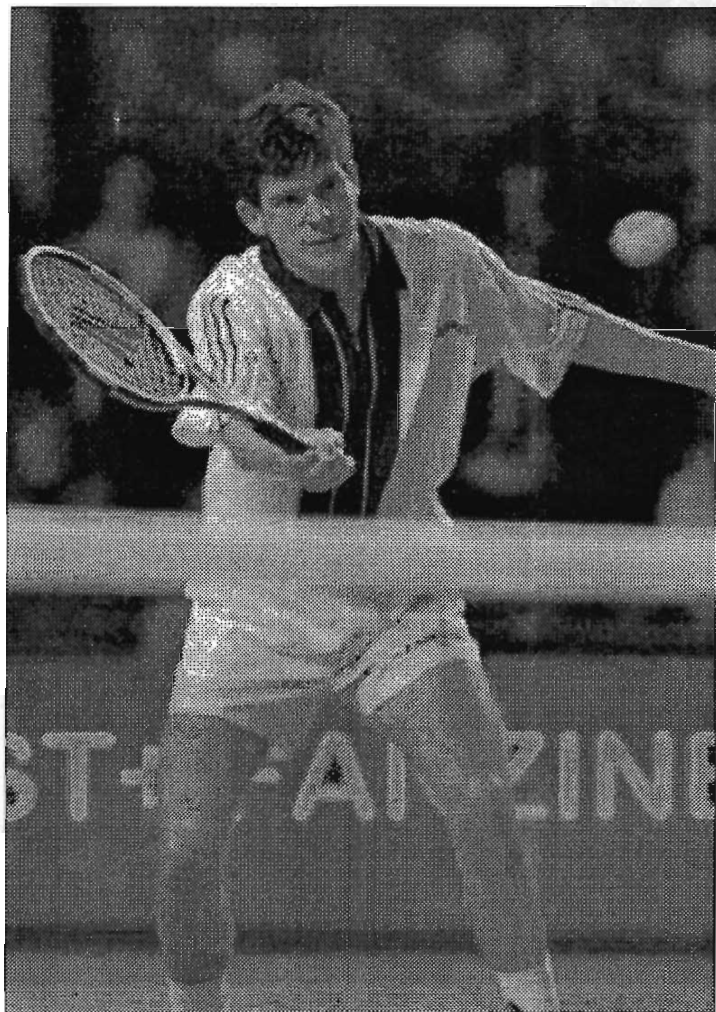


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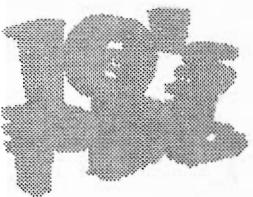
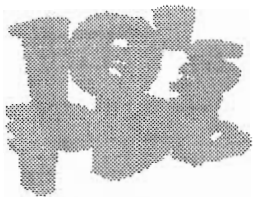
ANZINE

ISSUE 42

July

1999

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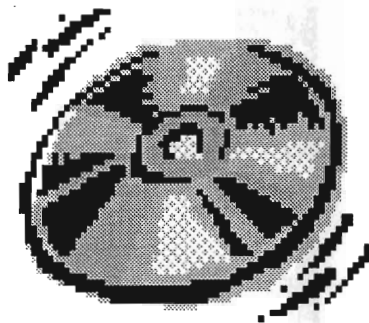
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Editorial

Month after month the gang keep coming up with new and interesting things to write about and this month is no exception with Maddie playing at being a film director, John trying to get to grips with three different Web Browsers and Ed emulating the good old game playing days of the past. Deano also chips in with more STOS and a diskmag review.

This month also sees the welcome addition to the Fanzine family with Grey, our Polish ditributor, telling us about his trials and tribulation of making it to the Error In Line convention in Dresden, Germany last Easter.

The only person missing as a contributor is Gordon so I'll have to slap him a round a little to get him to start writing again.....

Rich 10

Published by R.Y.M.E.

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http://www.users.zetnet.co.uk/10s_Spot/stp/index.html

News News News News

The Name Game



Titan Designs have changed their name to Core designs.

They also have some new email addresses:

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sales@titan-bss.co.uk
Technical Support:
tech@titan-bss.co.uk

So check it out for yourselves at <http://www.titan-bss.co.uk/>

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or telephone 019457 80203

or alternately email them at falconsnest-pdl@hotmail.com

Reminder

Don't forget the Pre Millennium Party that is being held in Utrecht, The Netherlands on July 30 - August 1 1999.

For further info visit the web site at <http://pmp.atari.org>

or email NUT on nut@casema.net

WYSIWYG

What you see is what you get web designers have been around on other platforms for a long time now, but not on the Atari. This is all to change soon as Cadenza Software are working on one now.

Check it out at <http://www.cadenza.cyberstride.r.org>

Cubase

All you music makers out there should point your browsers at <http://www.members.tripod.com/~warrian/>

Here you'll find Quinsoft ex commercial Cubase software, mixer maps and lots more.

Needed

If you got any news, gossip or rumours then let us know at either

22 Lancaster House, South Lynn Crescent, Easthampstead, Bracknell, Berks, RG12 7JY. or email:

rich10.hel@zetnet.co.uk

UVK 2000

The Ultimate Virus Killer version 8.1 is now available. It has become Shareware so if you use it then definately send some money offor this must have application.

All details are in the docs,

You can download the latest version form <http://www.fortysecond.net/uvk/>

JAGUAR

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

JEO

Yeah, first JEO of this year is here and the mailing list seems to be working again. So if you want to get it by e-mail then send your requests to JEO request@maximised.com with "subscribe JEO" in the main text. Also check out <http://www.atarihq.com/jeo/> for older copies and so that you can download the extra pics that you get in the ZIP file.

And a quick run through of what's in it (you did tell me to write more Rich), the last 6 months news, results from the survey, and all the normal stuff, just go and read it OK... it'll only take a few hours ;) One other thing which I only found out after reading JEO, Jeff 'Yak' Minter's sheep, Alstair, died...

I bet Maddie had something to do with it.

Jagulator

Another Jag emulator has started development, hopefully this one will reach completion as so far other attempts have stopped part way through or were fakes in the first place.

Check out <http://www.emuunlim.com/jagulator/> for more info.

JDK

For all you budding game writers out there who want to contribute more to the Jag community The Jaguar Development Kit is here. And of course you're free to release anything as Hasbro announced last month.

Find it at
<ftp://ftp.lip6.fr/pub5/atari/Jaguar/jdk1991.zip>

JCU Webring Ring Review

Site: **Jagu-Dome**

URL: <http://jaguar.holyoak.com/>

Description: Tons of pics, reviews, articles, interviews and more @ Jagu-Dome. Lots of WAV, MP3, MOD and MIDI files of Jaguar game sound FX and music.

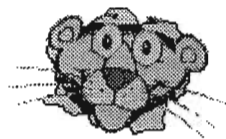
Review: Add in news and announcements and the description fits. The Jagu-Sounds section has loads of music and fx from most games available, so you'll be able to find all the bits from your favourite games. Hey, but there is still more, Wes Powell has even got some of his own music and graphics up, great stuff :)

Return of the Pink Panther

or

Mad On Film

by Atarmiad



Before I start, I must thank a couple of people without whom this article would not exist, Deano for Video Master, Adil for the amazingly log use of his camera & Steve for the Colour Master.

That's right, this is a review of the Video Master cartridge, which I'm sure most of you have heard about and are wondering why I would want to review it, well here goes...

