

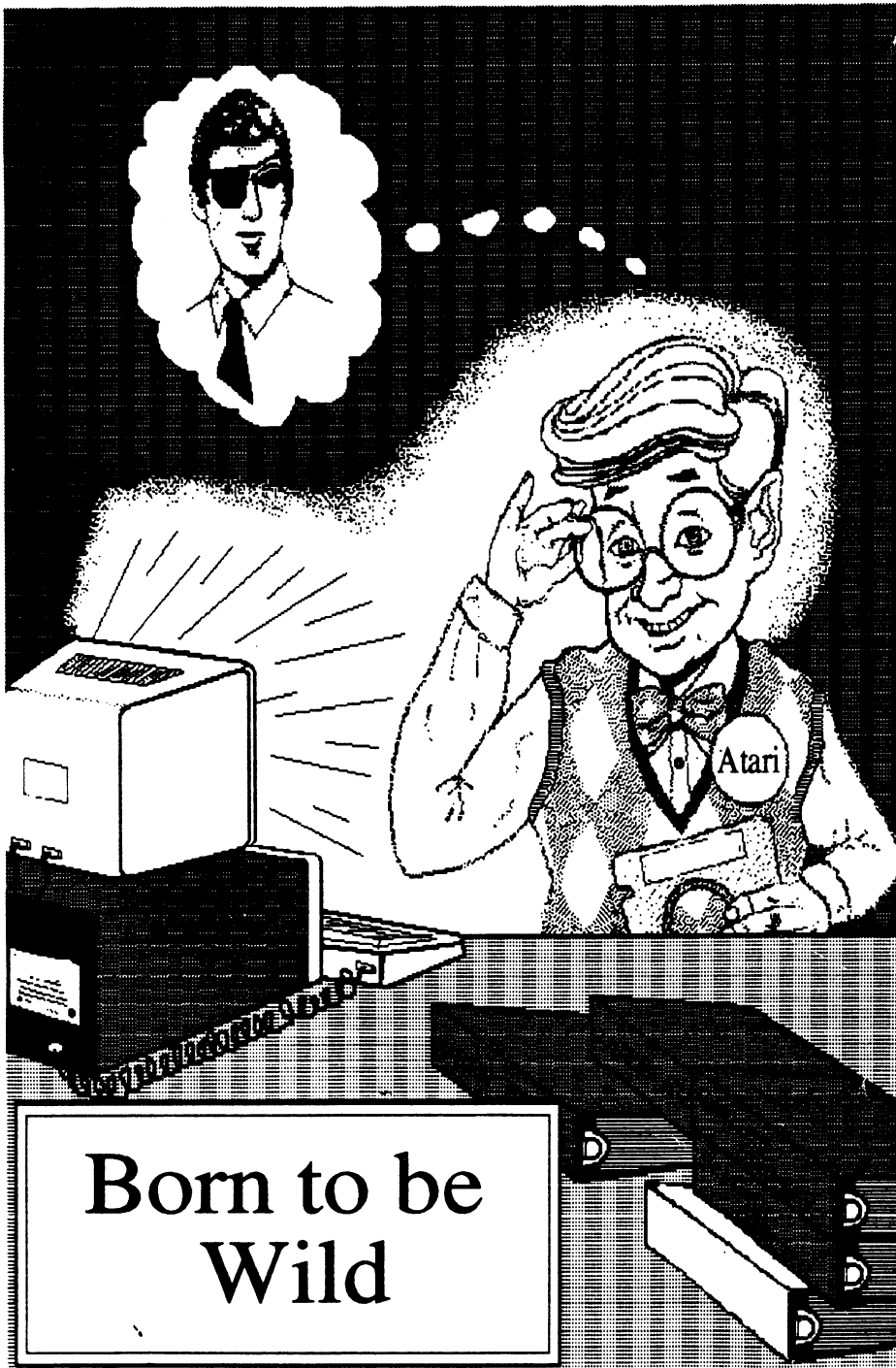
# NewsLine

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# Editor's Column

## By Terry Shoemaker

### **ACE-STL General Meeting**

April 29th Wednesday 7:00p.m  
May 27th Wednesday 7:00p.m  
June 27th Saturday 1:30p.m  
July 29th Wednesday 7:00p.m  
August 26th Wednesday 7:00p.m  
September 26th Saturday 1:30p.m  
October 28th Wednesday 7:00p.m  
November 25th Wed 7:00p.m  
December 30th Wednesday 7:00p.m

