

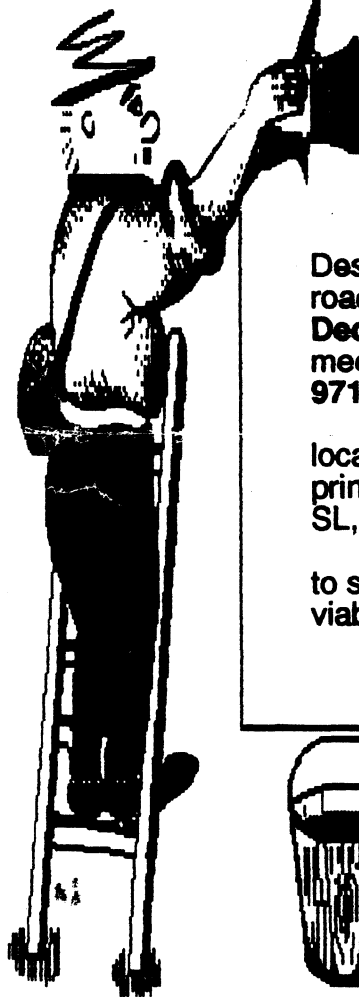
NewsLine

Published by Atari Computer Enthusiasts of St Louis, Missouri

Vol 8, Issue 10

November 1992

Price \$2.00



Special Desktop Publishing Meeting DTP in Action!

This month we will be taking the Desktop Publishing SIG meeting on the road. The meeting will be held on Monday **December 21st at 7:00 p.m.** The meeting location will be at Flash Print **9710 Natural Bridge.**

The reason we will be meeting at this location is Flash Print uses an ST in their printing work. Programs such as Calamus SL, Outline and Siloette are used.

We hope you will join us on the 21st to see how Atari computers can be used viably in business.

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**SEND IN YOUR 1993 ACE MEMBERSHIP
BEFORE JANUARY 1ST FOR ONLY \$10**

See Editor's Column for Details!

Editor's Column

By Terry Shoemaker

ACE-STL General Meeting

December 30th Wednesday 7:00p.m.
January 6th Wednesday 7:00 p.m.
March 3rd Wednesday 7:00 p.m.
May 1st Saturday 1:00 p.m.
July 7th Wednesday 7:00 p.m.
September 1st Wednesday 7 p.m.
November 20th Saturday 1 p.m.

Thorndill Library
(See Back Page for Map)

ACE Desktop Publishing SIG

December 4th, Monday 7pm
Terry Shoemaker's house
644-7168

MIDI SIG

Greg Kopchak's House

ILLINOIS CLUB MEETINGS

EAUG GENERAL MEETING

First Mon each month 7:00 PM
info 618-254-6077/modem

STAR GENERAL MEETING

Fourth Monday 7pm
Moose, 115 N. Lincoln
O'Fallon, IL. Info (618)746-4710

1993 ACE CLUB OFFICERS

President: Greg Kopchak
Vice President: Tom Zenthoeffer
Secretary: Terry Shoemaker
Treasurer: Terry Shoemaker
Editor: Terry Shoemaker
Book Library:
8Bit Disk Lib: Mike Huddle
ST Disk Lib: Tom Zenthoeffer

SIG DIRECTORS

MIDI: Greg Kopchak
DTP: Terry Shoemaker

This is a time for change at Atari and at ACE St. Louis as well. It has not been easy being an Atari supporter in St. Louis. We know that we have a great computer but it is difficult to sing the praise when the only information others get about Atari is from us. Not having a local dealer has made it next to impossible for someone to buy an Atari computer unless they go out of their way to do so. This comes during a time that we are unindated with ads for MS-Dos clones. We see all of the hype about windows and know that we have an operating system which is easier to use and is not prone to crashes and prones like Windows or OS2. For us more informed we know that Atari is in the process of releasing a computer that has capabilities that we are just beginning to even imagine. Capabilities of much more expensive computers. We can only hope that Atari does well with their new computer and that people begin to find out about the fantastic capabilities of the machine.

BUT! in the mean time, we have to hold the fort down and this has become more and more difficult for the past few years. We have seen a decrease in membership and a similar decrease in attendance at the club meetings. We are not, however, going to give up on you or our favorite computer.

Several changes have been proposed and will be introduced in 1993. The first of which is a reduced membership fee. One of the things we have received few, if any, complaints about is the membership fee, however we feel you should get what you pay for. The reason for the reduced cost to you is that we will be scaling back on the things the club provides to you. Beginning in 1993 the club meetings will be held every other month and the newsletter will be printed six (6) times a year. We have received very few articles for the newslines produced by our club members and the Atari specific news has not been as plentiful. Should anything important come to our attention we can produce a "Special Issue" to get the news to you faster. We still plan to provide AIM magazine to our members but may need to re-evaluate the disk of the month program since we have not seen enough disk sales to offset the cost. We will be open to suggestions on this matter.

The bottom line is that ACE St. Louis will still be here to support the Atari users in St. Louis. We still think that Atari is one of the best computers available and that we need to stick together and support each other.

If you have any suggestions or want to do your share by helping with a newslines article, club meeting demo, or can help in any other way let us know. We want to here from you. This is your club and you can make the decision on what happens to it.

P.S. Take a look at the club disk libraries. You might be amazed at some of the excellent public domain, shareware and demo programs available.

The ACE St. Louis Newslines 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 1.8 and a HP Deskjet Plus Printer using Ultrascript.

FALL COMDEX '92: ATARI STRUGGLES FOR RESPECT

By John Nagy for the Z*Net News Service

in the entire building. It was one of only two alternative computers in the entire show, attended by over 130,000 people in over 20 million square feet of shows.

It Was Atari At Comdex In November, 1992, And It Was Uphill All The Way

It was Atari at COMDEX in November, 1992, and it was uphill all the way. And to me, it was Atari's most confusingly upbeat but self-distracted COMDEX showings to date. There's some good reasons for that, including a dearth of personnel at Atari now, some management snafus that helped prompt a mid-show shakeup, and an appearance of an executive attitude that COMDEX in USA's Las Vegas isn't really as important as Germany's CeBIT in Hannover, so... COMDEX didn't get a budget it could shine with.

Showing dozens of Falcon030 computers in a new and spacious booth arrangement, Atari Corp again used the USA's largest trade show to try to show what third-party developers have for the platform. They did it to a fault, almost to the point of downplaying the remarkable power of the new Atari hardware itself. But the presence of KODAK and a pair of developers for the NeXT computer platform gave many a reason to raise an eyebrow, scratch their head, and wonder if Atari might be onto something really good.

What kind of Falcon, you ask, expectantly? Sorry, no tower configuration units, and not a peep from anyone admitting that such a unit was in planning. Nor were any glimpses of 68040 units to be had, and I was there a day before opening just to be sure. Oh well. We found the "general" read: non-Atari) public to be quite accepting of the one-piece 1040 style Falcon. I guess Atari is lucky that most people aren't as picky as their own established

users. Also known as a picky bunch, the FCC were fended off by big stickers under each Falcon: **FOR DISPLAY PURPOSES ONLY--AWAITING FCC APPROVAL.** Last year, the FCC slapped dozens of manufacturers at COMDEX for showing and offering to sell machines that weren't licensed. Atari escaped then; they didn't chance it this time.

Developers were the focus at about 10 workstations surrounding a central core of four conference rooms, all in stately grays and lively pastel blues. A pair of immense wheel-like signs hovered above the booth in the Sands Convention Center, looking like they should be lighted or spinning or something instead of hanging silent and stationary. While the Atari booth looked good, the tables were not of the higher quality that the previous well-used setup evoked with its marble-looking tops. The placement of the conference core in the center of the booth made the Atari area look small from all sides; without going around to look, the visual impression was that the booth was what you could see, ending at the conference rooms. It was easy to assume that Atari had 1/3rd or less of the space it really had. And like the story of the blind men around an elephant, impressions made on the fleeting passersby were likely to be unfairly singular and disjoint. Overheard while someone passed on the side of the booth where games were showing: "Huh. Atari. Just games. Oh well." Wrong. But he'll never know differently. Large quantities of empty floor space within the booth didn't help Atari make points, either.