The thought of small videos on my humble ST excited me, so when I saw a Video Master for sale at such a bargain price I just had to get it.

I myself don't have a Video camera, but I was hoping that someone I knew had one or knew where to get one, and I was right. I asked Adil if he had one, and he takes out a Sony Digital Camcorder, top notch stuff.

Yes, a Digital Camcorder

works just the same as a normal Camcorder does when plugged into the Video Master.

Upon testing it, the picture seemed a little on the dark side, so I opened the blinds on the window to offer more light into the room, which didn't do all that much actually. However,



the lack of light and increased darkness meant that we could get away with a rather sinister looking assassination were I fire a shot at the camera and it falls to the ground, but in colour the truth would be me stood in front of a window with a blue plastic gun and the camera put lens first onto a chair seat.

Something to note about the Video Master cartridge is that it isn't actually labelled with respect to the controls, and I found myself writing on it which was the video input(nearest to edge) and audio input. And to this day I still do not know which is the contrast or brightness, as they both seem to do the same.

After adjusting the 2 controls, I managed to get an excellent greyscale output, and I could very clearly make out objects and things around the room.

Now I started to use the camera to record messages and take still pictures, but they were all in greyscale.

Whilst on IRC I mentioned that I had gotten this Video Master and was using a Digital Camcorder, and Steve mentioned that he had a Colour Master cartridge that he no longer used and wanted to get rid of. To my surprise it arrived fully boxed, with



manual.

The Colour Master plugs into your parallel port, the Video Master's video input port, and the joystick port for power. I don't like things that take power from the joystick port, and I am looking for an alternative source for it.

Something to note about this, is that when it is plugged into the joystick port, strange things happen with the mouse in TOS, such as the inability to use the menu and scroll bar, which is quite annoying for those people using a hard drive with a lot of files on it, which means having to use a combination of keyboard mouse control with the actual mouse, but once Video Master is loaded the mouse is 100% fine. I think it may be something to do with TOS itself as under Geneva & Neodesk I can use the mouse fine, which is rather ironic because it's faster to use the keyboard

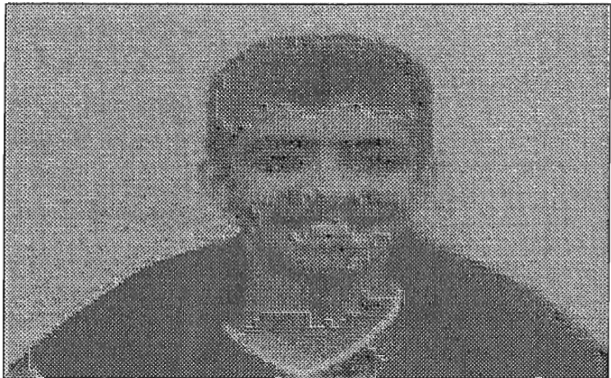
to reach the folder. You need to go into full screen mode, and into the colour section.

The Colour Master is an RGB splitter, and to get a picture you have to take a Red grab, a Green grab and a Blue Grab, and let your machine merge it, there are a few colour options open to you, such as 16cols or Spectrum512, which I recommend because it's more colours. As for saving it, you should save as an SPU, that way you can load it into Image-copy easily and convert it

to a GIF, JPEG or whatever you want.

The downside with this is that picture sizes are limited to 320*200 max, unless of course you have a Falcon, in which case you load the Falcon software and get to save out at Falcon resolutions at a much higher quality than on a humble ST, note an STE offers better picture quality than an STFM.

Making movies takes a considerable amount of memory, with a 4mb STE you are looking at around 417frames with sound, or 480frames without sound, you can select the playrate to make it seem like longer, the larger the number the faster it is and the better the picture looks, the lower the number the longer it lasts, but the picture may seem jerky where there is fast movement, such as moving footage in a car.



You have a very special Time Lapse option too, where you can set a picture to be taken at certain time intervals, or if you want with a keypress on the spacebar.

If you are into animation you can set a camera up on a little scene and move your pieces frame by frame to make a little video.

At 25fps the sound may not play at the correct speed with the video with an external player, such as mplayer, which may be an-

noying for those people who made a high quality intro where you are speaking directly into the camera.

The exports of the video are in the form of VID or FLM, FLM is not supported by Aniplayer which surprised me, to view these on the Milan I had to use MPlayer, but it doesn't support 16bit HC or 32bit TC, so I have to run it in 256cols, in 640*400 because of how small the video is anyway. If only I had a Falcon to get the video, one with 14mb

RAM should be enough for a few minutes footage. In the manual for the Colour Master, it states you can make colour movies, but it doesn't tell you how to. I think it may have something to do with the sequence part, which I will cover at another time. If you want some amusing video of Carbon sending a message to Berserk, then contact me.



This is AM signing off for another day.

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ACcessorise

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

Welcome to this month's ACCessorise. This section has had a month's break because, well, I forgot that I was the one writing it last month. First off we have a rather small screensaver called **Star-Struck**, this one is so small that it's readme.doc is bigger than it.

It runs in all 3 ST resolutions and is very simple to use, once installed it will activate after 3 minutes of inactivity, showing a rather nice coloured star field emanating from the centre of the screen, unlike some screensavers this



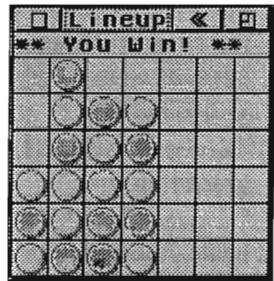
makes the whole screen black and not just the visible area, meaning that you don't eventually get a screen burn outlining your viewing area.

It can be manually activated by selecting it from your Accessory list. It's small, nice, and does it's job. If memory space is a concern to you, and you don't want any big fancy screensavers, then this is the one for you.

Contact Scary Monster
BBS - Fnet Node #1003 -
0734 320297.

Author Tony Sanson

Next up we have a little game called **Lineup 4**, which is just Connect 4 as an accessory. The other player is computer controlled and it is very simple to play, all you have to do is to get 4 of your colours in a row before the computer does. It isn't as easy



as it looks beating the computer, as it sometimes shows some intelligence, but as you can see in the screenshot, it can be beaten.

I have no contact address for this, but I'll send it to anyone who wants it so have a look below on how to contact me.

That's it for another month from the halls of the Mad.

If you've got a neat accessory you'd like to share or want a copy of Lineup 4 then contact me via email at:

atarimad@zetnet.co.uk

Flight of the Falcon

by John Alan Gill

I don't know about anyone else, but one of the reasons that I bought a Falcon was due to it's improved graphics over the basic ST and therefore it's suitability for Internet use.