**Thornhill Library**  
(See Back Page for Map)

**ACE Desktop Publishing SIG**  
May 18th, Monday 7pm  
Flash Print 9710 natural Bridge  
call 644-7168 for more info

**MIDI SIG**  
Greg Kopchak's House

**ILLINOIS CLUB MEETINGS**  
**EAUG GENERAL MEETING**  
May 4th, Mon 7:00 PM  
info 618-254-6077modem

**STAR GENERAL MEETING**  
May 25th, Monday 7pm  
Moose, 115 N. Lincoln  
O'Fallon, IL Info (618)746-4710

**1992 ACE CLUB OFFICERS**  
President: Nick Barr  
Vice President: Greg Kopchak  
Secretary: Tom Zenthoefter  
Treasurer: Wanda Schartman  
Editor: Terry Shoemaker  
Book Library: Volunteer needed!  
8Bit Disk Lib: Mike Huddle  
ST Disk Lib: Tom Zenthoefter

**SIG DIRECTORS**  
8BIT Anna Mason, Joan Ryan  
MIDI: Greg Kopchak  
DTP Terry Shoemaker

At last months meeting I accepted to take over as club treasurer, particularly since most of the checks are written for expenses for the Newslines. At the meeting I related that the treasury was in good shape and not to worry, I wasn't going to spend all of the money. I lied.

Just kidding (kind of) I did send a check to AIM to cover a full year for each member of the club. This will alleviate any problems with missed issues due to a check not getting in on time. I also renewed the **ST Disk of the Month** and added the **8 Bit disk of the Month** which will be added to the club library. AIM has been putting out the newest Public Domain and Shareware programs. Check out the issues already on file.

At the request of our president I contacted Atari User and we will have the magazine available to our users at the meetings each month. We are unable to mail these so you must attend a club meeting or function to get a copy. The only cost to the club is a \$6.00 shipping charge each month. Be sure and attend the meeting and get your free issue. It is part of your ACE membership now.

I just returned from 8 days in sunny Florida.. The bad news is I did not have time to put a large newsletter together thus the reason for a small issue this month. The good news is, we will be doing an exchange of disk libraries and will be picking up many new disks for both the ST and 8-bit library. We will be comparing their list to ours to determine what disks are needed and will be getting the new disks in a couple of months. According to the club president Bob Smith they have a very extensive library.

Another new feature in the ST disk library is the availability of the program listings on disk. You can purchase the disk for \$1. You can then exchange the disk when updates are made to the library.

As I had hoped we picked up some more of our long time members within the last month and the size of our membership looks much better. Yes Ron, you need more than 10 fingers and 10 toes.

With the advent of the OCR software I will be looking closer at exchange Newsletters for articles to reprint however, if you would like to see a bigger more informative Newslines please submit an article concerning your most/least favorite program.

We also still need volunteers to bring equipment and programs to the meeting. The last couple months we had no ST to show programs on. If you can bring a system and/or demo a software program contact our President, Nick Barr at 741-1505.

The ACE St. Louis Newsline is a monthly publication of the ACE St. Louis Atari User Group. The club is in NO way affiliated with ATARI Corporation. The ACE-STL User Group is dedicated to making Atari Computers, Software and peripherals more productive and useful. ATARI and FUJI symbols are registered trademarks of the ATARI Corporation. All other trademarks, copyrights and service marks belong to the respective owners. Opinions expressed in this newsletter are not the opinions of the club, its officers, its members or its advertisers except where noted all opinions belong to the writer. Items from this newsletter may be used by other club newsletters or magazines unless otherwise noted, if proper credit is given to the author and the club. This Newsletter is produced using a 2 1/2 meg 520ST, Pagestream 2.1 and a HP Deskjet Plus Printer.

# FSM/GDOS: A NEW STANDARD?

David Pischke

This article originally appeared in Issue #79 of Phoenix, the official newsletter of the Toronto Atari Federation and is reprinted with the permission of TAF. For more information, contact the Toronto Atari Federation at TAF, 5334 Yonge Street, Suite 1527, Willowdale, Ontario, M2N 6M2, phone the TAF Info Line at (416) 425-5357 or call the TAF BBS at (416) 235-0318.

When the Macintosh was released in 1984, it included in its operating system a then innovative feature: support for different typefaces. Until then, terms like "fonts", "points", and "typeface" had been something known only to typesetters. Soon after that, other systems started including font support. Now, almost every graphical operating system has support for multiple typefaces.