Kodak signed a contract with Atari for development of the Falcon030 as a system for display and editing of CD ROM images.

Other displays DID make points for Atari. Kodak signed a contract with Atari for development of the

Falcon030 as a system for display and editing of CD ROM images. The system is being ported and developed by Color Concept of Germany, with their Michael Bernards (one of the Calamus authors) showing it off. The pictures were nothing short of dazzling. Images jumped off the standard ST color monitors, driven by the Falcon computers. The picture quality was subjectively as good as the SVGA demos shown a few booths away on monitors designed to sell for more than the Falcon alone, not to mention the video cards required to drive them at adequate speed. The Photo CD will become a COMPELLING application for the Falcon, which will become the lowest price option in the world for display and manipulation of the new medium. [For those who missed the revolution, Kodak will transfer your slides or photos to a CD disk, 135 pictures to a disk. Each is stored in several resolutions for fast access, and the best image far exceeds any currently available display device, assuring future non-obsolescence. The quality is almost frightening, better than any TV image, better than anything you'll imagine, until you see it in action.] I wish the Kodak area had been more visible from the periphery of the Atari booth. It, alone, was enough to motivate a Falcon purchase. If things play out right, Kodak will even be helping sell Atari units via their own advertising, possibly showing the Falcon as the affordable instrument of use. The software will be available in January for something near \$200. All you'll need is the Falcon and a Kodak-compatible multisession CD player. It will also run on a TT with a graphics card.

If things play out right, Kodak will even be helping sell Atari units via their own advertising

Drawing crowds next to the Kodak area was a bizarre device that looked like a sewing machine on steroids. From Data Stitch, Roy Garland showed a TT030 running an

FALL COMDEX '92:

Continued

embroidery machine, making Atari Logo hats and such. The setup costs a mere \$32,000, and at that price, is the most competitive unit in the custom embroidery industry. Data Stitch now owns a significant and fast-growing part of the market, due to the power, speed, and ease of use of the Atari system. It can take a tracing of any image and calculate the stitches required to create a hat, patch, or even an entire multicolor jacket. The point here was that Atari products can fit well into vertical markets, providing more options than the PC platform at prices far below the Mac or NeXT platforms. That message got through to many, while others simply wanted to see the machine make a hat.

"BlackMail" device was invented as a DSP based voicemail system for the NeXT.

Digital-Optical-Analog is a new company based in Houston, Texas. President Steve Nasypany and DOA's "BlackMail" device was invented as a DSP based voicemail system for the NeXT. When they saw Atari with a far lower cost and almost identical DSP system, they became Atari developers. The minimum Falcon system to be able to use the BlackMail unit will be 4 meg and only 30 meg of drive room, while NeXT computers will require nearly four times the drive space, and Macintosh systems will require an expensive adaptor card with the DSP. The Falcon wins on price by a quantum level. BlackMail should be ready in the first quarter of 1993. The down side of that was a display that featured almost no display at all—no software to show, and a cigarette-pack size dummy demo box.

The second NeXT developer on had was Steve Klein of Singular Solutions in Pasadena, California. In cooperation with England's D2D Systems, they have brought a professional level digital audio recording and editing system to the Falcon. The system is stereo and designed to replace \$20,000 devices with a \$2,900 one (and that INCLUDES the Falcon and drives!).

The developers are excited; they say that they designed it for the NeXT, and that they conservatively expect the Falcon package to sell 20 times the number of units as they intended to market to NeXT owners.

Unfortunately, a system like Singular Solutions' is hard to grab audiences with from distance. As a result, this groundbreaking developer was placed inboard, hidden from the public, who instead saw a pair of musicians using the Falcon with comparatively ordinary MIDI products by Barefoot Software and others.

Placement gaffes were plentiful, despite what appeared to be room to burn. Along the same high-profile border that featured BlackMail, a Falcon sat idling at the desktop, with nothing planned for it. The Portfolio display had some really interesting developments like BSE's external Flashdrive and an integrated unit that gives serial AND parallel interfaces to the tiny Port, plus 512K RAM extension for a full 640K machine, PLUS a virtual drive B with 128K of storage, all for about \$300. And Optrol's Flash Memory offered Portfolio compatible cards with 524K at under \$150. But the entire Port area was hidden as the backside of the "entertainment" display: four Falcons running games, mostly unattended. They were interesting games, at least, including Raiden, A Jeff Minter Camels game, and a bloody item called Cyber Assault that shows your character in full animation. Run, jump, pick up stuff, but fall in the water and a shark attacks you, eats your leg off, and you hop out to the land on one leg plus a red stump. Yikes. All done in 3-D vectors with variable camera views, instant replays, and more. Also on the games area: Landmines and Breakout are vivid examples of how thousands of colors don't make a better game. But we got a first look at a 12-key joystick unit that uses the side analog jacks on the STe and Falcon.

More things to make you go "hmmmm...": a 37" color monitor at one corner belted out the "Simply the Best" Tina Turner video in full animation and stop-action blitting with CD quality sound. But the Falcon that was running this jewel of production was hidden below the set, and not a trace of what or why or how this marvel of programming was being done was visible until a sign was made near the end on the first day. And to be honest, I had to prod that sign into existence, and even write the text of it myself. But after watching people look at the nameless display and then walk away wondering why they were being shown this videotape, I spent some time standing by the set and telling folks what they were seeing: nearly a minute of full color animated live video playing from RAM and stereo 16 bit music playing direct from a hard drive, via a Falcon030 with no add-on cards or adapters. And the unit base price is under \$800. The response was ALWAYS dropped jaws and nearly as often a diversion into the Atari booth for more information. The sign did help, later.

On hand from Atari were the usuals plus a few: Bob Brodie, who was intimately involved in the planning of the COMDEX showing; Ron Smith, Bob's contracted boss and marketing guru, who is said to have been "let go" on the second day of COMDEX after a review of the last months performance; James Grunke, pushing the music end of Atari; Mel Stevens, a long-term honcho who rules the show setup with an iron hand and a gravelly voice; Shirley Taylor, long the friendly face at the information counter; Bill Rehbock, Mike Fulton, Jay Patton, Art Prysinski, Darren Meers (Atari Explorer) and his wife, and many more. They worked hard, probably too hard, looking tired before the end of day one of COMDEX. There are FIVE hard days, running 8 AM til 6 PM plus requisite appearances for clients in the evening, leaving little time or energy for slots or blackjack in the Vegas money mill. A fat press package was supplemented by a brand new "Atari International TOS Software Catalog," reminiscent of the huge book that was distributed in 1987. This \$12 book is as thick as four Reader's Digests, and is a fascinating collection of one-page overviews (with graphics)

FALL COMDEX '92:

Continued

of the available software for Atari computers. I recommend it to everyone who ever might need to answer the question, "What's available for those computers, anyway?"

Drop-ins were numerous. Jerry Pournelle of Byte came by a while on Sunday before opening. On Monday, a pair of familiar faces beamed in on the booth: Sig Hartman and Alwin Stumpf. Sig was a founding father of the new Atari, and he looked 10 years younger than he did when he retired three years ago. He was his usual jovial self, and said he was healthier since leaving because he didn't just sit and work and eat anymore, the way you have to at Atari. Alwin recently left as the head of Atari Germany, and was accompanying Sig as "editors" of a computer magazine that appeared to be mostly a means of getting VIP passes to dinners and shows.

Now on to the more standard displays. The Calamus display was dramatic, with the effervescent Mario Georgiou and hyperkinetic Nathan Potechin merrily manipulating eye-boggling graphics in dynamite color using Calamus SL and new modules that included MASK and PHOTO CD IMPORT.

Bob Luneski's recently expanded Oregon Research brought the extensive lineup of the Diamond products plus Highsoft's development tools, including TruePaint, the first full art package for the Falcon in true color.

Goldleaf Publishing offered their usual impressive and ever-changing layout of graphics products. Prime among them was GT LOOK II, a pricey (\$499) but complete scanning software pack for the Epson GT color scanner, and DA'S VEKTOR from Digital Arts in Germany (not yet available).

COMPO showed That's Write II and was expected to demo their 386SX card for the Falcon. I never saw it, but it may have surfaced near the end of the show. They didn't say much about it, so there must have

been some problem. A nifty music/direct recording title with CD quality stereo sampling and recording will sell for under \$100, to be available in early '93.