While I will be the first to admit that the ST can and does browse Web Sites, I found out that it's best done in high resolution, ie 2 colour mode, and with pictures turned off as they do

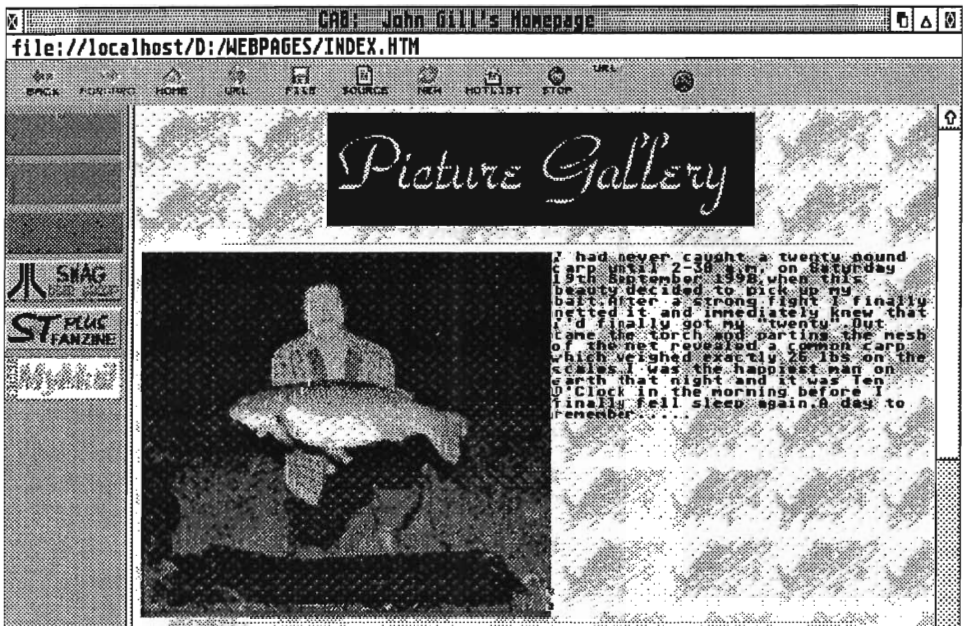
not look too clever in this resolution. It all depends what you're looking for I suppose, but it does rather defeat the purpose of Web Sites with their often very good graphics.

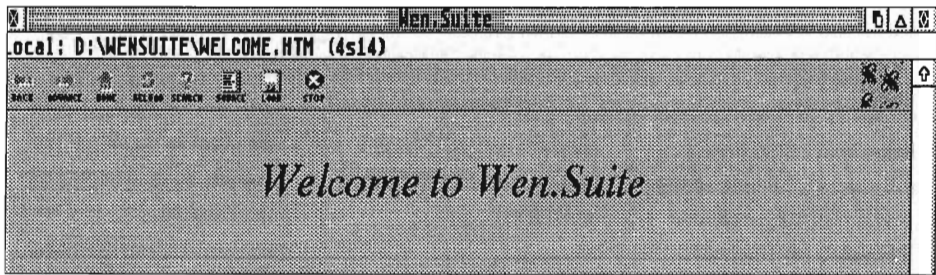
So, you've got a Falcon (this review even applies to other Atari machines/ clones too), what Web browsers are available ? Unless anyone out there knows of any more, there

are three; WenSuite, Adamas, and of course, CAB.

So let's take a look at them in that order then. To be fair to each program, I tested them with the same set of Web Pages, namely my own, which I've also tested on Internet Explorer 4 on the PC, so I know they work more or less OK.

Firstly, WenSuite version





2.40b from OXO systems in France, which I believe is available commercially from 16/32 Systems for about thirty pounds.

The first thing that I noticed was that it didn't support frames, although this wasn't a problem as I had thoughtfully provided non-frames support in my HTML code. Beware though that not all Web Sites on the Internet do so, and you can't view them.

Like all the programs reviewed here, WenSuite provides you with a line of icons at the top of the page to allow you to move forward or back through the pages, return to the Home Page, load external files etc. and you can also use the drop down GEM menus if you wish.

My first impressions were

of how quick the pictures loaded in WenSuite, most impressive considering that the photos on my Web Pages are in JPEG format, ie compressed. However, before you rush out and buy it, the version that I tried didn't seem to format the text probably, centred text coming out left justified, which is a bit annoying when you know how it's supposed to look. However when viewing sites on-line, you'd be none the wiser so I suppose it's not the end of the world, and in its defence the quality of WenSuite's images is superb and as I said, very quick. I'm also sure that I read somewhere that there is a newer version available or ready for release, so maybe these problems have been addressed.

Secondly, we have Light of Adamas, part of the Draconis Internet Package,

which, like WenSuite, also includes an e-mail package.

The version I tried was 0.85, which is a freeware trial, although there is the possibility that the finished product may be commercial. Again, this is the latest version that I could find, there may be a newer version available by the time you read this. This is much better than WenSuite in that it supports frames, and the picture display is just as fast and of similar high quality.

Bold text displayed using the standard 6 x 6 font was very blocky, but a quick browse through the options revealed the ability to use NVDI 5's fonts which sorted out the problem.

There is also a greyed out entry in the options menu for JAVA, so whether this



means that future versions will support this increasing popular language remains to be seen. My one real criticism of Adamas is that it's very fussy with links to other pages / sites. Large buttons present no problems at all, but smaller ones and plain text links can keep you clicking all day before the link is established. Also I haven't actually tried it on-line as yet and have heard of people having problems getting it to work properly.

That said though, it's very quick at displaying images and the possibility of JAVA support makes it worth keeping an eye on for the future but once again we are faced with that age old Atari software problem, will it ever be finished ?

Lastly, the one that everyone must have heard of by now, CAB by Alexander Clauss. I first saw this mentioned four or five years ago, and he's continued to develop it up to it's

current version 2.7 and I believe he's still working on it now.

CAB 2.7 is commercial, available in the UK from System Solutions for £29.99, although I feel that £20 would be a better price, seeing as PC owners get their browsers for free. I know Alexander has worked hard on the program and deserves reward for his efforts, but I still think the price a bit steep.

Alternatively you can use the last shareware version 1.5 though this does not support frames, depends on your budget I suppose.

Despite the price, CAB is the Rolls Royce of Atari web browsers and I must admit that I use it all the time for my surfing. Compared to the previous two programs CAB is a bit slow with displaying images, especially with JPEGs, although there is a message in the menu bar telling you what it is currently doing which is help-

ful. Text is displayed first though, so at least you can read that while you're waiting for the graphics to load, although you sometimes cannot use the scroll bars while it is processing a picture. I also thought that the images were not as good quality-wise as WenSuite and Adamas, but they are more than acceptable when running in Falcon 256 colour mode.

Links all work properly and there is a very comprehensive Hotlist where you can store all your most commonly used Web Sites, and this is displayed in a nice GEM window, making it very easy and intuitive to use. The only problem that I could find was that it doesn't always display headings in the correct point size although to be fair, this isn't of earth-shattering importance. Like Adamas you can go to a Fonts menu and use NVDI 5's fonts which certainly helps anyway.

So to sum up then, CAB is

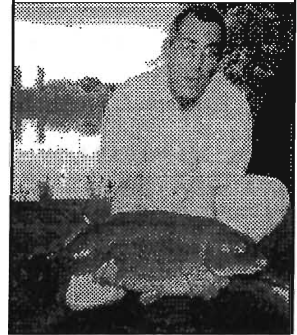
the browser that I would recommend despite it's hefty price tag.

It seems to have become the standard Atari Web browser and if Alexander could improve the speed of the graphics routines and add JAVA support then it would be perfect in my opinion. WenSuite and Adamas both show promise, but in keeping with my criticisms of CAB I cannot recommend WenSuite at £30 and like a lot of Atari software

nowadays it remains to be seen whether Adamas will ever be finished. Perhaps if Alexander could have a word with the authors of the other two about how they code their graphics routines

Finally, I had to really wrack my brains to try and decide what to write about this month, so if anyone has a Falcon program that they would like me to review then PLEASE write to me and let me know. See you next month ????

Gordon was a little peeved that John had managed to sneak in a picture of a Carp that he'd caught so to keep him happy here is a gratuitous Carp moment for Gordon.....



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STOS CORNER

This month- Connections And Objects

Continuing from last month let's have a look at the connections routine.

