

NewsLine

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Next Meeting March 3rd 7pm
Thornhill Library
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Editor's Column

By Terry Shoemaker

ACE-STL General Meeting

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.

Thornhill Library
(See Back Page for Map)

ACE Desktop Publishing SIG

March 15th], 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 618-254-6077modem

STAR GENERAL MEETING

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

1993 ACE CLUB OFFICERS

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DTP: Terry Shoemaker

Yes, it's really an ACE Newsletter. And just in time to remind you of the next ACE meeting this Wednesday evening at Thornhill Library. We hope that everyone will be able to make it to the meeting and join us. It is important that you keep your ACE connection to the Atari World. Without a local retailer our club is needed to give each other help and information about our computers.

At press time I received a letter from AIM (Atari Interface Magazine) and have included it here for everyone to read. I believe we should continue to give AIM the support they have given us. I encourage club members to write to AIM and let them know how much you appreciate the work they put into the magazine and how much you look forward to receiving it.

Putting a magazine or newsletter together is very difficult to do. I have found it difficult during the past several months for two reasons.

1. New information concerning Atari Computers and Software has slowed up quite a bit. Everyone is getting tired of hearing that the Falcon will be shipping soon and would like to see some in the hands of local users and know that they could call to get one.
2. Other constraints placed on me in my job, neighborhood and personal life have restricted my time to put into the newsletter.

I would like to continue to publish good information and am again asking (or begging) anyone interested to pitch in and give me a hand. If you would like to throw together an article about some software you use or hardware modification you have made, some unique way that you use your computer or something you are interested in learning about let me know. I would like to print articles from local users. I will assist you in editing and cleaning up any rough edges if you would like me to. I would much rather do this then print articles taken from other publications. So put your thinking caps on and decide what you can do for the newsletter. Also let us know of any program you can demonstrate. Call me at (314) 647-3290 or drop a line at the P.O. box.

See you at the meeting!

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ATARI USER GROUPS

The wind beneath the Falcon's wings

By Len Stys

In my last article, I stated the importance of the Falcon030 bundle and how "support" needs to be a major theme when selling the computer. The main reason why people left the Atari Community was because there was a lack of support for their computer. I believe without a doubt that just the opposite will encourage people to become a part of the Atari Community.

There is a lot of tough competition in the personal computer market. The only way a non-PC clone manufacturer is going to stay in business is by using every advantage that it has. And what is Atari's advantage over its competitors? User Groups. Atari user groups are the answer to how Atari will get back into the personal computer industry. The company needs a backdoor and Atari user groups have the door already open.

Why do I feel Atari user groups are the key to the Falcon's success and Atari's future? Atari user groups are often responsible for getting major companies like Word Perfect to release new versions of software for Atari computers. This may not seem like much, but some people will not buy a computer unless certain software are available for it. Atari user groups also help convince computer stores to sell Atari computers and software. If there is a computer show in town, Atari user groups often attend to demonstrate Atari computers while other companies like Apple are paying employees to be there. The members of these user groups are responsible for the very important "word of mouth advertising" that Atari so desperately needs. And finally, these user groups generate the excitement necessary in the

Atari Community to keep Atari users buying software and new Atari products.

Atari Corporation needs to seriously consider taking action to revitalize the Atari user groups around the nation. The cost will be minimum and the benefits will be tremendous. If Atari takes action and revitalizes 200 user groups to the point of 200 members each, there will be 40,000 regular customers and purchasers of Atari products. If each of these 40,000 regular customers convince 5 friends to purchase an Atari Falcon030, this would mean sales of 200,000 computers.

Atari could take action to revitalize Atari user groups by doing the following:

- o Atari User Group Services. Organize a department at Atari Corporation to specifically deal with user groups.

- o Build a closer relationship with Atari user groups. Most user groups receive no support from Atari making it nearly impossible to continue existence. A relationship is needed to increase user group members spirit and give the feeling that Atari cares.

- o Establish an Atari User Group Information Network. A Bulletin Board System (BBS) STRICTLY for the exchange of user group articles, files, and information.

- o An Atari User Group Newsletter. This newsletter would be distributed to user groups and would consist of articles on what other user groups are doing such as demonstrating Atari products at shows, how each user group runs their meetings, what topics user groups discuss, how they have increased membership, and the number of members each user group has.

The articles would be contributed

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Continued

by user groups and the newsletter could be put together by Atari Explorer staff.

o Third-party software demos. Any time new software is released, a demo copy of this software would be sent to user groups with over 20 members.

o Public Domain & Review Catalog. A user group wishing for public domain programs or reviews on disk will be able to purchase them through Atari at cost.

o Free Items to Atari user groups with over 20 members: International Software Catalog -- A free copy of Atari's International Software Catalog.

Atari Explorer Subscription -- A free subscription to Atari Explorer Magazine. This may even help increase the number of subscriptions.

Flyers and Brochures -- Free flyers and brochures given to user group members to give to their friends and other interested parties.

o Special Deals to Atari user groups with over 20 members: Falcon030 personal media computer at cost -- A user group with over 20 members will have the opportunity to purchase ONE Falcon030 at manufacturer's cost for display and demo purposes only.

Future product purchase opportunities -- User groups with over 20 members will have the opportunity to purchase any new Atari product at manufacturer's cost for display and demo purposes only.

Developer's Documentation -- A user group usually has many programmers that are interested in programming public domain software. This public domain software will add value to the

Falcon030. The cost of this documentation will be copy and shipment cost.

o Atari Co-Op Computer Shows. If a user group wishes to demonstrate Atari products at computer shows or festivals, Atari will pay half the cost up to \$100 a year. Since Atari cannot afford to send people to these shows and Atari user groups are willing to go, why not let them? At most, Atari would pay \$20,000 a year to help user groups attend these shows. Apple pays this amount to attend only a few shows.

o Atari Co-Sponsored Computer Shows. If a user group wishes to put together an Atari show with Atari being a co-sponsor, this would be a possibility. This does not mean that Atari has to co-sponsor ALL Atari shows, just some.