In 1987, Atari released GDOS. It was supposed to finally bring multi-font, high-quality output to the ST. Unfortunately, it had some limitations, and it was widely criticised. It was inadequate for many high-end uses, such as DTP, and therefore never established itself as a standard. Even when GDOS would have been adequate, some programmers simply didn't use it. All of that is about to change with the release of FSM/GDOS -- GDOS's successor.

## DRIVERSED

What exactly is GDOS? GDOS is an extension to the GEM operating system which loads off disk. Under GDOS graphic primitives, such as circles and squares, graphic images such as those in .IMG and .GEM files, and fonts, can

all be output to different peripherals with the Operating System, without programmers having to write their own routines for doing the same. The GDOS concept includes drivers -- which are simply special programs -- that "drive" the output device and perform the actual output. To change to a better (or simply different) printer, simply change the driver, and every program that uses GDOS will still print, but at the highest resolution of the new printer. The idea is that under GDOS, fonts and drivers become system resources that are shared by every program.

Actually, FSM/GDOS and GDOS both perform the mostly the same functions and have the same goals. The differences between the two lie in how they go about achieving these goals.

## SOWHAT'STHE BIGDEAL?

So what is the difference between regular GDOS and FSM/GDOS? There are several. FSM/GDOS will work with old GDOS fonts, but it also uses a different type of font, scalable outline fonts. Simply put, that means that instead of representing each character as a collection of pixels on a rectangular grid as the old GDOS did, each character is represented as a series of lines, arcs and circles. The significance is that because each character is represented by graphic primitives, the same character will appear equally good at every resolution. Do you want to double the size of the letter "a"? FSM/GDOS simply draws the lines, arcs and circles that make the letter

up at twice the size. The result is a character that looks just as good at both sizes. In contrast, the old GDOS would draw each pixel twice as big, resulting in a very crude looking character. The old GDOS could only double character sizes; FSM/GDOS can draw characters at any size. What's more, FSM/GDOS can even rotate characters up to 360 degrees in increments of one tenth of a degree; the old GDOS could only rotate characters in increments of 90 degrees. The most significant thing about the fact that FSM/GDOS uses scaled fonts is that because both screen and printer fonts are drawn using exactly the same rules, the screen size as compared to the printer size for every character is always constant. Thus, FSM/GDOS offers 100% WYSIWYG.

Because FSM/GDOS uses scalable outline fonts, the way it is set up is different from regular GDOS. For starters, FSM/GDOS requires only one set of files (two files totalling around 50K) for each font, as opposed to GDOS, which requires different files for each size and each device. Why? The old GDOS can't create new sizes and representations for each font, but FSM/GDOS can create a character for a different device simply by scaling it to a different size. In addition, because fonts can be scaled to any size, the user is not locked in to predefined point sizes, as with the old GDOS.

Because FSM/GDOS fonts don't come in any particular size, what are called default point sizes are required. (Font height is measured in "points"; there are 72 points in one inch.) Basically, FSM/GDOS lets the

# FSM/GDOS: A NEW STANDARD?

## Continued

user install point sizes for all the fonts; these are the sizes that programs using GDOS will see when they boot up. This doesn't stop programs from scaling fonts to any size, however.

## GIVE ME YOUR CACHE

What other differences are there? The way FSM/GDOS manages its fonts is another major difference. Since FSM/GDOS essentially has to create a character by mathematically scaling it to the proper size then drawing it every time it occurs, one might think that screen updates would be slow. FSM/GDOS solves this by using font caching. Whenever a character is drawn, FSM/GDOS stores the image of the character in memory. The next time it is drawn, FSM/GDOS uses the image stored in memory to draw the character instead of creating the character again. When FSM/GDOS runs out of font cache space, it gets rid of one of the fonts in the cache to make room for the new one. The result of font caching is very fast screen updates; they are faster than the old GDOS, which actually slowed down the entire system. FSM/GDOS even caches old GDOS-style fonts! Font caching is only used for screen fonts.

Another difference: under the old GDOS, all fonts for all devices were loaded into memory and kept there when a GDOS program was run. The font caching system allows more fonts to be used while taking up less memory.

There's another difference that probably isn't as significant, but should be mentioned as well. Included in the ST's character set are Hebrew and symbol characters. Under the old GDOS, unless the font you were using had these characters included in them and at every size, you were limited in when you could use them -- only at the sizes provided. Since these fonts don't vary in style, FSM/GDOS provides two fonts -- one for symbols and the other for the Hebrew characters, and these separate fonts are used whenever a symbol or a Hebrew character is required. It saves memory, because these characters don't have to be included in every font, and ensures that they always can be used and won't be unavailable just because a font doesn't include those characters.