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

As I said last month the ROOM variable holds the number of the room and the D variable holds the number of the direction selected by the player.

In the old type adventure games a text description would describe the location and mention the exits. But what about a graphic adventure? Well in this case, the old text description would be replaced by a picture of the location and exits would be portrayed as drawings of doors and windows.

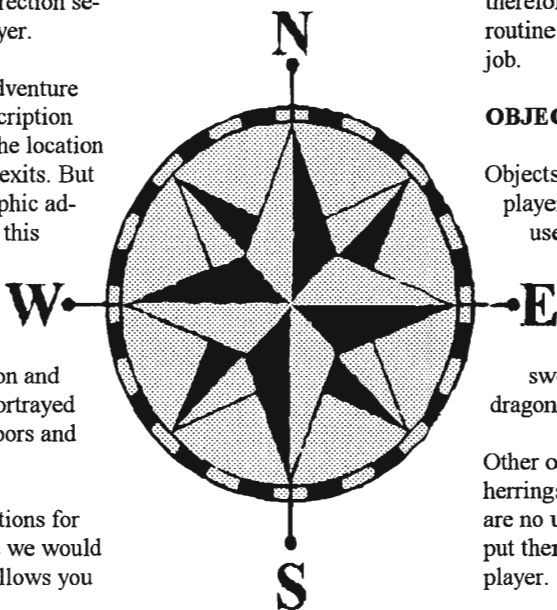
To set up connections for this type of game we would use zones. Stos allows you

to use up to 128 zones at a time. This means you can set an area on the picture which can be read by the mouse pointer when it enters this area.

Let's say our picture is of a bedroom. There would be a door in it. This is the exit we have to set up.

```
10 set zone 1,10,10 to
100,100
```

So this means the drawing



of the door is in the area between co-ordinates 10,10 and 100,100. Our next line returns the number of the zone selected.

```
20 repeat : D=Zone(0)
30 until D>0 and mouse
key=1
```

The D variable which we used to read the direction can still be used to get the selected direction. But this time D will equal a zone number from 1 to 8, and therefore the Map checking routine will do the same job.

OBJECTS

Objects are something the player can pick up and use in the game. Some objects can be used to progress, such as a key to open a locked door or a sword to slay an angry dragon.

Other objects can be red herrings, which means they are no use at all and just put there to confuse the player.

An object can also be something to wear such as a coat.

In the old Spectrum adventure game 'Secret of St Brides' the main character had to wear a teachers gown to get into the staffroom to avoid being detected by the teachers.

Setting up objects is easy. First we have three variables

```
10 dim OBJECT$(3), OB-  
NUM(3),OBLOC(3)
```

OBJECTS hold a short description of the object, OB-
NUM holds the objects
number and OBLOC holds

the objects location. Here's
a set up routine for three
objects

```
10 dim OBJECT$(3), OB-  
NUM(3),OBLOC(3)  
20 for X=1 to 3 : OB-  
NUM=X : next X  
30 restore 50 : for X=1 to 3  
: read OBJECT$(X) : next  
X  
40 restore 60 : for X=1 to 3  
: read OBLOC(X) : next X  
50 data "a small lamp.", "a  
gold key", "a fur coat."  
60 2,10,5
```

So with this setup object 1
would appear in location 2
while object 2 would ap-
pear in location 10.
More on objects 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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Error In Line '99

EaSTer Atari Convention

Howdy, party-ppl! Another great Atari-related convention passed away...

Was it REALLY worth to attend? Well, just take a look at the following report and make your own opinion!

EIL was held from 2nd to 5th day of April in Dresden/Germany. Yup, 4 (FOUR) days with the Atari posse from all over the Europe! Couldn't be better, huh?

Organisers were well known demo-sceners from Escape and Checkpoint. Rumours about EIL

came up at the end of 1998 year. Due to the lack of any Atari-related parties the next Easter the guys from these crews rushed with help and decided to make their own party. For people who didn't know - EaSTer Atari conventions were the tradition in Germany for ages (Fried Bits I-III, Symposium '96, Siliconvention)

and a lot of legendary productions were released at these parties (all Falcon users should know such classic demos as Lost Blubb, Eko System, Sonolumineszenz...).

Week after week more and more promising news about EIL were coming up (new

Everybody expected a lot of ppl and releases. The number of supposed ST releases was growing day by day... We were ready to be witnesses of ST resurrection.

It also seemed that EIL would be a real international Atari convention 'coz

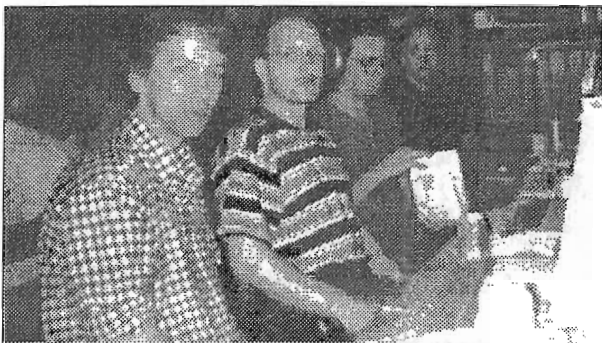
a lot of guys all over the Europe wished to attend.

Some time later Evil/DHS released another EIL invitro for the Falcon just to "warm up" the atmo-

sphere before the party.

After that everybody started to count the days left to the EIL... You would notice it being on #atariscne channel - the topic always said "X days left to the EIL!".

All of us couldn't wait to meet each other, talk with



*Chaps from the german demo-crew, "CREAM".
from left: Tao, Abyss, Agent T and Candyman.*

Atari-sponsors arrive e.g. Titan Designs, Centek, AG Computertechnik, M.U.C.S., Mario Becroft, Running Design Team...)

Some time later Checkpoint released an official ST/Falcon invitro. YES!! everybody breathed a big sigh of relief...

and... drink with.

And well, EaSTer was coming up! Because I didn't want to drink at the party alone I was doing my best to invite more poles at the EIL (you have to know it's pretty hard to drink a beer with some guys from Germany..... of course there are some bloody exceptions: Hi Llama, Drizzt and Moondog!)

My best friend Winio/COBRA (grtx!) wished to come and some other guys also wished to join us! (like Piotr N./OFF, MdM/Mystic Bytes, Modred/Mystic Bytes, Krazio/Ind., Kosmy/Ind., Vulgar/Cobra, Macgyver/AIDS, Eros/UND99). So, at 1st time ever - 10 guys from Poland were going at the party outside! GREAT!

We bought tickets and very excited went to the train. We were driving about 12 hours to the party-place.

We spent the whole journey filling our stomachs with beers and talking in-

sane histories - believe me, you really wouldn't like to hear any!

YEAH! We are in Dresden! COOL, finally! "Wow, what a train-station!" somebody screamed.

And well "where we should go now? any directions?" - somebody asked.

Erm... directions?

Ooops... DAMMIT! Yep, none of us took an invitation with all explanations



The guy on the left is PIOTR N. / O.F.F. and the other one is me - GREY / Mystic Bytes

"how to find the party-place". Great... Okay, it shouldn't be too far away from the train-station, let's try to find it. YEAH!! Here it is! Let's go inside and say "hello!" to organisers.

They promised to be there a bit earlier. But hey! The door are closed, wassup? ARGH! Krazio/Ind. Got an idea to make a phone to the

main organiser and ask him to open the door. But hey.. none of us had an invitation with addresses and phone-numbers...

Krazio/Ind. started to search the number in the phone-book. NOTHING. But hey, someone's coming here! He speaks... POLISH!!