All of this may sound great, but the BIG question needs to be asked: Where will Atari get the funds for this revitalization effort and to continue supporting user groups? I would not have proposed this if I did not have an answer.

An Atari Gift Catalog can be produced where users can order Atari T-shirts, sweatshirts, jackets, hats, coffee mugs, bumper stickers, and bags. The profit from the sale of these items would be used to fund Atari's continued user group support. The Atari Gift Catalog that I suggested be included with the Falcon030 bundle in my last article would also help fund this effort. Will there really be enough profit in such Atari products? If there is a demand for Sierra products, there is definitely a demand for Atari products.

Many of the user groups on the "Official Atari User Group List" no longer exist. I propose that Atari Corporation create a new list of user groups by publishing a "User Group Registration Form" in the next issue of Atari Explorer. User groups should be required to prove their existence in some way. The user groups interested in free items and special deals should be required to include a list of members and their addresses. All of the user groups that send in the registration form will be included on a user group list in the Falcon "support" bundle. The list will help increase all user groups membership.

A strong user group support effort such as this has never been done before. And because it has never been done before is a good reason for it being news. A lot of press about something new and different that Atari is doing will give the public a positive feeling about Atari. A positive feeling just as the Falcon030 is released.

Will all of this ever become a reality? I am positive that it will. This is because Bob Brodie was once a President of a user group and he of all people must realize the importance of user groups in Atari's future. Sam Tramiel also talks of how Atari is planning for the long-term. He would not leave out such an important thing from his plans.

There could not be a better time for the revitalization of Atari user groups. After all, Atari user groups are the wind beneath the Falcon's wings.

ONLINE CONFERENCE WITH BOB BRODIE

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Special Edition Friday Night
Conference
GENie ST RoundTable

Dateline Atari! with Bob Brodie
Host - Lou Rocha

February 5, 1993

<[Lou] ST.LOU> Welcome to another session of Dateline Atari! with Bob Brodie. Let me begin by thanking Bob and his colleagues at Atari (Bill Rehbock, John Towns, Greg LaBrec, Dan McNamee) for their online support of GENie members. Their participation has been most helpful to all and has certainly raised the excitement level in the ST Round Table.

Since we last met Bob, there has been increasing information about new software to be bundled with the Falcon030. We have also heard about MultiTOS, SpeedoGDOS and that great new integrated application, Atari Works <originally named ST Sutra, then Concierge>.

Bob, I have really been looking forward to tonight's RTC. I think the transcript for this one may set a new record for downloads surpassing even your last meeting with us. So let's get this show on the road with your opening comments. GA

<BOB-BRODIE> I'd like to welcome every one to our February installment of Dateline Atari! I hope that all of you are enjoying these conferences as much as I am. I'm pleased with the opportunity to interact with each of

you, and share with you all the latest events in the Atari Community.

Tonight, I want to start things off by discussing the current status of the Atari Falcon030, and then we'll talk about our integrated package, Atari Works.

At our last session of Dateline Atari, I told you about the delay in the shipments of the Atari Falcon030 to North America. The reason for the delay was unacceptable performance from one of the contracted manufacturers that Atari is dealing with. At that time, I also indicated to you that we would be bringing on another firm to supply us with Atari Falcon030s, as well as attempting to resolve the quality concerns with the units at the original manufacturing site. I'm pleased to report that the new factory has come on-line in the speedy fashion that we anticipated that they would. We have seen the first runs off of that line, and the quality is dramatically better than the original units. A recent run tested out at less an 0.5% defect rate, which is thrilling news to me! This means that our projections last month that Falcons would be available in North America in March is right on target! We WILL to have the machines in stock in March!!

The added plus of this delay is that we have completed MultiTOS, and all of the machines in North America will ship with MultiTOS! There will be no customers that will purchase Atari Falcon030s that will have to be "retrofitted" with MultiTOS! While we are still debating internally how we want to distribute MultiTOS to the established user base, I'm very pleased that it is done. In addition to the inclusion of MultiTOS, we will be finalizing Atari Works as well, and hope to have that available as well to ship with each Atari Falcon030, along with SpeedoGDOS.

Let's talk about Atari Works at this point, and try to give you a glimpse of what is coming with that product.

Atari Works is a fully integrated word processor, database, and spreadsheet. It's intended to provide the average user just about anything that they might require in a package to be used in either the home, or for a small business/home office scenario. Most of our energies with Atari Works have been focused on the word processor component of Works, as we believe that word processing is still the most common usage for home users. The Atari Works word processor offers multiple documents, full cut and paste between documents and the other portions of Works, easy set up of justification (left, right, center, or proportional), and importing of GEM metafile images. Atari Works has full SpeedoGDOS support, which means multiple scalable outline fonts with multiple sizes, and your usual bold, italics, underline, outline, superscript, subscript, footnotes, and headers. Works uses the Proximity dictionary system, and updated version of the system that was used with Word Up and Word Flair II. There is also a thesaurus included with Works. Works has full search and replace capabilities, again easily activated by drop down menus.

One of the features that I really enjoy in using Atari Works is the exceptionally easy mail merge capabilities with Atari Works database module. It's always been something of a pain for me to have to mail merge. It seemed to me that there was never really a system that felt very intuitive to me for mail merging. With Works, there is a drop down menu called "Begin Merge" that allows you to begin the process. It's TERRIFIC!!! On the editing side of the coin, Works allows you to transpose letters that just need to be flip-flopped with a Control-T command. Its also "intelligent" about it's editing, in that if you begin moving around text, Works will recognize the need for additional spaces and automatically insert the spaces for you. There are also commands that will allow you to do a number of different text commands, like setting areas to all caps, or all

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lower case, and other text handling.