## IT'SASETUP!

Finally, FSM/GDOS is much more user-friendly than the old GDOS. The old GDOS came with a very awkward install program which configured GDOS for an Atari SMM804 printer then returned to the desktop. Not so with FSM/GDOS. A very user-friendly installation program is included. It asks questions about what printer you have and what drivers and fonts you want to install, the directory where fonts will go, and it explains each option thoroughly.

Once the old GDOS was installed, it was extremely difficult to change; the setup was contained in a text file called ASSIGN.SYS, and adding fonts or changing printer drivers meant editing the ASSIGN.SYS file by hand

with a text editor. FSM/GDOS uses the ASSIGN.SYS file, and another one called EXTEND.SYS, but FSM/GDOS provides a user-friendly escape. Three CPX modules are provided to alter the setup of FSM/GDOS. (.ACCs versions are included for those who don't have the Extensible Control Panel) And any changes made to the setup take effect the next time a program using FSM/GDOS is loaded, not when the computer is reset as with the old GDOS.

The first one, FSMPRINT, allows the modification of printer drivers -- options such as page size, print quality (draft/final) and other options can be changed. The other, FONTGDOS, allows the installation and activation/deactivation of new drivers and old GDOS fonts, and the allows the change of the directory for old-style bitmapped fonts.

The biggest one is FSM, which controls the new features of FSM GDOS. The font cache can be resized, cleared, loaded, and saved. The font cache currently in memory can even be merged with one on disk. The directory for FSM fonts can be changed, and fonts can be activated and deactivated. It is from this accessory that default point sizes are installed, and the Symbol and Hebrew fonts can be changed, installed, activated, or deactivated.

## IMPRESSIONS

FSM/GDOS has been a long time coming, and it's definitely worth the effort. Finally, there's a flexible font standard for the ST. The quality of the

# FSM/GDOS: A NEW STANDARD?

## Conclusion

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output is exceptional. Unfortunately, though, power comes with a price: the print speed of FSM/GDOS is relatively slow, because FSM/GDOS has to draw the entire page in memory before it sends it out to the printer. By comparison, the old GDOS simply "rubber-stamped" the bitmapped copies of the fonts in memory, then sent it out to the printer. A fast printer would definitely speed up printing, but FSM/GDOS is definitely not as fast as "draft mode" on a dot-matrix printer, unless one has a laser printer or a fast dot-matrix printer.

Also, FSM/GDOS requires at least 1Mb of memory. If you're low on memory, there is a different version called FontGDOS included, which can be used on low-memory systems. FontGDOS operates similarly to the old GDOS from a user's point of view and only uses bitmapped fonts, but does implement some of FSM/GDOS' new features, such as font caching.

I tried FSM/GDOS with several programs that used the old GDOS, and experienced no compatibility problems. Although the older programs worked with FSM/GDOS, they weren't able to take advantage of FSM/GDOS' scaling abilities. Also, some programs, such as Hyperpaint and Timeworks DTP, only have a limited number of "slots" in their menus for fonts and point sizes, a problem that will no doubt be solved as FSM/GDOS comes into wider use. One program that already takes advantage of FSM/GDOS' scaling ability is Wordflair II.

FSM/GDOS also has many fonts available for it; over 100 are available right now, from the Ultrascript PC library. In fact, lack of available fonts was one of the major criticisms against the old GDOS. Now no one can complain.

The actual FSM/GDOS package is much bigger than the old GDOS package; it is four double-sided disks as opposed to three single-sided disks. The disks contain the installation program, the standard bitmapped "Swiss" and "Dutch" fonts, and the entire 13-font Lucida family. What's more, printer drivers for twelve printers and their compatibles are included, including the Atari SMM804, Atari Lasers, Canon Bubble Jet, Epson FX-80, HP Deskjet 500, Laserjet and Paintjet, the NEC P-series, Okimate 20, Star NB24-15 and compatibles, and the Star NX-1000 and compatibles.

FSM/GDOS was supposed to be widely available by now, and was supposed to carry a suggested retail price of \$49.95US. (The price is \$49.95 because Atari had to pay a licensing fee to Imagen for the use of their font scaling technology, and no doubt wants to recoup their costs.) Unfortunately, FSM/GDOS is still not in release, and no reason is being given by Atari. This is unacceptable, in my opinion, and Atari must get FSM/GDOS out to the general public now. Wordflair II buyers can get FSM/GDOS when they buy Wordflair II.