YEAH!! It was my friend from Poland (Piotr Nowotnik) who also decided to join us at EIL. We were even travellin in the same

train... Of course none of us knew that.

I asked him if he had a phone-number to the organisers and he answered "sure!".

Yahoo! Let's make a call then!

Okay, someone's take a phone and says something in German then said "do you speak English?" and the voice answered "yes!" and put down the phone". Wassup? I am calling again... "

Me: Nils? Is it you?

Voice: "Yes, it's me! I just woke up..."

Me: Could you come over here and open the door?

Voice: Now? No... I just woke up. But I will tell someone to open the door. Stay there!

Okay, we spent few minutes on talking crap and Joe Cool from Checkpoint came to us and welcomed us very loudly. We asked him if we can take a shower and a bunch of REALLY bad-smelling chaps went to the bathroom. After that we went outside the building to eat something. Someone told me there was the latest issue of ST Computer newspaper available and I went to the shop to find it out.

Yeah, I found it! COOL! ST Computer is a really great Atari magazine, it's all in colour, with a good paper-quality, adverts, scene-corner (!!) and much more!

When we came back there was a couple attendees already. More and more people were coming. I spent many hours talking with

people I only met at IRC...

That's really a cool felling! Someone was spreading a lot of Atari adverts, I had felling that Atari still lives so strong! I got adverts about latest Atari-clone "Milan", CENTurbo II to the Falcon, new CDs for ST/Falcon series, new hardware etc... Great!

Some time later I was go-



"Always smiling Polish-posse"

ing to check the latest releases on my Falcon but... hey! it doesn't work!!

I was at over 10 demo-parties, EIL was my first party where I took my Falcon and it didn't work! could you believe this?!

But hey, hold on... try to fix that... I spent about 5 hours to get it working, but no success. Then someone told me I should ask

Joe Cool for that because he is a well-known "electronic-master". So I did, and while I am here I would like to thank him a lot for putting life into my Falcon! Thanx JOE!

I spent most of my time copying the latest releases, showing our (Mystic Bytes) productions, talking with people around and exchanging beers with people all over the Europe! French one (Wel Scotch) absolutely rocks!

I also took around 30 copies of ST+ to spread them out at the EIL! I did it in 10 mins...

Organisers weren't going to let you die, so there was a very nice cave-looking snack-bar (open 24h of course!). The food was at fair prices,

just like promised in the invitation. You could also order Chinese food or pizzas but you had to wait for it a bit longer. Talking about pizzas - Havoc / FUN and Baggio / WF have to use unbelievable BIG stomachs. These two chaps ordered the pizza which was probably bigger than front-door at EIL! Unbelievable big-sized! Special respect to all guys who had to use the toilet at the same

time as these two folk...

The most exciting thing at EIL were competitions of course. There were a lot of rumours about the huge-number of ST/Falcon releases and all of us kept fingers crossed for that! When the demo-competition appeared everyone took a big breath. At first ST

demo compo begun. And well, there were 4 very good demos for ST! Contributors were: Stax (Germany), DHS (Sweden), Checkpoint (Germany) and Mystic Bytes (Poland).

There was also 5th demo by Cobra (Poland) but didn't take a part in the competition because wasn't finished yet.

All these ST demos were on very high-level, no one expected that! After every single production we would hear a very loud applause, that was really great!

There was also a funny accident.. In the Checkpoint's demo was the following text "To be continued..."

and Krazio/Ind. screamed "Please, NO!" and a whole room started to laugh.

Falcon demo competition wasn't that exciting as ST one for sure. It's pretty hard to make something really new and impressive on the Falcon these days.

Tunnel-mania is continued.



organizers: Spion/Escape and 505/Checkpoint

There were 5 demos for the Falcon from the following crews:

Cobra (Poland), Mind Design (Sweden), FUN (Holland), DHS (Sweden) and No Crew (Sweden).

In my opinion FUN and Cobra releases were the most impressive ones. "Alive" by FUN featured a lot of really fast objects with ENV mapping, probably the fastest

ones released for the Falcon so far! "Revertant" by Cobra featured a big 3D scenes, some cute graphics and neat soundtrack but was unfortunately extremely slow. As the authors said "It wasn't intended to be fast. We suggest to run it on powered Falcons".

While I am here I would like to say that I have a big respect to Winio/COBRA for not giving up. He was putting his demo together a thousand of hours, I really admire his enthusiasm. Of course there was a while when Winio was loosing faith. There were some problems with music. Winio tried to fix that and before checking if it already works said: "if it won't run now,

I will throw my Falcon through the window". And hey! It WORKED!

And well, there is nothing more to say about EIL. Competitions were the most awaited part of EIL. I would continue this crap talking, but I respect ST+ readers. I will make a little summary now.

At the EIL was about 100 attendees from all over the Europe! There was a couple

guys from France, UK, Slovenia, Slovakia, Sweden, Austria, Poland and Germany of course.

Organisers did their best to help each other and surprised us with a lot of hospitality. At the end of the party Joe Cool invited people on the free breakfast. He filled a whole table with food and let us to eat whatever we wanted. By the way - I was a BIT shocked seeing as Requiem was doing to his sandwich. I never seen a guy who put meat, cheese and sweet jam on the slice of bread! Gosh, what a mix-up... ugh!

And well, if there will be another EIL edition I will do my best to NOT miss it!

If you would like to get any releases I mentioned above then check out the official EIL-site at:
<http://eil.atari.org>

Cheer up!
ATARI LIVES!

Grey / Mystic Bytes
p.s. Special grtx goes to:

MdM / MSB who helped me a lot during my back-trip to Poland. Thx 4 all, dude! Polonaiz kicks in!

Paranoid / Paranoia who gave me "half-working" C-

64 for free! Unfortunately after I cleaned it up it died completely.

Joe Cool / Checkpoint for repairing my Falcon at EIL!

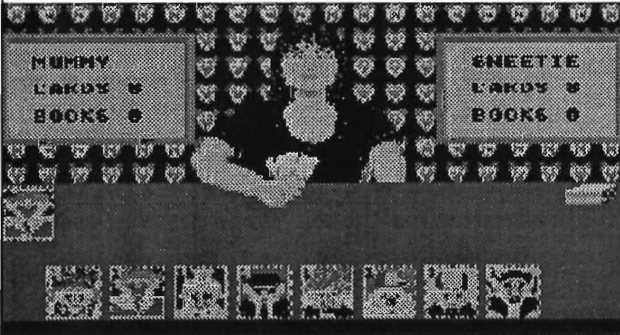
Winio / Cobra for keeping me smiling every minute

Ear_X / FUN for letting to know me how the dutch beer "Grolsch" taste!

Piotr Nowotnik / O.F.F. for lotsa cool chats at EIL!
CiH and Felice / Maggie Team for cheering me up after my Falcon died (hopefully only for a while!).

And the personal one to:

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Midi Maestro



by The TredAnoyer

Episode One

Cubase. Aha! Yes, they have it on the Mac, they have it on the PC, but it all began on an ATARI long, long ago and far far away....

OK, not that long ago, but, please give me some room to explain. I had gotten on well enough with PRO24, as I said, cool features, cool sequencer, fair enough, but, there was more and I knew it, long had I heard this name CUBASE, drool did I at the screen shots and features which numbered many, but, starved I was of cash and there the story would end, but for a dodgy hacked copy from

the "Darkside"A that needed no 'dongle'. Much glad had I, in these old eyes, as I held the disk in my hands, booted, loaded and promptly got lost...as usual.