Micro Creations was showing GIMETERM and GIMEBBS, integrated telecom software that sends graphics with text. A prelude to videophones?

Atari also showed SUTRA, now to be renamed CONCIERGE, sort of a WORKS clone. What I saw was the document processor module, and it looked adequate. It may include FAX software too, as Atari showed Joppa's STRAIGHT FAX and was calling it Atari's property.

Running unattended and all but unnoticed was a Falcon attached to JRI's prototype GENLOCK box. It was doing flawless overlay of animated text on a live image, mixed and managed by the Falcon. It bore a "suggested list price" of \$499, considered by many to be at least double what the production units could/should sell for. Time and production volume will determine that.

AtariUser was the only Atari magazine represented, and stacks of the September, October, and new November magazines from AU welcomed visitors at several corners of the booth. The November issues barely made it to the show; the publisher [me, John Nagy] totalled his car on the way to the printer to pick up extra issues just before the show. No injuries except to the economic well-being of the company.

So what's the bottom line on this COMDEX? I'm left a bit flat, and not just because I lost my car (a cute and snappy RX7) in the process. Atari didn't spend enough, in time or money, to make their COMDEX showing really zing. Early announced concepts under which the developers would pay to be in the Atari booth were dropped due to terrible reactions, but it's said that many developers that were approached later were unwilling to

appear, even for free. The stay in Vegas can be expensive enough, and in reality, there are few business opportunities at COMDEX for third party Atari developers—they're here only to help the platform in a general way.

COMDEX is the largest computer trade show in the USA every year, although this one seemed to be down in attendance from last year. But there remains some doubt as to whether COMDEX matters much anymore to Atari. The European market must be salvaged or the company is going to be in trouble. The US market will either follow or won't matter. That feeling pervaded more than a few conversations that were overheard or requested. Atari is saying that 2,000 Falcons will be in stores in January, following samples to "most" retailers as soon as Thanksgiving weekend. Thereafter, plans are to build and ship 4,000 units a month for distribution worldwide. The US might see about 20% of those, certainly under 1,000 units a month. Still, that's dozens a month to Atari dealers, and should not create a shortage.

Who will sell them? Dealers and distributors were, in fact, quite interested in the Atari line. Margins are the real factor; PC clones sell, but the market is saturated, and profits on a \$2,000 machine may not be \$200 due to the competition. Atari computers can offer three to four times the margin, with smaller purchases yielding satisfying performance. That means that pushing Atari could be very profitable. And that means that the dealers are now a motivated audience for Atari products.

As I've ended every COMDEX review for the last 5 years, I'll end this one. The pieces are all here. If Atari can produce the machines that they showed here, they'll sell just fine. But everyone is wary of Atari's reputation for announcing and failing to produce. I'm ready. Dealers and distributors are ready. You're ready. It's up to Atari.

8-Bit Christmas Files on Genie

No.	File Name	Type	Address	YYMMDD	Bytes	Access Lib
6056	CHRISTMAS.ARC	X J.POLONEZ	921027	47104	16 11	Desc: Christmas disk from the M.A.C.E. use
5621	CHRISTMAS.ARC	X R.WILMOTT	911208	6784	27 10	Desc: little graphic/music holiday demo
2733	CHRSTMS1.ARC	X B.KINGSBURY	871212	16380	98 5	Desc: CHRISTMAS AMS SONGS
2734	CHRSTMS2.ARC	X B.KINGSBURY	871212	15120	94 5	Desc: CHRISTMAS SONGS AMS STYLE
2735	CHRSTMS3.ARC	X B.KINGSBURY	871212	16380	99 5	Desc: CHRISTMAS SONGS AMS FORM
4145	COKESONG.AMS	X E.LAMBETH1	890214	3780	31 5	Desc: The coca cola christmas song
5600	FABCCC.ARC	X J.MCGOWAN15	911122	18560	31 10	Desc: Christmas caroller.. usual carols
5017	GRANDMA.AMP	X LITTLEFIELD	900511	10080	55 5	Desc: Grandma Got Run Over / AMP2 format
5610	JINGLFIX.ARC	X J.MCGOWAN15	911128	3200	17 4	Desc: Hi-Tech Jingle disk..fix for attract
5732	SLEIGH.ARC	X L.ESTEP1	920211	4096	10 7	Desc: Santa's sleigh making rounds - Demo
1476	SNPY01XMAS.PIC	X L.WHITESIDE	861123	5040	98 6	Desc: Snoopy Christmas Picture (#1)
1477	SNPY02XMAS.PIC	X L.WHITESIDE	861123	2520	82 6	Desc: Snoopy Christmas Picture #2
2617	SPECIALDELIVERY.COM	X BATEK	871108	26460	283 10	Desc: Deliver presents as Santa Claus.
5630	THANKYOU.BAS	X L.ESTEP1	911216	2304	13 15	Desc: Thank-You Note printer
5631	TPXMAS2.ARC	X J.MCGOWAN15	911216	52608	26 10	Desc: TP letters and graphics/tpxmas+
5608	TPXMSLTR.ARC	X J.MCGOWAN15	911127	5248	30 4	Desc: TP 456..Xmas letter and demos
2754	XMASEVE.ARC	X D.R.JOHNSON	871218	41580	78 10	Desc: Christmas Text Adventure
5629	XMASWRAP.BAS	X L.ESTEP1	911216	1408	12 15	Desc: Wrapping Paper by Joey Latimer

ATARI CATALOG Software for Atari Computers

G.LABREC [Greg @ AMP], CAT 27, TOP 42, MSG:106475, Nov 17, 1992

The 1992 International Software Catalog (Issue C383289-001) is now available from Atari Corporation. If you ever had a question about the availability of software on the Atari platform this catalog is a "must" for your bookshelf. Here are some examples...

"Is there a program that will run on my Atari that will allow me to create and edit fonts for my desktop publishing software?" (YES)

"There are so many MIDI sequencers available for the Atari line of computers. What are the features that each has to offer? Which would be best for me?" (READ AND COMPARE)

"I was just put in charge of a fairly large organization. Is there any software available to make my job easier?" (YES)

"I would like to build a library of software that would be educational for my kids." (CHECK THE LISTINGS)

"I need software for my Atari that will help me design printed circuit boards and then provide drill control for the manufacture of prototypes." (NO PROBLEM)

"Do you think I could use my Atari to decode and display image data from a meteorological satellite?" (YES)

"Will there be any applications that create a voice-mail environment by taking advantage of the DDP in the Atari Falcon001?" (YES)

"Would you happen to have any software that I could use with my Atari to deal with soil mechanics evaluation and ground water analysis?" (OF COURSE WE DO)

The catalog has more than 400 pages, contains nearly 500 entries, and features about 175 screen shots. Categories covered include Publishing and Graphics; Multimedia and Hypertext; Personal Productivity; Connectivity and Communications; Music; Business Education; Entertainment; Computer Aided Design; Medicine; Development Tools and System Software; and Peripherals. Atari Falcon001 listings are also included. Along with the product description the reader is provided with developer information designed to help them acquire the product if it is unavailable from their local dealer. Suggested retail price is also listed.

If your local dealer runs out of catalogs you may order your catalog directly from Atari by writing to:
Atari Customer Relations
International Software Catalog
P.O. Box 6167
Sunnyvale, CA 94088

The price is \$12.99 per book. Add 2.25% sales tax if ordering from California, Illinois, or Texas. Also include \$5.99 shipping and handling per order. Payment may be made by check, money order, MasterCard, or VISA. (Allow 2-4 weeks additional if paying by personal check)

ST Christmas Files on Genie

Since we are coming up on the Christmas Season we thought it would be a good time to supply a list of files available on Genie which can help get you in the Uletide Spirit. Many of these files are available in the ACE St. Louis disk library if you do not have a Genie Account. If you would like a particular file or files available let us know and we will ask someone to download it.