The word processor of Atari Works also supports the importation of standard ASCII text, the Microsoft Rich Text Format (RTF) files. This is an increasingly popular format used with PC and Mac word processors, like Microsoft Word. The logical extension of that is that your documents at work can be saved out as .RTF files, and readily brought into Atari Works with the formatting fully intact!!

The database portion of Atari Works will import .DBF files, tab delimited ASCII, and comma delimited ASCII. The Atari Works database is a breeze to set up and work with, too! If you start a new database file, the system begins prompting you for field names, until you tell it you're done. Once the fields are entered, you simply click on the fields and hold down the mouse button while you drag the field to the desired size! Simple, eh? You can add additional fields later by simply clicking on the database form with your mouse. Fields are moved about the page simply by clicking and dragging them. You can display the records in a form fashion, or in a list fashion that looks very spreadsheet-ish to me. :) Since everything in Atari Works is fully GEM compliant, you can also highlight portions of the database records, and save out the area as a GEM metafile and drop it into your document! Of course, this also applies to the spreadsheet as well. That makes displaying graphs and tables as part of your document easier than it's ever been before.

Bill Rehbock, the product manager for Atari Works, tells me that the database portion of Works will feel very familiar to anyone that has ever used a database on a Mac. My sentiment was that I didn't find an overpowering need to run to the docs just to get things going, the database has a very comfortable "feel" to it. I'm not generally comfortable with ANY database, so I have great confidence that most of you will really enjoy the database portion of Atari Works.

The spreadsheet portion of Atari Works is Excel command compatible. Our intention with the spreadsheet is not to

compete against stand alone products like LDW Power, but to provide a good, basic spreadsheet for users to be able to chart, graph, and track their finances. We have some portions of our business presently tracking their finances under the spreadsheet of Atari Works.

I could go on a little bit longer about the spreadsheet, but I think I've gone on about as long as I dare on this opening. Let's see what kind of questions are out there, Lou!

<[Lou] ST.LOU> Bob, this is terrific news. Thank you for preparing these opening comments. Since we have so many new users with us tonight, could I please ask everyone to use the /nam (your name) command before you /rai your hands. Our first question is from Bob Frazier of the Kansas City Atari group. Go ahead Bob.

<[kcac-prez] B.FRAZIER2> Bob....I need to know if you found a firm date for the Kansas City Atari Fest..We are at a standstill

<BOB-BRODIE> Hi Bob, I spoke with Garry Tramiel today, and don't have a yes or no about our attending CES in June yet. The possibility exists that we might still have a booth at that show to launch the new Atari Jaguar Game Console. We'll pick this up in email later on, with Dorothy Brumleve. I also got a fax from the CT. Show folk, and they are looking at a June Show Date as well. I'm very happy that we have you online now here on GENie, as it is making our planning for what is shaping up to be an EXTRAORDINARILY busy show summer much easier. I know that the gang from San Antonio, Indy, and Asheville also very much appreciate the cooperative spirit that you have shown. ga

<[Lou] ST.LOU> Bob... do you have any questions about the Falcon or Atari Works? You may have a followup.

<[kcac-prez] B.FRAZIER2> No....I just needed to know about the show date...Thanks...

<[Lou] ST.LOU> OK... our next

question comes from JCD at New Dimensions.

<[JCD] NEW DIMENSION> Hi Bob. The upcoming Atari products are excellent as usual, but are we really going to see an major increase in Atari's market share in the computer industry? Will Atari finally understand that a national advertising campaign is desperately needed. It seems more advertising dollars are put toward the Lynx than the computer line. GA

<BOB-BRODIE> Hello, Jeff. Nice to see you again online tonight. As I have indicated in previous conferences, Atari has the confidence that this machine will be a tremendous success. Sam Tramiel indicated back in August of last year that Atari didn't have the same confidence in the Mega STE/TT030 line as a major success in the US, due to the pricing/features/performance constraints. In short it's not a question of Atari finally understanding that they need a national advertising campaign, it's a question of Atari having the faith in a product that can be a national success. The Lynx is clearly a technically superior product to the other handhelds in the marketplace, which explains the advertising support that the Lynx has enjoyed. The Atari Falcon030 is also a product that represents a major technical advancement over the existing CPUs in the marketplace. As a new dealer, I'm sure that you can also understand the importance of not just having a product that you are a fan of, but a product that the public can see a real value in for them to buy. I know that you'll also be pleased to hear that the number of dealer inquiries since the article in BYTE have skyrocketed. You'll probably not be the only Atari dealer in your area for very long. ga

<[Lou] ST.LOU> JCD... there is quite a lineup of questioners. Please hold your additional question for now and /RAI again. Thanks. Next is Joe Torres.

<[STimpy!] J.TORRES17> I have a three part question on ATARI WORKS (YEAH!): 1)Does it support

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graphics (lite DTP)? 2) What resolutions will it support (falcon only?)? 3) Is it too early for price/availability for existing STE Users? GA

<BOB-BRODIE> Hiya, STimpy, it supports GEM metafiles in the word processor which are readily available both online here, and in packages from people like Migraph's Easy Draw. Atari Works will function in any mode that supports 80 columns, which of course includes ST Medium resolution. Pricing is still under discussion, but will include a bundling of SpeedoGDOS and about 14 BitStream fonts in the package. It will be competitive with other versions of WORKS that are already in the marketplace on other platforms. ga

<[Lou] ST.LOU> Bob... John Cole from Lexicor is our next guest. GA John...