Laugh if you will

Now I'm a true believer in R.T.F.M. (Read The Feking Manual) and I had version 2 of Cubase, in my opinion, the most powerful ATARI sequencer on this planet and NO manual.

But, beggars and choosers are seldom the same, so, I had to swim in new waters and surely the PRO24 manual would help me out, if only a little.

Small Steps

I must admit to being surprised at my initial progress. I managed to record a bassline and a little melody over the top pretty quickly, I even copied several parts and got drums going all within 20-30 minutes. I can only put this down to 2 things, 1. a lot of the functions in Cubase are similar to those in PRO24 and 2. Cubase uses a very graphic way to arrange the layout of its various functions, which allows you to set up the arrange page and editors to suit the way you work, rather than the way the programmer wants you to work, in a way, it's similar

The screenshot shows the Cubase MIDI sequencer interface. At the top, the menu bar includes File, Edit, Structure, Functions, Options, and Modulo:03:05ows. Below the menu bar, there are controls for the current track, 'Drum - Drums', including buttons for GOTO, CALL, FUNCTION, and SOLO. The track name is 'BASS Drum' and it is set to 'SNAP 16' and 'QUANT 16'. The piano roll grid shows a sequence of drum hits across 16 steps. The sound list on the left includes:

M	SOUND	QNT	INOTE
	BASS Drum	64	C1
	SNARE Drum	64	D1
	Closed HH	16	F#1
	OPEN HH	64	A#1
	Half OpenHH	64	G#1
	HI TOM	64	D2
	LOW TOM	16T	B1
	MID TOM	64	C2
	LOWER TOM	32	A1
	Real loTOM	64	G1
	LOWEST TOM	64	F1
	14 Crash	64	C#2
	16 Crash	64	A2
	CHINA	64	E2
	Ride Bell	64	F2

At the bottom, there are transport controls including SOLO, REPLACE, IN, OUT, and buttons for tempo and time signature (4/4).

to customizing your desk top.

Using the force

All this was great fun,, but not everything worked perfectly and some features didn't work at all, which meant that I was rather stuck, again. I mean, half a program is no program at all, the good part, however, was that I was learning (and hooked) how to use Cubase and very keen to buy, the thing is, it was still £350 odd new and stretching to that amount just wasn't on the cards.

Buying secondhand would, of course, seem like a good idea, but, a few things put me off that idea, 1. the fact that, where I live (N.Ireland) I didn't want to risk getting ripped off (does anyone) not that I ever have, but, who wants to go through the hassle, and 2. I couldn't tempt fate and end up with MOST of a manual. and 3. all of the small ads in the music magazines I looked at, were selling a computer, monitor, hard drive etc,etc along with Cubase and the total asking price was usually higher than I was willing to go.

Then something wonderful happened, I read that KEY-CHANGE were offering Cubase V3.1 for a gobs-

macking £149, this was still a lot, but, after a little chat with Barrie I was convinced, my pocket wasn't, but I knew I'd be forgiven.

Perfect Day

The package took a while to get here, but, I'm used to that by now and it made the anticipation greater, installing was easy and went by without any problems, so, I took the plunge and double clicked, in no time at all up popped V3.1 it was only slightly different but if anything it looked better than V.2 ,everything was there and it all worked perfectly out of the box, which is just the way I like it, the next thing I tried, was to load a few *.MID (MIDI) files and like I was starting to believe there was no problem at all, so I quickly set about transferring all my PRO24 *.SNG files over to cubase, they worked just fine, so I set up the drum map renaming and changing the drum sounds to suit my MIDI equipment.

You might think I was happy and yes, I ,was and am, however, there is one niggle that I feel I should point out, because of the extra load version3 puts on the CPU compared to V2, it's screen redraws are very noticeably slower and this

really made me quite sick, that a hacked copy should be faster than something I had paid for, but, I found a little ACC in, I think, one of the susieB CDs called quickst which replaces the redraw routines with faster code, much, I imagine, like NVDI does except that it doesn't cost as much. Anyway I popped it in my root directory and the redraws improved and nothing crashed, so I can't complain too much.

Manual Labour of Love?

So, how's the manual, I hear you snigger, yes it's fine, we get on well and have a lot in common! Seriously, its a hard ringbinder type file of A5 size (to make updating easier) and although I didn't count them, runs to about 1000 pages so every possible aspect of the program is covered, but, in some cases, not that clearly, just make sure and keep your clever head on and you should be fine. Well, that's how it all began for me, I'm no expert yet, as Cubase always seems to throw up a new way of doing things, but, next month I'm going to try and explain some of its features. Although, I doubt whether I'm up to Yoda level, but, perhaps someone, somewhere will learn something!

Send in the Clones

Edward S. Baiz Jr. continues his series on the

HADES

Ok Hades owners if you are like me you started out your wonderful relationship with Atari computers using an Atari 8-bit computer. I have the good luck to still own my first 8-bit computer (an Atari 400) as well as the ones that followed. This would include an 800XL and a 130XE.

Also in this barrage of memories are a tape drive (what a pain to use, but a thrill to own), an 810 disk drive (cost me \$500), two 1050 disk drives, a Percom Data disk drive and 100's of programs (mostly games) on cartridges, tapes and disks.

If you have caught me on the usernet and the WWW, you might have seen me mention that my 8-bit days on the Atari are considered, by me, to be the best and most memorable. If I could, I would go back to those days and never leave. Why you may ask? It was just more fun to use a computer then. Programs were not filled with un-necessary graphics.

There was more concentration on gameplay and to me that is the most important thing about any game. How many games today to do you play look and sound soooo good, but seem to lose their appeal after a few hours of playing.

I have seen many on the PC, ST and Amiga. Now do not get me wrong, there are plenty of games (and other programs) on today's machines. It is just that today there is a too of a BIG concentration on running things faster and faster and faster. When Windoze 95 was coming out, you never really saw a screenshot. The only thing you saw was a guy looking at a computer screen and some other guy asking him just how the screen looked. Looks is ok, but it's performance that I want.

Another big reason for loving the 8-bit days is the fact the computers were not being upgraded every month. Programers could concentrate on writing and updating their programs

instead of having to worry about compatibility from machine to machine. This happened now and then with some files, but problems here were solved quickly.

It was a big jump for me when I bought my ST. At first my 8-bit computers took a back seat to my 520ST. That quickly changed as soon as I got my hands on Darek Mi-hock's STXformer program. This is a great 8-bit emulator for the ST line of computers and used virtual disks to load in 8-bit programs. One BIG plus to this program was the fact that, through a special cable, you could hook up an 8-bit disk drive to your ST and load in programs that way. It actually worked and worked well.

I demoed this at an IMAGE meeting and everyone was thrilled to see an 810 whirring away as it was being controlled by my ST. Then the big disappointment came. Darek abandoned STXformer, started

his own company and started making Gemulator which is a ST emulator for the PC. That was real sad for me as I was told he was working on a program that allow PC programs to be ran from the GEM desktop. Oh well....

Then I got my Hades and one of the first things that was on my mind was an 8-bit emulator. Everyone I found was either for the Falcon or PC. None would run on the Hades until I ran across a program by Petr Stehlik which was originally written by David Firth for the PC I believe. Stehlik ported it over to the TT/Falcon. The program will work only in the 256 color mode and requires a 68030 CPU or greater.

