[Inter laced]"/>	Pixel Freq.: --- MHz ⊕ ---- ⊕ MHz	
<input type="button" value="Double Scan"/>			
<input type="button" value="[Load Resolution]"/>	<input type="button" value="[Save Resolution]"/>	<input type="button" value="Save [Parameters]"/>	
<input type="button" value="Set [Value]"/>	<input type="button" value="Turn [off Screen]"/>	<input type="button" value="[End]"/>	

of us only have one, so the best option for us is to use the NOVA\_COL.ACC program. You will see an option for "Position" or, if you have a German version, "Lage". There is also a CPX accessory, by John McCloud, that will do the same thing. Basically, when you setup your screen in the generator program, the next thing you want to do is try it out. Most of the time when I do this the screen is off by quite alot. The colors are not correct and everything is squished. This is where the position" option comes in and saved me alot. In the messed up screen, I bring up the desk accessory screen. This usually takes a little bit of squinting on my part. Then I activate the position option. I have found that moving the screen to the left or right usually does the trick. Sometimes it is just a little bit and other times it is a whole rotation of the screen. Usually, about 90% of the time, the screen pops up perfectly. Then the final step is to just save the options in the accessory.

This way, your created screen will come up just like you want it to. It sounds hard, but once you have done it a few times, it will be second nature. I have created about twenty different screens since I

have bought my Hades. Some other options on the generator screen are INIT. This INIT button must be pressed every time you make a change in the Signal fields or in the Color field. The POLARITY must set for particular resolution/frequency. Your monitor's manual will tell you the value of this. INTERLACED is used if your monitor offers a particular resolution in this mode. LOW RES. is used to double the scanline, so each line is doubled to get the low resolution effect.

There is another way to find out if your settings are somewhat correct without actually rebooting your computer and loading in the new screen. I have not used this option much, but I think I should mention it. If the pixel frequency is not correct, the screen will not load in. You may get something on the screen or nothing at all. These pixel settings, sometimes, may be found in your monitor;s manual. After you have set the Pixel Frequency press the SET VALUE button. The screen will then shift to a grid. If the grid is stable, no shifting around, then it is the proper frequency. You can tell the grid is a stable one if it's color is blue. If the the color is red or green, then it is unstable and not rec-

ommended. You can then press the SPACE BAR, to go back to the main screen. The best way is to start with a low frequency value and then slowly work your way up. Then of course the last thing to do is save the resolution.

There is one thing I should mention about saving resolutions. You many never need this many, but the "VGA Resolution" option in the NOVA MENU will display 27 different screens labelled a-z. I have found that you can create more, but only the first 27 will be displayed. So what do you do if you need more? It is not that hard at all. Just create more BIB library files. In fact, I have had people send me theirs and I have sent them mine. I have a folder in my AUTO folder entitled BIB and inside that I have all the various files people have sent me. There was also some included with my NOVA card.

Well I hope this discussion has given all of you some insight on what it takes to create a screen resolution. I can only say that if any of you have a problem or have questions, just email me (ebaiz@qtm.net). I will help you all I will even send you some BIB files if you need them. Until next time, take care...

# Rich 10s Favourite Web Sites

Name : **Elysium Atari & TOS Compatible Pages**

Url : [http://www.users.zetnet.co.uk/aseabrook/a\\_index.htm](http://www.users.zetnet.co.uk/aseabrook/a_index.htm)

Description : You name anything Atari, it's probably accessible from here

The Review : Where do you start. It's another jam packed site full of links, downloads, info, specifications and news and views. One of the most impressive pages is the specs page which gives the specs of

almost all the Atari computers ever released.

Name : **Erik Halls My-mail**

Url : <http://www2.tripnet.se/~erikhall/index.html>

Description : Home page of Mymail written by Erik Hall

The Review : The latest version of Mymail (currently 0.83) the email program can be downloaded from here. There is

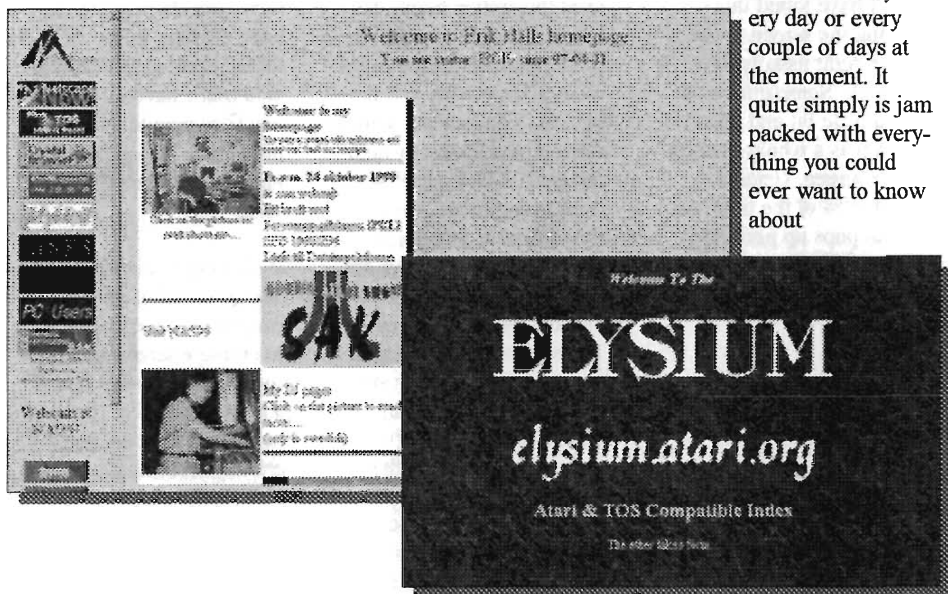
a links page to a number of other good sites. There is also info about Erik himself, his programs and projects as well as other Falcon stuff.