No. Access Lib	File Name	Type	Address	YYMMDD	Bytes
13213	SPOCKXMA.ARC		X DARLAH		891215
16380	86 5	Desc: Greeting From Spock on Xmas			
17592	WINTWOND.ARC		X D.GORDON2		901215
26460	45 30	Desc: Kind of a greeting card.			
13325	WREATH.ARC		X ST.REPORT		891223
15120	42 19	Desc: A Holiday Greeting Card -> Users			
21894	XMASART2.ARC		X JOE.WATERS		911212
243456	78 15	Desc: CN DISK #601, 20 DEGAS CLIP ART PICS			
17701	XMASBALL.ARC		X C.PROBERT		901223
21420	78 5	Desc: RAY TRACE OF 3 XMAS TREE BALLS P11			
8976	XMASCARD.ARC		X SJORDAN		881216
6300	85 18	Desc: PubPart Xmas card, amusing.			
13020	XMASSONG.LZH		X F.TOWER		891202
5040	85 11	Desc: 2 XMAS SONGS FOR MUSIC STUDIO			
1091	XMASOPUS.TNY		X BOBR		860901 8820
87 5		Desc: It's the Christmas PENGUIN!			
21892	XMAS IMG.LZH		X D.HARRIS8		911212
93184	160 5	Desc: 300 dpi Christmas scans			
8661	12DAYS.ARC		X P.LYNCH		881109 6300
90 11		Desc: Cool 12 Days of Christmas			
1740	1STNOEL.SNG		X BOBR		861222 2520
122 11		Desc: The First Noel			
4717	ACEXMAS1.ARC		X GREG		871108
85680	245 11	Desc: MIDI Christmas music/sound demo			
4766	ACEXMAS2.ARC		X GREG		871113
109620	149 11	Desc: Christmas demo from ACE ST.Louis			
12909	ACEXMAS3.ARC		X GREG		891123
158760	219 11	Desc: Christmas Music and Graphics Midi			
12841	ATARIXMS.LZH		X R.SWANSON1		891118
185220	30 5	Desc: SEQ FILE OF POEM IN ARCED LZH FORMT			
1605	AUDLGT85.ARC		X LINDSLEY		861127
154980	358 4	Desc: The AUDIOLITE Christmas Demo Disk			
2955	AUDLGT86.ARC		X JVAN		870524 226800
78 4		Desc: The Audio Light 1986 Christmas Demo.			
8931	AVEMARI2.ARC		X BOMEYEUBETHI		
881209	2520 178 11	Desc: A better 'Ave Maria' MS song			
5069	CAROL.SNG		X P.INZERILLO		871206
2520	196 11	Desc: Carol of the Bells - Music Studio			
22068	CHERRY 1.ARC		X M.SIMARD		911228
18944	190 5	Desc: Cute Santa's Helper! PC3 picture.			

8890	CHRISTMS.ARC		X JLHOFFMAN		881204
15120	109 11	Desc: Days til Christmas program			
5068	CNDYFARY.SNG		X P.INZERILLO		871206
2520	136 11	Desc: Dance of the Candy Fairy - M.Studio			
1707	DECKHALL.SNG		X DARLAH		861218
1260	121 11	Desc: Music Studio for the Holidays			
4917	DOTHYKNW.ARC		X E.SEIFRIED		871126
7560	114 11	Desc: Sung by Band-aid. Music Studio			
17571	DRUMMER.SNG		X K.WILKINSON2		901213
2520	95 11	Desc: Little Drummer Boy for Music Studio			
5012	DTKSETUP.ARC		X L.WEINHEIMER		871202
2520	67 11	Desc: Setup for Do They Know #4917			
5350	ELFADVEN.ARC		X NHARRIS		871231
85680	108 8	Desc: Christmas text adventure			
13095	EZ CHRIS.ARC		X JERRY-BURKE		891205
57960	112 11	Desc: Christmas songs in EZ-Track format			
5060	EZ XMAS.ARC		X RISPENCER		871206
21420	122 11	Desc: 13 Christmas songs for EZ-Track			
1405	EZ XMAS7.ARC		X JERRY-BURKE		861012
39060	112 11	Desc: 7 songs for Christmas & EZ-Track			
6748	FROSTY.SNG		X DEF		880430 2520
112 11		Desc: Frosty the Snowman - MS			
11406	GLORIAEX.ARC		X L.GRIGGS		890724
1260	63 11	Desc: M.S. - Angels We Have Heard On High			
18777	GRANDMA.ARC		X E.BAIZ		910326 5040
89 11		Desc: Grandma Got Run Over By A Reindeer			
17464	GREETNGS.ARC		X T.RZONCA		901202
74340	104 30	Desc: SEASON'S GREETINGS 3D CALAMUS CARD			
1736	HERDBELS.SNG		X DARLAH		861222
1260	91 11	Desc: I Heard the Bells on Christmas Day			
9035	JINGLRCK.SNG		X K.WELTY		881222
12600	179 11	Desc: JINGLE BELL ROCK - MS-STYLE			
1739	JOYWRLD.SNG		X DARLAH		861222
1260	113 11	Desc: Joy to the World			
17716	LISTING.ARC		X ST.REPORT		901224 7560
82 19		Desc: * STReport's Santa's Helpers *			
9112	M-CHILD.ARC		X R.VEGA1		881231 112140
53 18		Desc: 300 dpi Gray Scale Scan			
1733	MANGER.SNG		X DARLAH		861222 1260
82 11		Desc: Away in the Manger - MS			
5175	MANGER2.SNG		X J.TERRADOT		871215
2520	101 11	Desc: Away In the Manger - MS			
1738	MDNTCLER.SNG		X BOBR		861222 2520
104 11		Desc: It Came Upon a Midnight Clear			
17366	MERRYX.ARC		X F.TOWER		901124 3780
73 11		Desc: A Merry Christmas - xmas Carol			
8765	MERYXMAS.SNG		X P.MADDEN		881120
2520	154 11	Desc: have yourself a merry little x-mas			
17493	MIDITREE.LZH		X DAVE-HENRY		901206
162540	232 11	Desc: Christmas Music, Lights in Motion			
1704	MRYLTLXM.SNG		X DARLAH		861217
2520	135 11	Desc: Have Yourself a Merry Little Christm			
17591	MTREE.LZH		X DAVE-HENRY		901215
16380	139 11	Desc: update for miditree.prg			
13029	NICHOLAS.LZH		X GREG		891202 17640
25 18		Desc: Feast of Nicholas .DTP file			
1741	OLTLTOWN.SNG		X BOBR		861222 2520
116 11		Desc: Oh Little Town of Bethlehem			
5080	XMAS.ARC		X D.FRUCHEY		871206 28980
614 18		Desc: Printmaster Christmas Icons			