<[Lexicor] J.COLE18> Bob, just got the latest version today, fast and great. My first bug report is that I just looked up the plural for 'spelling' and it's 'spellings' not 'spellings' as in the menu bar :-). Fantastic program and I can't wait for it and Falcon. GA

<BOB-BRODIE> John, glad to hear that you like it. The bug is probably related to the Indian roots of our programmer, Pradip Fatepuria. ga

<[Lou] ST.LOU> Thanks John. Next is Eric Nickolaise.

<E.NIKOLAISE2> Hi Bob! What is Atari doing to get Developer Support for the Jaguar game system?

<BOB-BRODIE> Hi Eric, most of that information is covered by non-disclosure at this point. I can tell you that we have development units out, to a number of very talented software houses now. We've also had at least two developer conferences for Jaguar, one here and one in the UK. Both of them have been greeted with a great amount of enthusiasm by the developers and their publishers. ga

<[Lou] ST.LOU> Scott Lapham has our next question, Bob. GA Scott.

<[Scott L.] S.LAPHAM1> Bob, at the beginning of the conference, you said that

the quality of the Falcons coming off the "new" line are much better than before. My question is are any of those units off the first line going to be sold? And if so, how would one tell if you bought a Falcon if it was off the first line or second? GA

<BOB-BRODIE> Scott, the units * _have_ * been sold. They are already out the door in Germany. As long as you don't try to mail order one from Deutschland, you shouldn't have to worry about it. ga

<[Lou] ST.LOU> Thanks Scott. Next is Robb Albright.

<[Robb] R.ALBRIGHT7> Bob, I hear that the deal with Ingram Micro (Distributor) has been tabled, and that Atari plans direct marketing for the first push for Falcon. Are there any deals set with larger chains to carry the Falcon, or any planned, and if not, what will be the way that thousands can get their hands on one?? ga

<BOB-BRODIE> Gee, Robb. That's new to me. Might I enquire what your source is for that information?

<[Robb] R.ALBRIGHT7> A local developer said he got this from Bill Rehbock about a month ago. ga

<BOB-BRODIE> Well, Robb, Thanks for bringing this rumor to the light of day. I appreciate the opportunity to dispel this type of disinformation at the earliest possible time. We have a number of different arrangements working for Falcon distribution, and I'm confident that the thousands of people that want to have Atari Falcon030s will be able to get them. Regardless of what you're un-named local developer might have suggested to you. <grin> ga

<[Lou] ST.LOU> Thanks for clarifying that Bob. Next we have I.DUCKETT... welcome.

<[Evil E] I.DUCKETT.> How will the release of the Falcon help, The STE user? GA

<BOB-BRODIE> I see why your nickname is Evil. <grin> How did the release of the Quadra help the Mac? How did the release of the 486 help the 386? The answer to that is it gives the STE user

a higher quality machine to upgrade to that retains a high degree of software compatibility that protects your investment in software. Does it mean that the STE is obsolete? No. It does mean that you can upgrade to a newer, more powerful machine and not have to lose your investment in Atari and Atari related products. ga

<[Lou] ST.LOU> Good answer Bob. BTW folks... I have been using Atari Works on my ST and STE... runs great. Next we have Steve Miller. GA Steve..

<[Steve] S.MILLER58> Hi, I am a somewhat disgruntled TT owner who has been an Atari owner since the old 400 and this my question where is the TT going to be when the Falcon finally makes its appearance? Is the 68030 going to be supported on both systems or will the TT be a fluke machine here in the US sticking me with \$6000 worth of un-sup. hardware? and if the TT is going to be 'supported' when is the software going to be there to take advantage of the 68030 and the math co?????

<BOB-BRODIE> The TT030 will continue to be a high end, powerful workstation even when the Falcon030 makes its appearance NEXT MONTH here in the US. The 68030 will continue to be supported on both systems. There are products already that take advantage of the 68030 and the FPU, like DynaCadd, all Lexicor products, and Calamus SL. In addition to those products, there are other things like PageStream and Touch Up that are very happy on a TT030, especially when they have a graphics card installed in it like an AlberTT card, a Crazy Dots board, or a Matrix card. I've also seen a goodly number of Musicians that are happy with their TT030s, and development tools like Lattice C 5.5 that have 030 libraries and FPU libraries. ga

<[Lou] ST.LOU> Thank you Steve. T.WILSON is next, Bob.

<[Dark.Oak.Sof] T.WILSON14> Are we going to see more guidelines from Atari on building apps for MultiTOS? I'm writing a multi-tos Zmodem

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program and was wondering if I should make it with GDOS, clipboard support, or would a simple .ttp CLI-callable be ok?

<BOB-BRODIE> Are you a registered developer, Tim? Our last developer newsletter had an article on user interface guidelines. <[Dark.Oak.Sof] T.WILSON14> I can't afford it at the moment, I'm using net knowledge.

<BOB-BRODIE> Net knowledge is a little too far from the source, and I urge you to register as a developer at the earliest possible time. We provide a good deal of documentation to the developers as a portion of the MultiTOS distribution packet. Right now, that is only available to registered developers, and most of the support is done online, in our Atari.RSC area here on GENie. ga

<[Lou] ST.LOU> Mike McFee from Pittsburg, California is next Bob.

<M.MCFEE> BOB when will MultiTOS be out for the TT if at all?

<BOB-BRODIE> Hi Mike, it will be released for all Atari Computers, as I THINK I indicated in my last conference. :) As I indicated in my opening remarks tonight, we're still having discussions regarding the distribution method to be used with MultiTOS. I remain a staunch proponent of the "upload it and let nature take it's course" stance, but cannot guarantee that we'll be doing that. The product is done, we just have decisions to make now. ga

<[Lou] ST.LOU> I have a little surprise for everyone... we have a free one year subscription to EXPLORER to give away. Then Scott Lapham will have the next question. Here goes a roll of the dice....