The reason for this is that anything less would mean a very slow performance. One thing I did find strange is that the program runs fine in a resolution of 640x480 or 1024x768, but will not run in a resolution of 800x600. That is very strange to me, but who I am to question the programmer. I am just glad to have the program itself. When you de-arc the file you will find that you have two versions of the emulator. One version is ATARI800.TTP or ATARI800.GTP. This is the normal running version

that is most reliable with few bugs. This version, when booted, will come up with the familiar screen that allows testing of the Memory, Keyboard and Sound.

Sometimes I have noticed that this screen does not allow pop up immediately. If this happens just push down on the Space Bar or else the Escape Key. The other version is ATARI-ASM.TTP or ATARI-ASM.GTP. This version is written in Assembly and runs programs faster, but is suppose to have more bugs. Just between you and me, I have found that both versions run very good and I have almost no bugs in each.

Keyboard emulation works very well. This is obvious if you do the keyboard Test that appears in the Atari Basic screen when ATARI80.TTP is booted. Also, the "F" keys have a specific function:

F1 = configuration menu
F2 = OPTION key of Atari 800XL
F3 = SELECT key
F4 = START key
RESET (warm start)
Shift + F5 = PowerOFF
ESET (cold start)
F7 = BREAK key
F8 = Invoke Monitor
F9 = Exit Emulator

screen snapshot
Help = Help key

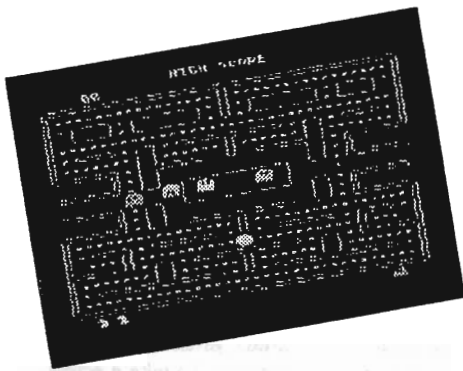
This is the way things should be on the Falcon and the TT. Now on the Hades (and maybe the Milan), things are little different. F10 does not save an emulated screen snapshot.

Infact, pressing F10 does nothing. To take a screenshot on the Hades you must press F6. What you get is a PCX file and they are numbered starting with 0. I just want to say that all the screen shots in this article were made using this method.

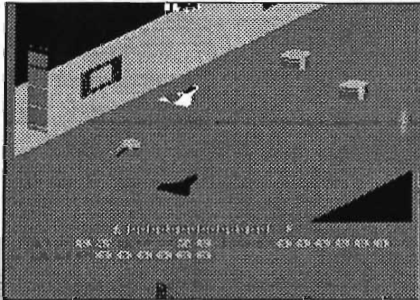
Also, as everyone knows, the Hades uses a PC style keyboard and there is no Help key and no Reset key. I have found that the Print Screen key may be the one to use.

When I did the Keyboard Test, it had a note at the bottom to hit either the Help or Reset Key to exit. I kept hitting keys to see which one would exit the test and the Print Screen key was the only one that worked. All the other "F" keys work as listed above.

It is important to remember these key assignments because in many 8-bit programs you are asked to hit the OPTION, START OR SELECT key.

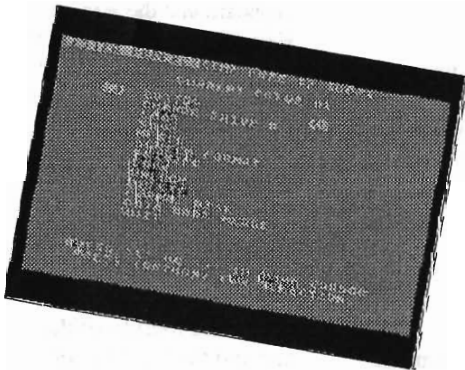


Before we go on I should mention that this emulator use mainly SIO2PC or ATR disk images. I believe it also can use XLD images and XFD images (not DD) too. You can download a TON of ATR files from the ftp site: ksk.novastor.com. The directory listing would be: `/pub/atari/cth/atari_8bit`. I have about 10megs of 8-bit programs and that is only a small amount considering what I have left to download.



Ok, now lets get to the operation of the emulator. When the ATARI800 version boots you get, again, get the familiar test screen because of the built-in basic.

Remember some 8-bit programs do not like basic, so you must hold dwn the OPTION key (F2) when doing a warm or cold boot of the program (I will explain how to do this later).



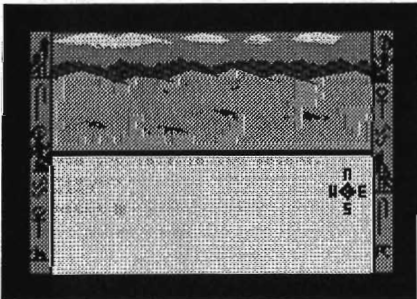
The ATARIASM version gives you a blank screen as there is n built-in basic Running 8-bit programs that hate basic is much easier when using this version as you do not have to hold down on the F2 key. So, when both programs are finished in their booting process, hit the F1 key to get to the configuration menu which is as follows:

About the Emulator

- Select System
- Disk Management
- Cartridge Management
- Run EXE Directly
- Save State
- Load State

Back To Emulated Atari

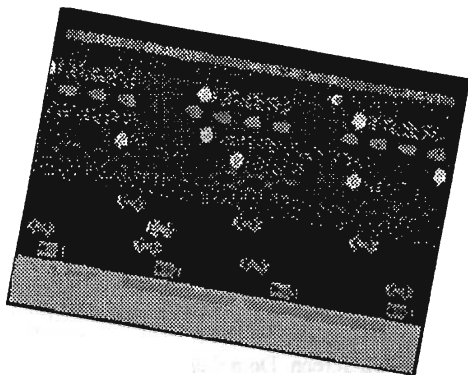
- Power On Reset (Warm Start)
- Power Off Reset (Cold Start)
- Exit Emulator



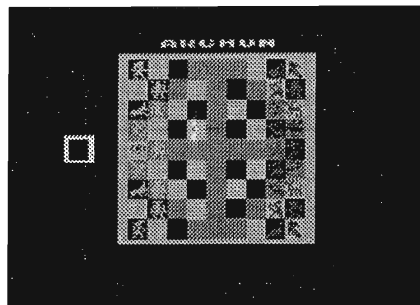
The first and last choices above are self-explanatory and need no explanation. I will touch on the more important options that I use most often. Once you have some ATR disk image files you are ready to go. First, choose

which resolution you want to use (640x480 or 1024x768, not 800x600). Remember you must be in the 256 color mode. If you are in a 16-color or 2-color mode do not expect proper color palettes in the programs you run.

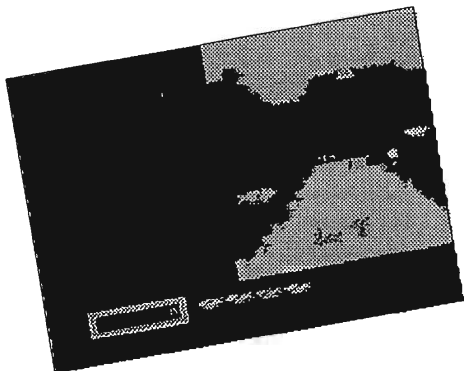
After the program is booted hit F1 and you should get the Configuration Menu. Then, using the "arrow" keys, move down to "Select System" and hit the "Return" key. The default system used is the 800XL, but I have found more programs run using the OS B system.



There is an OS A option, but that ROM did not come the program. If you do get a copy of the "A" ROMs, put it in the same directly as the two versions of the emulator and edit the CFG files for each accordingly. Using the "arrows" keys, move down and select the OS B system and hit the "Return".