Name : **Magic On-line**

Url : <http://bengy.atari.org/>

Description : Everything to do with the Magic OS

The Review : Pure Magic. If there's anything you want to know about Magic or any utilities then this is the place to go. The site is updated virtually every day or every couple of days at the moment. It quite simply is jam packed with everything you could ever want to know about



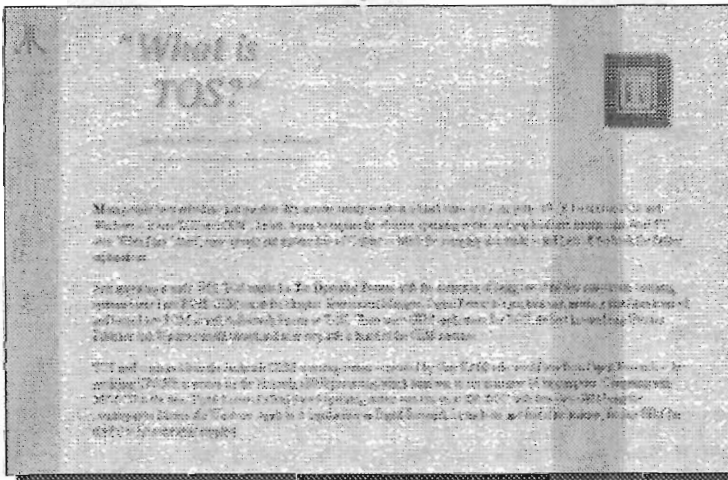
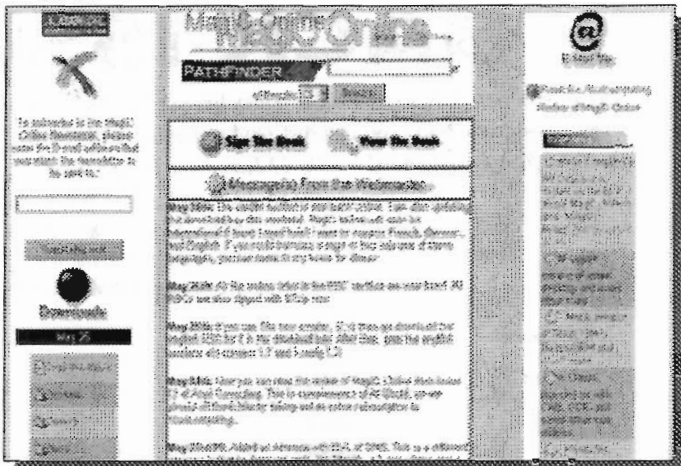
Magic and even if you don't like or use it then it's still worth a visit.

Name : **What is Tos?**

Url : [http://www3.bc.sympatico.ca/roughley/tos\\_main.htm](http://www3.bc.sympatico.ca/roughley/tos_main.htm)

Description : A graphical history of Atari computers and its TOS/GEM operating system.

The Review Do you want to know about the history



8745/index.htm

Description : Atari hyperlink launchpad: vast amount of Atari ST related links neatly categorized so you can quickly and easily find what you're looking for.

The Review : The description says it all really. There are links to just

of TOS then this is the place to find out. It does focus mainly on the TT but is definitely worth a visit.

Name : **Hallvard Tanger-**

**aas Atari Hyperlink launchpad**

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

about every Ftp site where you might find atari software. There is also a nifty search engine which will go looking for the software you require for you.

If anyone would like to review their favourite Atari sites then send us a review laid out as shown here and tell us all about it. send it to Richard Clark, 22 Lancaster House, South Lynn Crescent, Easthampstead, Bracknell, Berks, RG12 7JY. or email: [rich10.hel@zetnet.co.uk](mailto:rich10.hel@zetnet.co.uk)

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# Rich I O Winds Up



After last months libellous comments about AtariMad and threats of prosecution and huge court costs it's been decided to go back to a more mundane Wind up.

So that's Baiz with a zee.... oops, slipping back into bad ways already.

This month you've hopefully been reading about

Web Page Creator as well as last month reading the review of Cadenza's Web.Wizard. I personally find it good to see that Atari programers are still coming up with new ideas and ways of getting the best out of our favourite machine.

In Rob's case he started writing Web Page Creator

because he was unimpressed with Home Page Penguin and felt he could do better.

How many times have we felt we could do better then what we're offered but been unable to do anything about it.

Well we all know what a friendly community the Atari one is and what with two Webrings, a number of mailing lists, newsgroups and a thriving IRC channel (#atari) there are still plenty of places you can go for help if you need it.

So I say fellow Atarians support your local programer and give help generously. See ya soon.

## IT'S DATABASE TIME AGAIN

We would like to keep an eye on how well we are doing, to this end we would like to see as many completed forms (see below) returned as possible, please take just a few moments to help us help you. Photo copies are acceptable if you prefer not to cut your favourite fanzine.

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