<[Lou] ST.LOU> Job 24... you win! Dorothy!!!!

<BOB-BRODIE> It's not a fix, I swear it is not a rigged deal you guys!!!!

<[Lou] ST.LOU> Dorothy is the winner! Dot... any words? ;-)

<D.A.BRUMLEVE> Thank you, thank you! Maybe this subscription will

actually arrive at my door! My other one hasn't. ;-) And I've been so interested to see how the new staff is coming! So thank you very, very much!

<[Lou] ST.LOU> Next we have Scott Lapham....

<[Scott L.] S.LAPHAM1> Bob, have you heard any new news on any products that will allow the SLM lasers to work on the Falcon?? GA

<[Lou] ST.LOU> Bob says he has another subscription to give away folks. Right after this answer.

<BOB-BRODIE> Scott, sorry for the delay, was sending. :) Yes, I have. There is a company that is working on this product, and we have discussions scheduled with them this next week to ensure that it WILL BE DONE, and users of SLM series laser printers will be able to use it with the Atari Falcon030. ga

<[Lou] ST.LOU> OK... here goes another roll of the dice.... Job 15... Chuck Haines is the winner of a free one year subscription to Explorer! Congratulations. Any comments Chuck?

Chuck is speechless!

<E.NIKOLAISE2> Does anyone (if so who?) make a VME RAM board that can be used with the Mega STE? Thanks! GA

<[Lou] ST.LOU> Folks, there are only two in the queue. This is a good time to /raise if you have a question.

<BOB-BRODIE> Erik, I'm not aware of any such ram board. I've heard that they do exist on the VME bus, but don't think that the software exists to make our system aware of the ram once such a board has been installed. ga

<[Lou] ST.LOU> Next is Robb Albright.

<[Robb] R.ALBRIGHT7> Bob, any announcements of terrific, *BLOW-EM-AWAY*, mind boggling games that will be released for the Falcon. Either planned or set-in stone. ga

<BOB-BRODIE> Robb, there are about 35 games that are being developed for...

the Atari Falcon030. Most of them are better than anything... that I have seen on any other computer game anywhere. And for that matter, better than most of the console games, too. We covered that in an edition of Atari Explorer Online a couple oops Couple of weeks ago, when we had a review of them from Andreas Barbiero when he came over to the office and sat down with a Falcon030, and one of those really cool joysticks for about oh...three hours or so. :) In particular, the sound is dramatically better than any other system that I've heard. I'm sure that we'll be able to convince Andreas to come back to the office again, to write few more lines about Falcon gaming without too much arm twisting...at least until it's time for him to leave the office. :) ga

<[Lou] ST.LOU> Steve Miller is back with another question for you, Bob. Oh and thanks, Robb.

<[Steve] S.MILLER58> Is the Atari community ever going to be tightened between us and Europe so that when new and interesting software/hardware comes out there, we can take advantage of it here? It seem as if we always have to wait for A LONG time for it to trickle down to us. GA

<BOB-BRODIE> Steve, much of that depends on distribution arrangements. Some of the developers don't like to have to support their products overseas or mess around with translations. I know that some of the German developers have a hard time with the needs of the US users, as they have a particular view on things like users interface. :) But we are working on those arrangements, and I expect that you will be pleased with the way that things are going to turn out. ga

<[Lou] ST.LOU> I Duckett has another question too.

<[Evil E] I.DUCKETT.> Is there any way I can get info on the Falcon here in New York and support for all Atari system in my area?

<BOB-BRODIE> Regarding info on the Falcon030, there is a wealth of info in the Atari BB area right here on

ONLINE CONFERENCE WITH BOB BRODIE

GENie. We've posted a HUGE amount of information in a number of conferences, and in the BB message area itself. I'd suggest that you look at those files first. After that, I'd suggest one of the high quality mags that are out in the marketplace, like our own Atari Explorer Magazine or the equally wonderful AtariUser Magazine. Both of them do a excellent job of being factual in their reporting. And of course, be sure to check the weekly issues of Z*Net Online Magazine, which is also uploaded here weekly in the Atari Roundtable. We upload our own online magazine, Atari Explorer Online Magazine here bi-weekly. That should give you plenty of reading material about the Falcon030. As far as support goes, why don't you send me e-mail with your specific questions and I'll be happy to deal with them personally rather than tie things up here any longer tonight. :) ga

<[Lou] ST.LOU> I.Duckett... I suggest you use FEEDBACK and you will get lots of help from my fellow sysops! ;-) Next we have Joe Torres, then Bob Frazier, Mike Allen and Andreas Barbiero.

<[STimpy!] J.TORRES17> (Let me just put down my LYNX - Pinball Jam :>) Does SPEEDOGDOS support a wider range of printers than FontGDOS does/did? I have a Panasonic KXP1142pi printer and was basically told by tech-support 'tough luck'

<BOB-BRODIE> SpeedoGDOS has support for the following printers at this point.. Atari Laser printer, SMM-804, Canon Bubble Jet 10e, Epson FX-80.Epson LQ-570, HP PaintJet, DeskJet 500, HP LaserJet, NEC P Series Okimate 20, Star NB24-15, Star NX-1000, and of course, STraight Fax as well. :) You should be able to use the Epson LQ-570 driver with your unit. Just be sure that you have the dip switche in the Epson emulation mode. Have you tried that yet? Most of the time you have to have the printer off when you change the switches, and then re-start it. ga

<[Lou] ST.LOU> Thanks... now fellow sysop and RTC Shotgun <shogun?>... Mike Allen

<MIKE-ALLEN> Bob - I wonder if the SpeedoGDOS/Works combo is going to be available through Atari dealers in the near future? I'd really like to support my local dealer.