You should then be at the configuration menu. Next you have to put a disk into the emulator and this is done using the "Disk Management" option. Choose this option and it becomes clear that you MUST have the ATR files on the same disk partition as your emulator programs.



All folders have "[]" surrounding their name. Programs are just listed. Just use the "arrow" and "return" keys as mentioned before and get down to where you have chosen the ATR file you want to run. Then all you have to do is to choose the "Warm Start" option and the program should run.

The procedure is simple to run an single ATR disk image file, but on the ftp site I mentioned, there is a collection of about 22 mega-image files that also have the ATR extension. These mega-image files have contain about 20-30 programs and take up about 1meg of disk space. Now if you try to load in one of these files the way I described before, it will not work.



There is a simple way though. First boot up either version and get to the configuration menu. Then choose your system. Go to the disk man-

agement area and choose MYDOS45.ATR as disk #1. This comes with the emulator. Now go back to the disk management area and choose an Mega image file as disk #2.

Then do a warm boot and you should be at the MY-DOS screen. Do a disk directory of disk #2 to see what files are on the disk. To load in a program choose option "L" which is "Load Memory". It will ask for what file and all you have to do is to type D2:filename or D3:filename etc. The program should load in load. If not you might want to change the "system".

Now you will notice that the screen size of the emulator is small. This is because that the author mostly intended the program to be ran in ST Low. For those of us who have Nova graphic cards, type "double" in the command line when it comes up after you double-click on the program icon. Now when the screen comes up it will be MUCH larger.

I use a 17 inch monitor on my Hades and when I use the "double" command while I am in resolution of 640x480, almost the whole screen is used. There are a number of these commands that can be typed in at the

beginning. You can read about them in the README file included in the package. The only other one I use is "-delta" which speeds up screen output.

The performance of this program on the Hades is excellent. The speed and the graphics are first rate. I would that that the emulator runs about 90% as fast as a regular Atari 8-bit.

I sent this emulator to a TT owner and he said it ran slow. He was using another emulator that offered speed, but not good graphics. It is just amazing that I was playing Ali Baba and The Forty Thieves, Gorf, Ms Pacman, Zork and many many others.

It was a dream come true for me. The joystick was supported and I was playing the various shoot'em-up games with ease. The graphics were just the same with some very few exceptions. The Sierra On-line games loaded and ran fine, but there was no color. Maybe this will be fixed in later versions.

If there was one disappointment it was the sound. On the Hades there is none. Sound support is only for those computers that have DMA sound (Falcon, TT). I will not go into the fact how stupid I

thought that the Hades did not have DMA and only just the same Yamaha soundchip as what is in the ST.

I asked Petr Stehlik about it and was hoping for compatibility with the Yamaha soundchip (the author of Mplayer did it for me) and/or compatibility with any soundcard in the ISA, PCI or VME busses.

He told me that the sound routines he used in the program were by a gent who is well known for this type of thing. The name escapes me (g), but he did give me the guy's email address and I wrote.

So far I have received nothing, but this does not mean nothing will be done. This has happened to me before where I wrote an author, heard nothing and then found that the program had been updated to what I wanted. I will just wait and appreciate what I got and just have some fun.

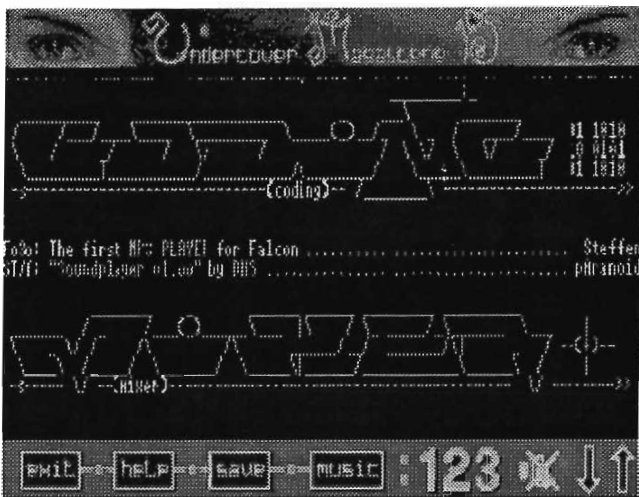
If you have any questions Petr's email address is pstehlik@zln.cz. If you want to download the latest version of the emulator, the URL add is <http://www.stehlik.cyberstrider.org/soft.htm> Take care and have a ball with this program. Until next time.

DISKMAGS

by Deano



UCM 15 Available From All Good PD Libraries



Ucm (Undercover Magazine) is a typical Atari Diskmag covering the usual topics you would find, such as Scene News, Reviews, Interviews and so on. There is some good reading material in this issue, however, there is some bad language in it so it is unsuitable for some people.

In this issue we are treated to news of the first Mp3 player for the Falcon. There is also a painting tutorial which seems ok. A lot of stuff is Falcon related

but there is plenty for ST users as well.

Basically there is a lot of interesting reading to keep you going for a while, but the real problem with UCM 15 is the shell. It seems the team paid more attention to the contents of the articles than the presentation of the shell. As you can see from the screenshot it doesn't exactly look impressive. Too much blue and black. The scrolling is a little jerky when you try to read some-

thing. But two unforgivable things in the shell are:

1. When you want to load a file using the file selector it will not return to the main menu if you select Cancel.
2. Although there are options to change music and quit the shell there is no way to return to the main menu after reading an article. You have to quit to Gem and load Ucm again.

The help menu gives no instructions how to do this and it is bound to put readers off after three articles. It certainly put me off.

The only good thing I can say about the shell is that it runs ok from hard drive and runs great under Pacifist.

Overall Ucm 15 is a good issue badly let down by a buggy shell. The authors even admit there are bugs in it but this is no excuse. If you get it I recommend you trash the shell and read the articles from Gem.

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Rich I O Winds Up



I wasn't sure whether writing this end piece was a waste of time or not, because according to Nostradamus the world is/was due to end on the 4th July



so as we publish on the 7th July is it worth it. Well yeah of course it is as if the world doesn't end then I've still got to write it anyway.

If the world ends then I'm gonna miss the Pre Millennium Party in Utrecht Holland, which if I can swing it I hope to attend. As it is probably gonna be the last big Atari convention in Europe this century then it seems like a good idea to go.

So with only a few weeks to go as it's on the last

weekend of July I'd better start getting some money together.

How am I going to get there, well right now I've no idea but unlike Grey I'll try and remember to take the directions with me. I can't say that I've ever been to an Atari convention in Europe but if Greys article is anything to go by then it sounds like fun. If I manage to go then watch out for the article and pictures as well. If I don't make it then please, please someone else cover it for me. Right begging over onto other things.

You might of noticed at the end of John Falcon article he was asking for someone to suggest something to write about and you will of noticed that Gordon has stopped doing the DTP section and I have stopped the User Groups and Education sections.

That is not because we don't want to its because it

is becoming harder and harder to find things to write about. Some of this is due to the fact there is less about these days and a lot has already been covered in the past. So what do we do.

We could rehash past stuff, well we don't do that for starters. We could pack up and go home, well that's not an option either. So what do we do. We don't want the standard to drop so if anyone has any good ideas but don't know how to put it into words then drop us a line and I'll put you in touch with someone who can get your idea into print.

Contact me either by snail mail at 22 Lancaster House, South Lynn Crescent, Easthampstead, Bracknell, Berks, RG12 7JY, ENGLAND.

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See you all next month

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92% Maggie, Issue 27

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