So what's the verdict? If you have programs that work with GDOS and you want high-quality output, then get FSM/GDOS as soon as it becomes available. You won't be sorry. FSM/GDOS is compatible, powerful, and easy to use.

## FLASH BBS

Flash now has a selection of multiple message bases  
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Online 24 Hours a day - 7 Days a week

# WARP 9

**You Knew It As Quick ST...  
You'll LOVE It As...**

## **WARP 9 - THE SOFTWARE ACCELERATOR!**

**HOLLYWOOD, CALIFORNIA** - CodeHead Technologies is proud to announce the release of its brand new software accelerator - Warp 9!

On January 1, 1992 we took over support and development of the popular Quick ST screen accelerator from Branch Always Software. It's taken over three months to complete the modifications necessary to turn it into a CodeHead product, but it's well worth the wait. The resulting fruit of our labors is Warp 9 -- the fastest, most compatible software graphics/text accelerator ever for the Atari line of computers!

We've decided to give it this new name because it's changed so dramatically that it's hardly even recognizable anymore. The only similarity between Warp 9 and its predecessor, Quick ST, is incredible speed!

Although Warp 9 has a completely new user interface and many new features, the major benefit over previous screen accelerators is **COMPATIBILITY!** Literally dozens of bugs and compatibility problems have been eradicated in Warp 9. It now works fine with FSM GDOS, and problems have been eliminated with Touch-Up, PageStream, and many other programs where redraw and other problems existed. Warp 9 also works fine on the TT, and accelerates the graphics of TT Medium resolution remarkably.

## **What IS a Software Screen Accelerator? -----**

Warp 9 operates by intercepting operating system calls. Most of the normal operating system calls are not written with the utmost efficiency as far as speed is concerned. Warp 9 uses highly optimized assembly language routines which can give you speed increases of 400% all the way up to 1200% or more. That's from 4 to 12 times faster! The difference is immediately noticable in almost every area of your computer activities. Text, graphics, and windows virtually fly onto the screen. Once you try using Warp 9, you'll never allow yourself to operate without it again.

## **New Features:**

The user interface of Warp 9 has been completely revamped. The Warp 9 program installs in the AUTO folder, giving increased speed to the loading of your AUTO programs. The effectiveness of a software accelerator is normally diminished by the additional overhead of other resident programs installed in your system. But Warp 9 uses a special trick to avoid this problem. The Warp 9 Control Panel accessory communicates with Warp 9, telling it to reinstall itself, giving it a prime position for acceleration. If you want to save memory by not installing the Warp 9 Control Panel, you can auto-run our QuickGrab program which will provide the same function. This gives you the best of both worlds, the utmost in speed

during the bootup process as well as at the desktop level and in your applications.

Besides speed and compatibility, Warp 9 offers you all of the same features available in Quick ST and much more. You can replace the system screen font with one of your own, or choose from any of the 6 dozen fonts included with Warp 9. You can also change the system fill patterns, altering the look of your windows and dialog boxes. You can change the desktop's background pattern by using a custom fill pattern or even load a picture in any resolution, including the TT resolutions. Warp 9 can load pictures in many formats, including PI1, PI2, PI3, PC1, PC2, PC3, TNY, TN1, TN2, TN3, and PNT. The font, fills, and background pictures can be configured to load automatically when you boot up. Fonts and fill patterns can be edited by using the included Customizer program.

There's also a completely configurable mouse accelerator built right into Warp 9. You can tailor the acceleration to your own needs, or choose from one of the four preset configurations available. Other optional mouse features include "blocking" to keep the mouse from accidentally entering the menu bar area, "jumping" to force the mouse to the menu bar at the click of the right mouse button, and separately configurable horizontal and vertical wrap-around of the mouse when it reaches the edge of the screen.

Warp 9 also includes the functionality of FunkAlert, the shareware program by Charles F. Johnson. This gives you the ability to select any button in any standard alert box by the simple press of a function key. You can turn off the system Zoom Boxes, too, for even more speed. A well-written 50-page manual gives detailed instructions for using every facet of Warp 9.

Order Warp 9 today...you just can't get a faster, more compatible screen accelerator for your Atari computer, and you also receive the quality and support for which CodeHead Technologies is famous.

## **Availability -----**

Warp 9 will be shipping as of Monday, March 30th. Retail price is \$44.95. Contact your local dealer or order directly from CodeHead Technologies at the address below. Mastercard, Visa, and American Express credit cards are accepted. For shipping, add \$3 US, \$4 Canada, and \$6 overseas.