Also I still have to disagree about the Mega STE. I really feel that it is a product that suffered from improper marketing. A good product that no one outside of the Atari user community knew about. ga.

<BOB-BRODIE> Mike, I respect your opinion about the Mega STE, and share it. However, I don't own enough stock to change the decisions on that type of issue, and have to rely upon my persuasive ability from time to time on those matters. I think that part of the reason that the Mega STE didn't get a better "shove" is because the Falcon030 was expected sooner that this time frame. Now, re the shipments of Atari Works/SpeedoGDOS, the manuals are.. being done now, I suspect that it will be in the March time frame as well. Not two weeks, but likely six weeks at the max. I'm still twisting a few arms here on a couple of points about Atari Works, like allowing the importation of IMG files as well as just GEM files. If we can have that added, I think it's worth a little delay in shipping the product. ga

<[Lou] ST.LOU> Andreas has been waiting very patiently ;-) GA

<[Andreas@AEO] AEO.2> Bob, I have been inundated by info from NAMM, and while I might have missed something due to bad phone lines earlier tonite on it, I was wondering if you could comment further on the FEEDING frenzy that went on with the new dealers?

<BOB-BRODIE> Andreas, the timing for NAMM was excellent for us. The write ups in Keyboard, Electronic Musician, and EQ Magazine are very exciting, and it appeared that most of the show attendees had read the magazines. :) We got a large number of dealers that are very interested in the Falcon from NAMM, and expect even more

<[Lou] ST.LOU> Joe has the last question... unless I missed someone's

/RAI ? GA Joe Torres...

<[STimpy!] J.TORRES17> I am concerned about the apparent throw away memory boards on the Falcon... The fact that you have either a 1, 4 OR 14 meg board. Why not a user expandable version (I would eventually like a 14 meg... GA

<BOB-BRODIE> Joe, there is simply not enough real estate for that to happen via a normal/conventional means like your basic throw away SIMMS <grin>. What is going to happen with the Falcon030 is the same thing that happened with the STE and Mega STE. People will buy bigger supplies of RAM, and try to sell or trade in their old memory units. Dealers will capitalize on this to have a ready source of ram available. There are already other developers that have announced plans for third party memory boards. For example, Zubair will have a board as well. However, it will not use SIMMS either. There is simply not enough room SIMMS in the Falcon case. ga

<[Lou] ST.LOU> Bob... two more questions and then a wrap... OK? First J.VOGH then John Stanley. GA J.VOGH.

<J.VOGH> What about PC boards for the Falcon? What is the staus of 468 emulation?

<BOB-BRODIE> Oh, that. Had me worried for a second there. As we reported in our online magazine, Atari Explorer Online at COMDEX, COMPO Software is working on a 486 board. I was personally assured by the company president, Theo Bruers, that the product would be done in March. It is to support the full VGA Color, etc, etc, etc. Although I recognize that having such an item is attractive to some people, I think that you will find that products like Atari Works will make you much less inclined to have to sully your machine with MS-DOS. <grin> ga

<[Lou] ST.LOU> Bob... last question from John Stanley...

<[John Stanley] JLS> I got here late so

Online Conference With Bob Brodie

this may have already been asked. What's the current eta for MultiTOS? (Ballpark estimates... 2 days, 2 weeks, 2 months, 2 ___?? ___) ga

<BOB-BRODIE> You're right, it was already answered...:) It's done, and will be shipping with Falcons. We're still discussing internally here how we want to handle the distribution of the product to the existing user base. I guess the answer from most perspective will be 2 long. :) BTW, you also missed the drawings for free subscriptions to Atari Explorer, too! :) ga

<[Lou] ST.LOU> Bob... my local dealer wants to order 50 packages of Atari Works. Please tell me what he needs to do and can it be ordered directly from Atari by the individual user?

<BOB-BRODIE> Gee, Lou, he must have been really impressed with it!

<[Lou] ST.LOU> All I did was tell him about my beta copy!

<BOB-BRODIE> At this point, he can't. But we'll be making our dealers aware of all the pricing on Atari Works as soon as possible. The manual will probably be inserted here in the US in the Falcons at this point. It will be available via the normal sources, both directly from Atari, and from our distributors as well. ga

<[Lou] ST.LOU> Bob... what can I say.... I am really excited and can't bear the thought of a few more weeks. Let's hope that our next Dateline Atari! has some real shipping dates. Thank you once again for such a terrific evening. GA

<BOB-BRODIE> Thanks, Lou. As always, it's a pleasure to be online here on our official online resource, GENIE. Thanks to everyone for taking the time to be here tonight, and I hope that you got a little bit better feel for how things are progressing. In our next issue of Atari Explorer Online Magazine, we'll be featuring a preview of Atari Works, including screenshots of the program. It'll be up here in the libraries in about a week for you to download. Thanks again for attending!!

THE FRIENDLY GUIDE TO SAFE FAX

Dr. B. Comfortable answers some
of your Questions

Q.: Doctor, I am new to fax, I have not had much fax, and I am worried. Is it safe to have fax?

A.: Fax is perfectly safe, providing both you and your partner maintain your equipment in good order, keep it clean and have a regular check-up by a qualified consultant. Do not be embarrassed at your lack of experience. There are many excellent fax manuals available, including my own "The Joy of Fax".

Q.: About how often should I fax?

A.: Those who are new to fax often can't get enough, and do it all the time. We usually find, however, that as we get older and the novelty wears off, the desire for fax decreases rapidly, particularly if we still have the same old machine. (It is not unknown for jaded faxers to have a brief "fling" with a new, exciting machine, but this, too, will usually burn out quite quickly.)

Q.: Can I have fax with more than one person?

A.: By all means. This is perfectly normal, even necessary in most circumstances. It is time we cast aside our hang-ups about fax, feel free to "let it all hang out" and share your true self with the world.