ST Christmas Files on Genie Continued

21876 SANTA.LZH (LH5)LZH X R.BROWN30 911210
 4224 56 18 Desc: EPS FILE OF HAPPY SANTA (FACE)
 17549 SANTAC.ARC X BAGET 901209 10080
 86 5 Desc: Santa Clause Picture
 1705 SANTAQM.SNG X BOBR 861217
 3780 115 11 Desc: Santa Claus is Coming to Town
 9052 SANTAGAM.ARC X A.FRIESEN 881224
 56700 346 8 Desc: GREAT CHRISTMAS GAME
 WRITTEN BY ME!
 5220 SANTAHLF.ARC X C.OGDEN1 871221
 6300 91 5 Desc: ARCDed NEOCHROME PIC.
 8922 SANTAIMG.ARC X R.GLARNER 881207
 264600 184 18 Desc: .IMG clip art of SANTA High quality
 4930 SANTAJAZ.SNG X B.DEUTSCH 871128
 11340 160 11 Desc: Jazzy Christmas Song - MS
 17412 SANTAWRK.ARC X D.A.BRUMLEVE
 901127 39060 211 31 Desc: Mouse-controlled arcade for
 kids
 8833 SILENTNT.ARC X R.DUFF 881129 11340
 153 11 Desc: EZTrack&Score Silent Night *TOPS*
 1708 SILNIGHT.SNG X BOBR 861218 2520
 114 11 Desc: Silent Night - MS
 17572 SLEISNG X K.WILKINSON2 901213 7560
 117 11 Desc: Sleigh Ride for the Music Studio
 25282 SNOWBOB.GIF X C.HERBORTH 920814
 105472 15 5 Desc: "Bob" & "Connie"'s Xist Trees!
 12524 SNOWMAN.ARC X A.AMORE 891022
 700560 215 10 Desc: Animated demo with music.Top rate!
 12815 TANNENBM.ARC X D.A.BRUMLEVE 891116
 83160 208 31 Desc: Christmas prg from Nov '89 ANALOG
 1737 UPONHOUS.SNG X BOBR 861222 2520
 84 11 Desc: Up On The Housetop
 8836 WE3KINGS.ARC X R.DUFF 881129
 22680 98 11 Desc: We 3 Kings. EZ Track/Score NewAge
 8834 WHATCHIL.ARC X R.DUFF 881129
 12600 103 11 Desc: What Child is This? EZ TRack/Score
 17523 WHATCHILD.ARC X R.WALSHE 901208
 5040 65 11 Desc: EZ score & midi file of What Child
 1734 WHATCHILD.SNG X BOBR 861222
 2520 97 11 Desc: What Child is This - MS
 1604 XMAS.TXT X C.FOWLER 861126 3780
 114 21 Desc: A computerized xmas poem
 13226 XMAS1.ARC X SM 891216 160020
 152 5 Desc: IMG clip art - Xmas subjects
 8952 XMAS1988.ARC X ST.REPORT 881212
 31500 116 5 Desc: An Electronic Christmas Card
 13227 XMAS2.ARC X SM 891216 138600
 114 5 Desc: IMG clip art - xmas subjects
 5071 XMAS2 FB.ARC X A.AMORE 871206 7560
 106 11 Desc: Christmas Medley #2, YAMAHA FB-01
 13241 XMAS3.ARC X SM 891217 117180 134 5
 Desc: IMG clip art - Xmas subjects
 22032 XMAS91.LZH (LH5) X ST.REPORT 911224
 34432 128 19 Desc: * HOLIDAY WISHES & CHEER TO
 ALL! *
 17273 XMASCLIP.LZH X D.RUDIE 901118
 307440 174 5 Desc: Xmas Clip-Art. Bunches! .PC3's
 12757 XMASIMG.ARC X T.KILBRIDE 891112
 11340 323 18 Desc: Christmas IMG graphics for DTP
 8809 XMASLIST.ARC X GREG 881127 3780
 134 21 Desc: List of Holiday files on GENIE
 1613 XMASMIDLSNG X A.AMORE 861129
 10080 107 11 Desc: Christmas medley for MS, FB-01
 22030 XMASMOON.LZH X M.ARRINGTON 911224
 16384 104 4 Desc: Santa w/reindeer xmas animation
 17654 XMASRHC.ARC X J.RANDALL 901220
 109620 125 10 Desc: Christmas Demo with Music
 5535 XMASSMEL.MCS X INTERSECT 880115
 10080 106 11 Desc: Xmas melody for MCS
 8556 XMASSNGS.ARC X L.HARTWELL 881030
 27720 307 11 Desc: 18 Music Studio Christmas Songs.
 5250 XMASSTAT.SPC X BANDBOX 871224 50400
 55 5 Desc: CHRISTMAS PICTURE USING DIGISPEC
 22015 XMASTREE.LZH (LH5)LZH X M.POCHE 911223
 102144 89 4 Desc: Animation of Xmas tree in snow
 13032 XMAS_ASC.LZH X J.WHITE31 891202
 7560 76 21 Desc: Excellent Christmas poems
 21680 XMAS CVG.LZH (LH5) X D.HELMs 911124
 82944 107 30 Desc: CVG FORMAT CHRISTMAS
 SEASON ARTWORK
 4740 XMAS FB.ARC X H.WOOTAN 871111 7560
 62 11 Desc: XMASMIDI MS Song with FB-Patch CFG
 5138 XMAS MSF.ARC X M.J.HANSEN 871213
 122220 79 11 Desc: 24 Christmas Carols for Midisoft
 7769 XMAS P13.ARC X B.HANSFORD 880807
 91980 223 18 Desc: Hi-res (.P13) clip-art. Christmas.
 5311 XMEDLEY.ARC X C.DORSETT JR 871229
 7560 101 11 Desc: Medley of Christmas songs (monitor)
 8518 XMSILING.ARC X B.HANSFORD 881026
 73080 236 18 Desc: Hi-res (.IMG) clip-art. Xmas clip ar
 13031 XMSPOEMS.LZH X J.WHITE31 891202
 8820 36 21 Desc: Excellent .DOC files -Xmas poems
 17696 XMUSIK.ARC X C.EBERLE 901223 31500
 68 11 Desc: Xmas music for MT-32!!!
 8090 XXMAS.NEO X S.GARIS 880911 34020
 87 5 Desc: Christmas in front of fire place
 17551 ZNETXMAS.LZH X T.SCHREIBER1 901209
 471240 76 17 Desc: Christmas demo for Z-Net
 5196 SEASONS.TNY X D.FRUCHEY 871217 27720
 67 5 Desc: CHRISTMAS GREETING IN DEGAS ELITE
 5195 XMASTREE.TNY X D.FRUCHEY 871217
 16380 132 5 Desc: DEGAS ELITE CHRISTMAS PIC

MINUTES OF THE OCTOBER 1992 ACE MEETING

Tom Zenthoefter, Club Secretary

In the preceding months we have seen demonstrations by Greg Kopchak of pictures that he has taken from a Kodak Photo CD and converted to Spectrum and DEGAS pictures. The quality and detail of these pictures is hard to believe.

We have also seen an overview of ST Aladdin, the front-end interface for GENie, as well as demonstrations of emulators such as PC-Ditto, Super Charger, and ST X-Former.

In October Terry Shoemaker showed Migraph OCR, an Optical Character Recognition program for use on the ST. This program is used to convert a scanned image file of a page of text into regular ASCII text which can be input into a word processor, text editor, DTP program, etc.

He then showed an educational program on Algebra from Dorset Courseware. This was an interesting educational program package that brought back memories of high school Algebra class. Unfortunately for us ST owners this was for the 8-bit. The program used a master cartridge along with one of several Cassette tapes in the Atari program recorder. The program was very well done and if the rest of the available courses are as well done as the Algebra was, I would not hesitate to recommend this program for anyone taking one of the covered courses in school.

October was also the month for nominations for club officers for the coming year. We also voted to amend the club bylaws to combine the offices of the Secretary and Treasurer, as well as to allow an officer to hold more than one elective post. The nominations for officers for 1993 are:

President -
Greg Kopchak
Vice-President -
Tom Zenthoefter
Secretary/Treasurer -
Terry Shoemaker
Newsline Editor -
Terry Shoemaker

Nominations will be reopened prior to voting at the November meeting on Wednesday evening November 25, 1992 at 7:00pm at Thornhill Library. Please come out and support your club.

Club Meeting Demonstrations Tom Zenthoefter

What do you want to see demonstrated at YOUR club meetings during the coming year? Yes this is YOUR computer club and the officers need your input to decide what to demo at the club meetings. Without the Randalls to show the newest software out we have to rely on what people have to provide demos. We do not know what you want to see. Do you use a program regularly that you would be willing to show us at a club meeting? You may convince us to use that program or perhaps a new way of using that program may be found by your or us that will enhance its use, please let us know.

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>>> WHAT'S NEW? <<<

Make*A*Date Version 4 Glad to see a new version will be released soon. There seems to have been a resurgence of Portfoliopopularity here in Hawaii and the interfacing functions of Make*A*Date willMake*A*Winner out of it. Thanks for your support. (R.BEATTY3, CAT2, TOP4, MSG:47/M475)

SuperBoot 8 Progress Report:

I've mostly finished work on the hardest feature I wanted to add to Super Boot, increased filecapacity. It now can handle over 1800 files, over 150 files per type. Itdoes this using multiple pages of files. I also decided to take out thebuilt-in support for ASSIGN.SYS files. These can still be manipulated as "Other" files. I don't use ASSIGN.SYS files and I've heard from a lot of other users that don't use them, or only use 1. Any comments? How manyusers here use them? Basically what this will provide is room for 19DESKTOP.INF files instead of 9 on the single file selection screen.