Owners of any version of Quick ST or Turbo ST can purchase Warp 9 for only \$20 by returning their original disk with payment to:

CodeHead Technologies P.O. Box 74090 Los Angeles, CA 90004

Phone: (213) 386-5735 (Mon-Fri 9A-1P Pacific Time)  
FAX: (213) 386-5789 BBS: (213) 461-2095

# Desktop Publishing SIG

BY Terry Shoemaker

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The March Sig meeting only consisted of the diehards, Wally McDuffy, Tom Zenthoeffer and myself. This can partially be blamed in a change in the meeting date. We did not get much accomplished except for some useful discussions concerning programs available.

Migraph has recently upgraded their OCR software for a bug fix. The program had a tendency to "lock up" when several 400 dpi scans were used in paragraph mode. Migraph has shown excellent support for their program and I as with most new programs users who need to be first to have the latest software have to make a tradeoff in putting up with minor bugs that crop up.

It is best to use the paragraph mode to allow proper formatting when the ascii text output is loaded into a word processor.

I have also learned more about the scanning tray and find that if you purchased your tray from Migraph you can scan directly into the OCR software with your Migraph hand scanner. This makes scans of text 4 inches or less simple without the need to change programs. If you purchased your tray from Wizworks and have Scanlite by Dr. Bob you can scan directly into Coalesce to make a full page scan. This is not only useful with the OCR software but also with graphics larger than the scanner's width.

The next meeting will be seeing DTP in action. We will be visiting Flash Print (*No relation to the BBS*) at 9710 Natural Bridge. It will be a pleasure to see the ST in use at a legitimate full scale business.

Club member Wally McDuffey works at Flash Print and will be showing us how he utilizes a 1040STE 4 meg with an Atari Hard Drive to do typesetting and setup work.

They have also recently received their copy of Calamus SL and we should get a chance to see the new program. Early reports from Wally are that although the program is advertised to work on a one meg system, it is not what would be considered an acceptable alternative. With one meg you have less options than are currently available with Calamus 1.09N. If you will be making use of the modules and support programs Wally believes that the

program may even be limited on a 2 1/2 meg system and users should consider the program only if they have 4 meg of memory or more. The preferred system to run the program on would be a TT. This would surely limit the usefulness of the program to serious users.

The date will be on May 18th at 7:00 p.m. We hope you will be able to attend.

## ST Disk Library

At the time we changed ST Disk Librarians we did not get the 20 clipart disks to the new librarians. This oversight is being corrected and I encourage users interested in Desktop Publishing to check out the excellent collection of IMG Art that we received from the MAST club. I will also be adding several disks of clipart which I have collected. The disks along with a sample of the output will be available soon.

## The Word BBS

**Running Express Pro Software  
Supporting multiple message bases including  
General Discussion and Biblical Bases. Several  
National Crossnet Bases. File Areas for Different  
types of Computers.**

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town on St. Louis's Christian Connection.**

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# ATARI EXPLORER ONLINE

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**April 24, 1992 - Atari Explorer Announces New Online Magazine!**

Sunnyvale, CA.- Atari Corporation and Rovac Industries are proud to announce a brand new online magazine for the Atari Community: Atari Explorer Online. Atari Explorer Magazine, the Official Atari Journal, is now extending its coverage of all things Atari to the online scene, as well. The first issue of the Explorer Online is set for May 1, 1992, and the magazine will appear biweekly, thereafter.

"Explorer Online will team up some of the finest journalists in the Atari Community!" said John Jainschigg, Publisher. "We're excited to be able to offer such a quality product to our many customers. The goal of Explorer Online will be to serve the needs of all Atari users: Portfolio, Lynx, ST/TT, and 8 bit. All of Explorer's regular contributors will be represented in Explorer Online: from music experts like Craig Anderton, to Portfolio Wizards like BJ Gleason. And we are actively soliciting contributions, both to the online magazine, and to our regular, bimonthly print edition. We want to make Explorer Online a solid resource for the whole Atari community."

Atari has teamed up with Ron Kovacs, publisher of the Z\*Net Newswire and Z\*Net Online Magazines, to produce Atari Explorer Online. "When we decided that we wanted to do an online magazine, it just didn't make sense to completely reinvent the wheel," stated Bob Brodie, Atari's Director of Communications. "In the online Atari community, Z\*Net has set the standard for quality and

accurate reporting, and it only made sense to invite them to participate in this new venture. Ron Kovacs and John Nagy are among the finest, most dedicated journalists on the Atari scene today. The entire Z\*Net staff will be part of the new team at Atari Explorer Online. We're very excited that they have chosen to join us in making Explorer Online the best it can be."