Q.: Do I have to be married to have fax?

A.: Good Lord, no. People who

hardly ever fax their wives will spend most of their working lives faxing complete strangers.

Q.: My parents say they never had fax when they were young, and were only allowed to write memos to each other until they were twenty-one, is this true?

A.: Yes, but why worry about boring old twits like them?

Q.: If I fax something to myself, will I go blind?

A.: Certainly not, as far as I can see.

Q.: There is a place on our street now, where you can go and pay to fax, is this legal?

A.: Yes. Many lonely people have no other outlet for their fax drives and must pay a "professional" when their need for fax becomes too strong.

Q.: What are the consequences of indiscriminate fax?

A.: Very high telephone bills.



THE 1993 Z*NET COMPUTER CALENDAR

Schedule of Shows, Events and Online Conferences

February 21, 1993 RTC in the GENie HOSB (Home Office Small Business) Rountable. "Protecting your Business from Viruses". Conference starts at 9:30 pm EST. Type HOSB at any GENie prompt to attend.

February 23, 1993 RTC in the GENie HOSB (Home Office Small Business) Rountable. "Shareware Authors Meeting". Conference starts at 10:00 pm EST. Type HOSB at any GENie prompt to attend.

February 24, 1993 RTC in the GENie HOSB (Home Office Small Business) Rountable. "Help Using CHIPSOFT And Tax Q & A". Conference starts at 9:00 pm EST. Type HOSB at any GENie prompt to attend.

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 5, 1993 RTC in the GENie ST Roundtable. "Dateline Atari" with Bob Brodie. This is a regular monthly conference held by Atari. Discussions usually pertain to the latest Atari releases and updates. Conference begins at 10pm EST. Type M475;2 at any GENie prompt to attend.

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. 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 15-16, 1993 Lap & Palmtop Mobile Computing Expo at the New York Hilton Hotel in New York City. Exhibitors will show the latest in mobile computing, software, pen, peripherals and communications from the industry's leading manufacturers. In conjunction with the exhibits is the Mobile Systems Solutions Conference series. Featuring over 80 leading industry experts speakers, the conference provides vital information needed to build or improve your world of mobile computing.

March 16, 1993 RTC in the GENie HOSB (Home Office Small Business) Rountable. "Multilevel Marketing". Conference starts at 10:00 pm EST.

March 16-19, 1993 Image World - Washington DC at the Sheraton Washington.

March 20, 1993 Philadelphia, PA area group PACS is holding their 16th annual Computer Festival from 9 AM til 4 PM. It will be a multi-computer show with Atari showings by the PACS Atari SIG's, NEAT, CDACC, and JACS clubs. The Fest is to be at the Drexel University Main Building, 32nd and Chestnut Streets in Pennsylvania. Contact for Atari display: Alice P. Christie, 207 Pontiac Street, Lester, PA 19029, 215-521-2569, or 215-951-1255 for general info.

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

March 30 - April 1, 1993 Intermedia 93 at the San Jose Convention Center, San Jose CA.

May 3-5, 1993 Digital Video New York/MultiMedia Exposition at the New York Sheraton in New York City.

May 4-5, 1993 The 3rd Annual Networks and Communications Show returns to the Hartford Civic Center. Companies such as Intel, Microsoft, DEC, DCA, IBM, and MICOM will be exhibiting. For more information, contact: Marc Sherer at Daniels Productions, 203-561-3250; fax: 203-561-2473.

May 11-13, 1993 SunWorld '93 exposition and conference, held in San Francisco at the Moscone Center. The second annual event is the largest trade show in North America dedicated to the Sun, SPARC and Solaris industry. SunWorld '93 will feature a full day of in-depth tutorials, which are being developed in association with Sun Educational Services, to be followed by three days of conference sessions and an exposition. The three-day exposition will feature more than 175 leading vendors in the industry including Adobe Systems, AT&T, Computer Associates, Hewlett-Packard, Informix Software, Insoft, SAS Institute, Solbourne, SPARC International, Sun Microsystems, SunPro, SunSoft and WordPerfect. For more information about attending SunWorld '93 call Lynn Fullerton at (800) 225-4698 or to receive information about exhibiting contact David Ferrante at (800) 545-EXPO.

May 22-23, 1993 Pacific Northwest Atari show will be held in Vancouver Canada. The Vantari User Group will be sending out developers kits in the very near future with more details and pricing. The show will be held in the Metrotown Centre Mall, which is the 2nd largest in Canada with over 400 stores. The traffic in the mall is amazing! In addition the Holiday Inn Hotel is attached to the mall as

THE 1993 Z*NET COMPUTER CALENDAR

Schedule of Shows, Events and Online Conferences

well so travel time is nil. If you have any questions in the meantime leave email (G.Norton) on GENie.

June 12-13, 1993 (NEW LISTING) CT Atarifest '93 at the Windsor Court Hotel in Windsor Connecticut. This year the Atarifest has relocated to a new hotel with excellent room rates (\$35.00 per room), free and plentiful parking, easy access from Interstate 91, I-95, I-90, I-84, I-80, an in house Sports Bar, a bigger ballroom and is located just 1 mile from Bradley International Airport (free shuttle service for hotel guests). Tentative commitments from A&D Software, Gribnif Software, Barefoot Software, Toad Computers, Computer Studio, Baggetaware, Derric Electronics, E.Hartford Computer Repair, MegaType Software, Wizztronics and GFA Software Technology. For further information, call Brian Gockley at 203-332-1721 or Doug Finch at 203-637-1034. E-mail can be directed to B.GOCKLEY or D.FINCH7 on GENie or to 75300,2514 or 76337,1067 on CIS.