By the way, it is beginning to look like version 8.0 will require atleast 1 meg of memory to run.....
(G.W.MOORE, CAT2, TOP28, MSG:65/M475)

Phasar Update Rundown 4.01

Calculator fixed Transaction printing bugs fixed Various bug fixes:

- o 4.02 Various bug fixes
- o 4.03 Reduced memory requirements Enter/edit transactions, other routines polished Added choice of currency symbol Various bug fixes
- o 4.04 Printing with running balance routine fixed Numlock & Capslock status shown on main screen Allows list-management operation (running w/o .REG file) Fixed check-printing routines Various bug fixes
- o 4.06 Various bug fixes
- o 4.07 Rewrote disk error routines Updated to 1991 tax forms Various bug fixes
- o 4.08 Multi, Xfer In, Xfer Out category names not blanked Various bug fixes

Note: "Various bug fixes" means that several specific routines which caused errors when operated in a particular way were changed sxo that thisdid not happen. Questions about specific bugs should be directed to:

Terrific Corp. 29 St. Mary's Court
Brookline, MA 02146 (617) 731-3553

**This was the info included on the release notes included with the 4.08 update (CHAZ, CAT6, TOP13, MSG:57/M475)

The newest version (I think 4.08) has eliminated the message "this"""" is part of a split file - the other parts will not be updated". Itnow links with other parts and corrects them when you modify one part. (K.VANDELLEN, CAT6, TOP13, MSG:58/M475)

tbxCAD DTP Uses tbxCAD has developed into a very nice entry level CAD package. The program is fast, easy to use and wellsupported by ABC Solutions. Desktop publishing types should also check thisone out if they have a need for technical drawings in their documents.

I honestly haven't gotten very far into the program but like what Isee to this point. The block mode should work nicely to create objects forschematics. Experimenting with this feature is next on my list.

Perhaps ABC could provide an updated demo for the next Darlah'sTreat? <hint, hint> (EXPLORER, CAT7, TOP6, MSG:6/M475)

Caller ID Through Supra

Modem My caller ID service is working now! This is what I see when a call comes through...RING

DATE = 1022 TIME = 1543 NMBR = 5047748023
RING

The AT command for caller ID is #CID=n where n can be 0,1,or2. 0turns it off, 1 turns it on, and 2 displays ASCII hex numbers. I also foundout that AT#CID? will display the current status and it may also be storedto nonvolatile memory using the AT&W command.

I tried it out through Atari's VT52 Terminal Emulator as well as Stalker since both are ACCs. Both will record a call without being insidethe ACC at the time but STalker is much better since it can scroll back,print, and save the information. One problem I found with either ACC isthat I must access the ACC once before it will buffer the caller IDinformation. If I reboot the modem and computer and don't access the ACCit will only capture a few garbage characters. I don't know if this isbecause the modem is not initialized or the ACC is not active untilaccessed.

The BackTALK scripts look hard to learn but I will see if I can figureit out. What I have now is better than nothing since I don't have a callerID box yet. It would be nice to have a name pop up on the screen though.

I hope Joppa does pick up on this and write some software to supportall of the new Supra modem features...
(J.SCHRAM, CAT8, TOP18, MSG:7/M475)

Shareware Extend-O-Save Pack

I plan on making at least a dozen screen savers. I hope someday to have as many neat screen savers as After Dark. I am interested in doing a multi-module saver, but I'll need more information about the calling conventions to q_loadmodule and q_freemod first.

I case anyone is interested I have finished a "random pixel" module, a "random line" module and a "random shape" module. As you can see, I'mworking my way up the complexity scale. I'm currently working on "PyroDeluxe." My modules are all configurable, work in all resolutions, andsave their configuration into themselves. When I get about ten modulesfinished I'll upload them as shareware.
(J.DILLENBURG, CAT21, TOP33, MSG:40/M475)

Oregon Research Gets Own CAT

These products will be supported in the New Category 33 called Oregon Research.Look for the move by Monday. Due to illness and the fact that there is a great deal of activity, which would prohibit moves on the weekend, checkthis area out in their new home come Monday. See you there!
(DARLAH, CAT2, TOP42, MSG:56/M475)

Windows PFM -> Pagestream

I have written a program that converts Windows PFM files to AFM files that work underPagestream. How many people would be interested in a program that does this? What would it be worth in your mind for a shareware payment (GOT's orchecks would be accepted)? If it is released as Shareware would peoplelike a demo to see what it can do?

I have downloaded 100 windows Type 1 fonts from a local board (all PDon a shareware CD on the BBS) and all converted and worked fine.

If interest seems strong enough I will clean up the program and releaseit.
(M.HILL13, CAT5, TOP2, MSG:23/M475)

DTP SOURCES AND REFERENCE LISTS

Compiled By Mario Georgiou DMC Publishing 1992

Text downloaded from the GENIE ST RT

BOOKS:

A Manual of Comparative Typography - the PANOSE System

Benjamin Baurmeister
Van Nostrand Reinhold Company
115 Fifth Avenue
New York, NY 10003

Basic Design and Layout

Alan Swann
Phaedon books

Color for the Electronic Age

Jan V. White

Colorworks 1: The Red Book
Colorworks 2: The Blue Books
Colorworks 3: The Yellow Book
Colorworks 4: The Pastels Book
Colorworks 5: The Black and White
Book

Creative Typography

Marion March
Phaedon books

Color for the Electronic Age

Jan V. White

Designers Guide to Print Production

Step-By-Step Publishing
6000 N. Forrest Park Drive
Peoria, IL 61614

Design and Marketing

Alan Swann
Phaedon Books

Desktop Publishing Success

Felix Kramer and Maggie Lovaas

Digital Color Prepress Volumes I and II

Agfa Corporation
Prepress Education Resources
P.O.Box 7917
Mt. Prospect, IL 60056-7917

Electronic Color Separation

R.K.Molla

Graphic Design Cookbook

Leonard Koren & R. Wippo Meckler

Graphic Designer's Handbook

Great Type and Lettering Designs

David Grier

How to check and correct color proofs

David Bann & John Gargan

How to Design Trademarks & Logos

Murphy & Rowe

How to Design Grids and use them effectively *

Alan Swann Phaedon Books

Hybrid Imagery

April Greiman

Pocket Pal: A Graphic Arts

Production Handbook
International Paper Company
220 East 42nd Street
New York, NY 10017

Preparing Your Design for Print

Lynn John
Phaedon Books

Type and Colour

Michael Beaumont
Phaedon Books

Type & Color

Firefly Books Ltd

The Chicago Guide to Preparing Electronic Manuscripts

The Chicago Manual of Style
University of Chicago Press

The Verbum Book of Digital Typography

Michael Gosney, Linnea Dayton and
Jennifer Ball

The Gray Book

Michael Gosney - John Odam and Jim
Schmal

The Makeover Book

Roger C. Parker

Type From The Desktop

Clifford Burke

Typewise

Kit Hinrichs with Delphine Hirasuna
Northlight Books
Cincinnati

The Encyclopaedia of Typefaces

Berry, Johnson & Jaspert

Typographic Design

Kit Hinrichs

Typography Now - the next wave

Rick Poyner, Edward Booth-Clibborn and
Why not Associates

The Spy Guide to Design and Print

MAGAZINES

Applied Arts Quarterly

Applied Arts Inc.
885 Don Mills Road, Suite 324
Don Mills, Ontario
Canada M3C 1V9
Tel: 416 510 0909

Before and After (How to design cool stuff)

PageLab
331 J Street
Sacramento, CA 96814

Color Publishing/TypeWorld

Circulation Dept
P.O.Box 2709
Tulsa, OK 74101
800 331 4463(U.S.)
918 831 9423

DTP SOURCES AND REFERENCE LISTS

Computer Publishing Magazine

Pacific Magazine Group, Inc.
513 Wilshire Blvd., Suite 344
Santa Monica, CA 90401

Desktop Communications

Mac Publishing & Presentations
PC Publishing & Presentations
530 Fifth Avenue
New York, NY 10036

EC&I

Youngblood Communications Corp.
505 Consumers Road #102
Willowdale, Ontario
M2J 4V8
Tel: 416 492 5777

HOW Magazine

Subscription Information
1507 Dana Avenue
Cincinnati, OH 45207
800 333 1115
513-531-2222

Mondo2000

P.O.Box 10171
Berkeley, CA 94709

New Media

P.O.Box 1771
Riverton, NJ 08077-9771

Print Magazine

3200 Tower Oaks Blvd
Rockville, MD 20852
Tel: 800 222 2654

Publish

P.O. Box 55400
Boulder CO 80322

Step-By-Step Graphics

Step-By-Step Publishing
6000 N. Forrest Park Drive
Peoria, IL 61614

Studio Magazine

Roger Murray and Associates
Incorporated
124 Galaxy Boulevard
Rexdale, Ontario
Canada M9W 4Y6
Tel: 416 675 1999

Verbum: The Journal of Personal Computer Aesthetics

P.O.Box 12564
San Diego, CA 92112
Tel: 619 233 9977

U&lc

Subscription dept
2 Hammaraskjold Plaza
New York, NY 10017

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Q.E.D. Publishing
Westport, CT 06880
203 846 6988

ASSOCIATIONS

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New York, NY 10022
Tel: 212 421 5888

Marketing Aides of use to DTP and Design Infomaniacs

Colorwise: The International Color Magazine

Pantone, Inc.