The start of Atari Explorer Online also signals the end of the Z\*Net Online magazine for the Atari ST Community. Current plans call for Kovacs' firm, Rovac Industries, to continue to publish their popular Z\*Net PC, and Z\*Magazine publications. "While there is a certain sense of loss with Z\*Net discontinuing, we're very excited that Atari has invited us to be a part of this exciting new venture" said Ron Kovacs, Editor-in-Chief of Atari Explorer Online. "Atari Explorer is one of the finest magazines on the market, and it's very flattering to our efforts that Atari has chosen us to help them with their online magazine."

"When Explorer Publisher John Jainschigg came to me with an idea for a new online magazine, there was no question that we were going to need some outside help. And it was an easy choice to decide where that help should come from. Week in, week out, Z\*Net has provided the latest news to the Atari Community for years. Indeed, Z\*Net has experienced growth over the years. They have the experience in launching new online publications, like the original ST-Report, ST\*ZMagazine, and Z\*Net PC. Additionally Z\*Net's Atari News Service has appeared in print publications

world-wide including: STart Magazine, ST-World Magazine, ST-Informer, ST-Journal, ST-Express, AtariUser, Current Notes, and Germany's PD Journal now Atari Journal. It really just made sense from every side that we considered to ask them to be involved," stated Brodie."

AEO will be distributed worldwide on major information services and networks. Atari Explorer Online will carry up-to-the-minute reports on hot topics in the Atari market: from trade shows to new product announcements. Explorer Online will give you the facts you need to make the most of your Atari investment. Utilities and Atari PD releases, new product demos, product and dealer databases, and other interactive offerings will round out the publication, making Atari Explorer Online the best in online journalism today!!

Contact:

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BRODIE CIS:70007,3240

END

# # # #



# NeoDesk 3

## The Ultimate Desktop's Amazing Spring Promotion

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FOR IMMEDIATE RELEASE

Gribnif Software is happy to announce its new Spring Promotion of the best selling desktop replacement for the Atari ST, STE, and TT computers.

**The Regular Suggested Retail is \$69.95.  
Through this special promotion, you can  
get the popular NeoDesk 3 for only:  
\$35.00  
50% off the Regular List Price!**

Only limited quantities will be offered at this special price, and once they are gone, the price will go back to the original \$69.95, so order fast!

Try out the desktop that beats the competition hand down. It offers many more features, capabilities, and power than even Atari's new desktop (TOS 2.0 and above).

NeoDesk 3 is a complete replacement for the built-in desktop. It is the easiest and most affordable way to reach your Atari's true potential.

NeoDesk 3 adds many new features and enhancements over the original desktop, while remaining compatible with your other software. There's no hardware to buy, no ROMs to plug in. Just install it on your system and off you go.

You can place commonly used files, programs, and folders directly on the desktop, while the built-in Icon Editor lets you design and assign different icons to your favorite files, programs, and folders.

You can write Desktop Notes directly on the desktop, you can even choose any Degas picture to be used a desktop background.

Nothing compares to NeoDesk 3, now you can see why!

### Features Include:

- o Place any icon directly on the desktop
- o Keyboard equivalents for all drop-down menus
- o With the internal Icon Editor, edit and assign different custom icons to any file, folder, or group of files
- o Write Desktop Notes right on the desktop itself
- o Use Split Windows to view two different parts of a window at once
- o Independent Windows let you assign different views (icon or text), sorting, and text size to each window
- o Run programs by dropping data files on them

- o Hot Keys: Assign programs or desktop commands to any keyboard combination

- o Macros: Record any series of desktop operations, assign them to any keyboard combination

- o Recoverable Trashcan lets you recover any deleted files, no matter how long ago they were deleted

- o The built-in File Clipboard works like an automatically growing and shrinking ramdisk

- o Smart File Copying: Copies as many files as will fit in memory at once, reducing the number of disk swaps

- o Special Reorder mode lets you change the order of the files in any directory, including the AUTO folder

- o Handles up to 10 different screen resolution per system

- o Custom Windows can be fully moved and manipulated in the background, without having to select them first

- o Unlimited desktops can be easily loaded and saved

- o Reads icons from Atari's new desktop, DC Desktop, and program's resource files