Letraset Canada
55 Knickerbocker Road 170
Duffield Drive
Moonachie, NJ 07074-9988
Markham, Ontario
Canada L6G 1B5

Aldus Magazine

Pub: Aldus Corporation
411 First Avenue South
Seattle, WA 98104-2871
(206) 622-5500

OTHER SOURCES

Graphic Artists Book Club

P.O.Box 12526
Cincinnati, Ohio 45212-0526

U&lc BookShop

866 Second Avenue, 3rd floor
New York, NY 10017
800-634-9325
212 371-0699

FONT CATALOGS/ REFERENCE GUIDES

Adobe Font&Function: The

Adobe Catalog
1585 Charleston Road
P.O.Box 7900
Mountain View, CA 94039-7900

DMC Publishing

2800 John Street, Unit 10
Markham, Ontario
Canada

Font Shop Canada Ltd.

401 Wellington Street West
Toronto, Ontario
Canada M5V 1E8

Photo-Lettering Inc

216 East 45th Street
New York, NY 10017

U&lc

866 Second Avenue, 3rd floor
New York, NY 10017
800-634-9325
212 371-0699



THE Z*NET COMPUTER CALENDAR 1992-1993

Schedule of Shows, Events and Online Conferences

November 25, 1992 GENIE ST RT Online Conference. Special guest will be Phil Comeau of Wintertree. Comeau is known for GramSlam, Grammar Expert and Spelling Sentry. Be there at 10:00pm EDT!

December 4-6, 1992 The Computer Graphics Show 1992 at the Jacob Javitz Convention Center in New York City. This is a CMC event. For more information call; (203) 852-0500, extension 234.

December 12, 1992 Lake County Atari Computer Enthusiasts (LCACE) will hold the 1992 LCACE Christmas Party and Swap meet. It will be held in the Auditorium of the Waukegan Public Library on County Street in Waukegan. The LCACE MIDI sig is planning a "jam session", there will be a door prize raffle, and games and other activities for everyone. In addition to the party, there will be a hardware and software Swap meet. No admission and No table charge! Doors open at 1:00pm. For more information information, call Pegasus BBS at 708-623-9570.

December 20, 1992 Eugene, Oregon. Atari SWAP MEET planned at the GATEWAY MALL MEETING PLACE. The hours have not been finalized yet but tentively they will be 10am - 5pm. There may be a small admission fee this year (no more than \$1.00) and there may be a table fee.

January 6-9, 1993 MacWorld Expo in San Fransisco California, Sponsored by MacWorld Magazine. Titled San Fransisco '93 at the Moscone Center.

January 12-14, 1993 Network '93 in Boston, Massachusettes

January 13-16, 1993 The Winter Consumer Electronics Show comes to Las Vegas, Nevada. CES is an electronic playground, with everything in the way of high tech toys for kids and adults. Game consoles and hand-held entertainment items like the Atari Lynx are big here, and Atari will attend with a hotel suite

showroom. Contact Atari Corp for more information on seeing their display at 408-745-2000.

January 15-18, 1993 NAMM is the largest conclave of musicians each year. Held in Los Angeles at the Anaheim Convention Center, the variety of sights at the National Association of Music Merchandisers is wilder than at Disneyland, just next door. Atari was the first computer manufacturer to ever display at NAMM in 1987, and has become a standard at the shows. A trade show for music stores, distributors, and professionals of every strata, entertainers are seen everywhere at NAMM. Contact James Grunke at Atari Corp for more information at 408-745-2000.

February 2-4, 1993 ComNet '93 in Washington, DC.

March 1993 CeBIT, the world's largest computer show with 5,000 exhibitors in 20 halls, is held annually in Hannover, Germany. Atari traditionally struts its newest wares there, usually before it's seen in the USA or anywhere else. In '93, the Atari 040 machines should be premiering, and this is the likely venue. Third party developers also use this show to introduce new hardware and software, so expect a wave of news from CeBIT every year. Atari Corp and the IAAD coordinate cross-oceanic contacts to promote worldwide marketing of Atari products, and this show is an annual touchstone of that effort. Contact Bill Rehbock at Atari Corp for information at 408-745-2000.

March 13-14, 1993 The Sacramento Atari Computer Exposition is to be sponsored by the Sacramento Atari ST Users Group (SST) at the Towe Ford Museum in Sacramento, California. This show replaces the earlier scheduled, then cancelled Northern California Atari Fest for the Bay Area, to have been held in December 1992. A major two day effort, the SAC show is being

held in the special events area of the Towe Ford Museum, home of the worlds most complete antique Ford automobile collection. As an added bonus, admission to the museum is free when you attend the Expo. The museum is located at the intersection of Interstates 5 and 80, just 15 minutes from the Sacramento Metropolitan Airport. Contact Nick Langdon (Vendor Coordinator) C/O SST, P.O. Box 214892, Sacramento, CA 95821-0892, phone 916-723-6425, GENIE: M.WARNER8, ST-Keep BBS (SST) 916-729-2968.

March 21-24, 1993 Interop Spring '93 in Washington DC.

August 3-6, 1993 MacWorld Expo at the Boston World Trade Center, Bayside Exposition Center and sponsored by MacWorld Magazine. This event is titled Boston '93.


September 18-19, 1993 The Glendale Show returns with the Southern California Atari Computer Faire, V.7.0, in suburban Los Angeles, California. This has been the year's largest domestic Atari event, year after year. Contact John King Tarpinian at the user group HACKS at 818-246-7286 for information.

September 20-22, 1993 The third MacWorld Expo, titled Canada '93 at the Metro Toronto Convention Centre, sponsored by MacWorld Magazine.

September 21-23, 1993 Unix Expo '93 in New York City, New York.

If you have an event you would like to include on the Z*Net Calender, please send email vai GENIE to Z-NET, CompuServe 75300,1642, or via FNET to node 593 or AtariNet node 51:1/13.0

A.C.E. St. Louis Calender November 1992

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
22	23	24	25 ACE Meeting Thornhill Library 7pm	26 Thanksgiving 	27	28
29	30					

A.C.E. St. Louis Calender December 1992

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
		1	2	3	4	5
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GEMULATOR UPDATE

For more information on the Gemulator, contact: Branch Always Software, 14150 N.E.20th Street, Suite 302, Bellevue, WA 98007 U.S.A.

Gemulator - Turns Your PC Into An Atari ST Clone!

On September 12th, 1992, Branch Always Software began shipping Gemulator, software and hardware that turns your IBM PC compatible computer into an Atari ST clone. The hardware board plugs into your PC, and then you run the emulation software.

Gemulator allows you to run your favorite Atari ST applications on your 386 or 486 DOS computer. Imagine being able to run Calamus SL or Pagestream on your PC at home or at work. Or writing programs in GFA Basic and running those programs on the PC. Or being able to share files between your ST and DOS word processors and spreadsheets. Your ST disks and PC disks become completely interchangeable. Gemulator even allows you to take advantage of the PC's improved graphics and larger memory.

Gemulator 2.0 Upgrade Is Now Shipping

The first major upgrade to the Gemulator Atari ST emulator is now available from Branch Always Software. Version 2.0 offers a number of improvements over the original version 1.0, many of the features being added in response to our customers needs and requests. In addition to fixing minor compatibility problems (such as with GFA Basic 3.6 and Wercs) there are 10 great improvements in version 2.0:

1. Faster emulation

The speed of 68000 emulation has been increased by roughly 10% on 386 machines, and 20% on 486 machines. This is a result of code optimizations in the software emulator. This also results in smoother screen redraws and easier mouse clicking.

33 Mhz and 40 Mhz 386 computers and 486SX computers run Atari ST software slightly slower than a real ST, 33 Mhz 486 computers run ST software slightly faster than an ST, while 50 Mhz and 66 Mhz 486 computers run at about twice the speed of an ST. These numbers are approximate as there are variations from computer to computer due to differences in the speeds of VGA cards, memory caches, and the speed of the RAM chips.

2. Much smaller file size

The GEMUL8R.EXE file has been shrunk from 2.9 megabytes to under 1.7 megabytes in size. This results in more hard disk space. If you were discouraged by earlier reviews of Gemulator that talked about 4 megabyte files and 7 megabyte of memory consumption, you need not worry. Gemulator is much smaller now.

3. Runs on 4 megabyte PCs without virtual memory

The smaller file size is a result of the above code optimizations which means that Gemulator requires less memory to run in. While Gemulator 1.0 required 5.5 megabytes of available extended memory, 2.0 can run with less than 3 megabytes available. That means that you can easily run Gemulator on a 4 megabyte PC without having to use virtual memory.

4. Faster load time

Using virtual memory on a 4 megabyte PC usually meant waiting 2 or 3 minutes for Gemulator to load and boot up with the ST desktop. Now, even on a slow 16 Mhz 386 machine, it takes under 20 seconds!

5. Variable sized ST memory, from 512K to 8M

You can now specify the amount of ST RAM to emulate, ranging from a minimum of 512K, to 1 megabyte, all the way up to 8 megabytes (in 1 megabyte increments). The more RAM in your PC, the larger an ST you can emulate. A 4 megabyte PC can support 512K, while an 8 megabyte PC can emulate up to 5 megabytes of ST memory without having to use virtual memory.

6. Improved hard disk support

Gemulator can now access both the C: and D: hard disk partitions. Atari programs can be run from either partition, but data files can only be saved to partitions smaller than 32 megabytes. Due to a bug in GEMDOS, MS-DOS hard disk partitions larger than 32 megabytes cannot be written to by GEMDOS. Gemulator version 1.0 disabled all hard disk writes as a safety precaution. Version 2.0 allows you to enable hard disk writes but use caution. This 32 megabyte problem will be eliminated in our next software update with our custom hard disk driver that eliminates the bug in GEMDOS.

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GEMULATOR UPDATE

7. VGA graphics support (TT medium resolution)

A standard ST or STE has only 3 built-in graphics modes:

- 320x200 16-color ST low resolution
- 640x200 4-color ST medium resolution
- 640x400 monochrome ST high resolution

Gemulator 2.0 contains a patch program to allow GEM to use the full 640x480 16-color resolution of the PC's VGA card. Software which already takes advantage of TT medium resolution or the 1280x960 Moniterm resolution will run in this mode, as will most well-behaved GEM programs.

8. One keystroke resolution changes

Changing screen resolutions has never been so easy! While a real ST requires you to use two monitors and unplug one and plug in the other when changing from color to monochrome (or vice versa), Gemulator 2.0 does it in one keystroke, all on your one VGA monitor.

9. Faster floppy disk loading

The floppy disk handling has been improved so that 10-sector disks and high density 1.44 meg disks read up to 50% faster than before. Load Pagestream or Calamus from floppy in under 30 seconds!

10. GEMUL8R.INI file automatically configures Gemulator

Last but not least! Tired of typing in SWAP or BOTH or MONO each time you run Gemulator? Now Gemulator allows you to type those commands into a GEMUL8R.INI file and save yourself keystrokes!

How to upgrade to Gemulator version 2.0

If you already have the Gemulator board and simply need to update your Gemulator version 1.0 software to version 2.0, the upgrade costs \$59.95 in U.S. funds. Send payment to Branch Always Software at the address above. Personal checks, money orders, and VISA/MasterCard orders are accepted. If you wish to upgrade by phone, call us at 206-885-5893 and leave your credit card number and expiry date information on our answering machine.

Payment entitles you to receive the Gemulator 2.0 software disk as well another update disk containing our fix for the 32 megabyte bug in GEMDOS. The second disk will be mailed automatically, but do contact us if your mailing address changes.

Ordering Gemulator boards and ROMs

If you do not yet have the Gemulator board or TOS 2.06 ROMs, go to your local Atari ST or IBM PC computer dealer and ask for the Gemulator ROM Reader Board. We do not sell the boards ourselves (we are after all a software company!), but if your dealer doesn't carry them, call our distributor here in Bellevue:

Purple Mountain Computers
15600 NE 8th Street,
Suite A3-412
Bellevue, WA 98008 U.S.A.
phone: 206-747-1519

The board easily plugs into any 8-bit or 16-bit slot in your PC, and includes a set of TOS 2.06 ROMs containing the latest Atari ST GEM operating system. The board has additional sockets for other versions of TOS ROMs that you

may wish to use. Version 1.0 of the emulation software is also included, and the upgrade to version 2.0 is still only \$59.95.

Keep in mind that all upgrades to Gemulator are in the form of software, so once you plug in the board you will never have to send it back to us for modifications like some other emulator boards.

Be Notified Of Future Upgrades

Several times a year we publish a newsletter to announce updates and to talk in detail about upcoming products we're developing. In past newsletters we've discussed the ST Xformer 8-bit emulator for the ST (when many "experts" said it couldn't be done), Quick ST 3 (the software accelerator that broke new speed records even when more "experts" said that our competitor Turbo ST had already hit the maximum speeds), and Gemulator (even more "experts" said that it would be impossible to emulate the complex 68000 chip simply in software).

We are about to prove some more self proclaimed "experts" wrong by adding Macintosh and Atari 8-bit support to the same Gemulator boards that you already use! For details, make sure you're on our mailing list for the newsletter. If you've never received the "BraSoft News" before or have moved recently, then please send us your updated mailing address information and we'll put you on our mailing list!

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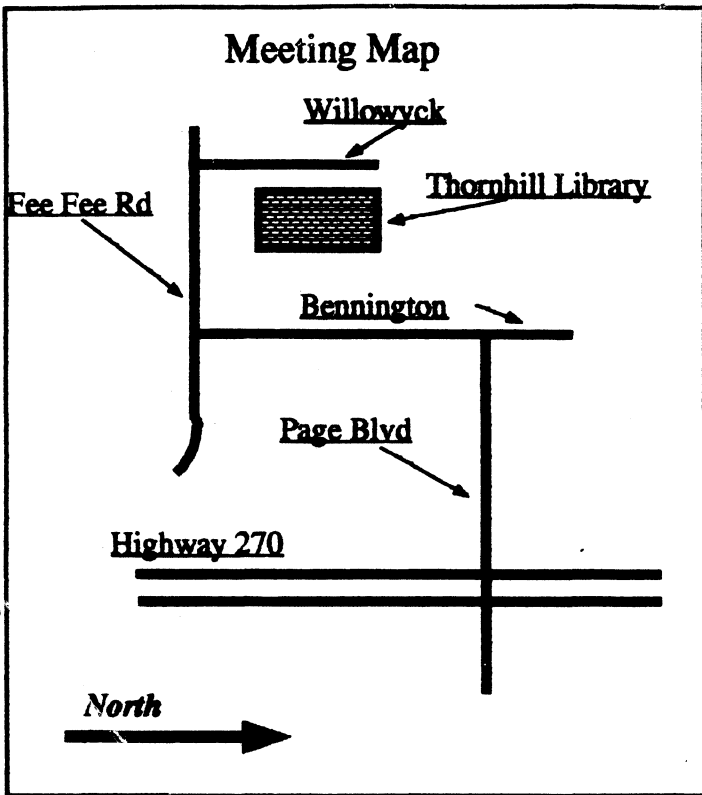
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