- o File Search system

- o Enhanced File Viewer, which lets you look back in a file and view Degas & NeoChrome pictures

- o Improved Install Application... supports more than one file ending and offers higher compatibility

- o Extended formatting options, including Twister format

- o Up to six File Templates (\*.TXT, AC\*.D??, etc.) at once for filtering the files in a window

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## A.C.E. St. Louis Calender April 1992

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
26	27	28	29 <b>ACE Meeting</b> Thornhill Library 7pm	30		

## A.C.E. St. Louis Calender May 1992

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1	2
3	4 <b>EAUG Meeting</b>	5	6	7	8	9
10	11	12	13	14	15	16
17	18 <b>DTP Sig Meeting</b>	19	20	21	22	23
24	25	26	27 <b>ACE General Membership</b> Thornhill 7pm	28	29	30
31						

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# Minutes March 28, 1991

## Tom Zenthoefter

Demonstrated at the meeting by Nick Barr was a downloadable font maker for Star printers. It allowed you to design fonts for the older Star printers and then to install them into the printer. Nick got the program from Paul Ahart in Lompoc California.

We were next shown some of the features of Newsroom from one of the other 8-bit users. Newsroom will allow 8-bit users to create their own newsletters. It is available from American Technavision for \$13.50.

From there talk proceeded on the subject of Telecommunications including BBS's, GENie, and Compuserve.

Talk from there included information about the new Atari Advantage magazine whose founders left ST Informer. Atari Advantage's Technical Editor is ACE's own Ron Robinson.

For you STers who want to know what is in the ST disk library, it has been decided to have a special \$1 club disk (other club disks are \$4.00). This disk will contain the DC.TOS disk cataloging program and its documentation along with the most current listings of the ACE and AIM catalogs. Updating of the catalogs will be available at club meetings. As long as it is possible the disk will be single sided and capable of copying from the desktop.

## A.C.E. SAINT LOUIS USER GROUP MEMBERSHIP APPLICATION

The Atari Computer Enthusiasts of St. Louis is a not for profit organization dedicated to improving the knowledge of Atari computer owners. We are looking for others with the same interest. The dues structure covers expenses incurred for the monthly newslines and other club benefits. Dues are prorated beginning in January starting at \$25 on January 1st and dropping by \$2 for each month. Renew Now for \$17.00

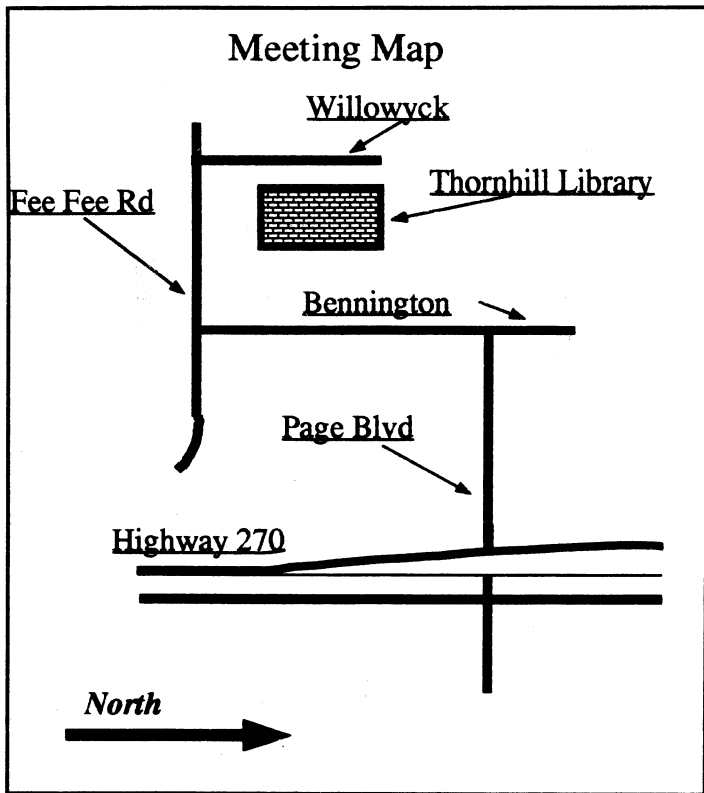
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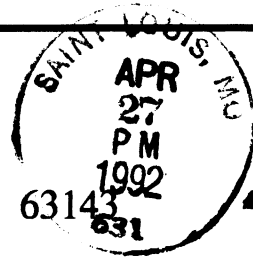
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