June 22-23, 1993 Lap & Palmtop Mobile Computing Expo at the Disneyland Hotel in Anaheim, California. Exhibitors will show the latest in mobile computing, software, pen, peripherals and communications from the industry's leading manufacturers. In conjunction with the exhibits is the Mobile Systems Solutions Conference series. Featuring over 80 leading industry experts speakers, the conference provides vital information needed to build or improve your world of mobile computing.

July 17-18, 1993 The Kansas City AtariFest '93. The location for the show is Stadium Inn, 7901 E 40 Hwy. Ticket prices at the door will be 5.00 dollars each day. Advance tickets will be 4.00 dollars each, for advance tickets, please send 4.00 dollars per ticket to: Kansas City AtariFest, P.O. Box 1653, Lee Summit, MO 64063 or if you belong to a user group please mail a request for a user group information pack. To make room reservations please call 1-800-325-

7901, we are also working with a local travel agent to get special airfares for the show. You may call 1-800-874-7691 to take advantage of the special fares. For more information please leave Email as follows; GENie, B.welsch, J.krzysztof, for CompuServe, Leave for Jeff Krzysztof at 74027,707, or you can call (816)224-9021, or mail to the address listed above.

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.

October 7-8, 1993 Lap & Palmtop Mobile Computing Expo at the Chicago Mart/Expo Center in Chicago, Illinois. Exhibitors will show the latest in mobile computing, software, pen, peripherals and communications from the industry's leading manufacturers. In conjunction with the exhibits is the Mobile Systems Solutions Conference series. Featuring over 80 leading industry experts speakers, the conference provides vital information needed to build or improve your world of mobile computing.

October 27-29, 1993 CDROM Exposition at the World Trade Center, Boston MA.

October 27-29, 1993 EDA&T Asia '93. The Electronic Design and

Test Conference Exhibition at the Taipei International Convention Center in Taiwan. Exhibit space is still available. For more information contact: Betsy Donahue, Chicago, fax: 708-475-2794.

November 7-10, 1993 GeoCon/93, an international conference and showcase for software products developed outside the U.S. at the Royal Sonesta Hotel, Cambridge, Mass. The conference program will include three days of workshops on topics of interest to overseas developers entering the U.S. market. Workshop presenters will discuss such issues as how to negotiate distribution and licensing contracts, setting up a business in the U.S., manufacturing and fulfillment, technical support, packaging, research sources, and how to market through direct, retail, and catalog channels. For additional information, contact Tom Stitt, associate publisher, Soft letter, 17 Main St., Watertown, Mass. 02272-9154; telephone 617-924-3944; fax 617-924-7288, or Colleen O'Shea, director, Soft letter Europe, 2 um Bierg, 7641 Chirstnach, Luxembourg, telephone 35.2.87119; fax 35.2.87048.

November 15-19, 1993 COMDEX Fall '93. Las Vegas Nevada. If you have an event you would like to include on the Z*Net Calender, please send email via GENie to Z-NET, CompuServe 75300,1642, or via FNET to node 593 or AtariNet node 51:1/13.0. Show listings are also published in AtariUser Magazine.



HOW TO ENLARGE YOUR SM124 MONOCHROME MONITOR'S SCREEN SIZE

by Jack P. Durre'

If you've used the Atari ST computers with the SM124 monochrome monitor, chances are quite good that you have come to accept the wide (black or white) border surrounding the usable area of the screen. You may have asked "why?", but probably only grumbled about it, and went back to work. If you've got the time (about 15 minutes, on average), the tools (3 or 4, and available from most Radio Shack stores), and the nerve (very little required!), this article will explain how you can actually have a LARGER, usable screen (as compared to the Mac!)

First, credit where credit is due...The original information for this modification came from the April, 1986 issue of "ST APPLICATIONS" magazine, in an article written by Albert Lew. I am

merely explaining my own methods, following the original steps as outlined in Mr. Lew's article.

That said, let's get the caveats out of the way: While I may personally consider the following modifications to be simple and straightforward, I can't write a "Hello World" program in BASIC!!! In other words, what may be "simple" for me, may be quite difficult for you. If you feel that you are NOT qualified to make these modifications, DON'T! Find an able (and willing!) friend or service technician to do it for you, or forget the whole idea, and live with what you've got! If your monitor is in warranty, opening the case will, obviously, void that, and the possibility also exists that even if you wind up paying for repairs, the technician MAY refuse to work on your machine! (Chances are, however, that he's more likely to want to know more about making the mods himself!) Further, the electrical current coming from the wall plug is enough to knock you

silly, or worse, and inside of the monitor case, it gets even stronger, so be aware that touching the wrong thing may well put you into an "endless loop" of your own! In other words, YOU CAN GET KILLED! Now, if you've decided that you'd "kill to have a larger screen", then follow me!

Tools: These are really few in number, and quite simple to come by. Mr. Lew suggested some non-TV type of tools, but I'm going to stick to my guns here, and insist that you use the right tools for the job! You'll need a Phillips screwdriver, preferably a #1 size. (If you don't know the difference between a Phillips, and a slotted-head screwdriver, let me stop you right here, and suggest that you return to your programming!) You'll also need two TV "tuning tools"; a hex-tool, 3/32" ("across the flats", as they say) and a flat-bladed tool, 1/8" or so in blade width. Both of these tools should be made of non-conductive (plastic) material, and longer is better! A make-up mirror is also quite handy, particularly a free-standing one. I might also suggest a thick towel or other material to protect the face of your monitor and the top of your desk, during the time that you are moving it around. Finally, the toughest item of all...some CLEAR SPACE! You'll need to move the monitor around a little, and of course, it will need to be connected to your CPU (and I DON'T recommend trying to balance it in your lap!), so plan accordingly.

Next, let's try to orient ourselves, so that you aren't amputating the screen, while I am talking about the power cord! The "front" of the monitor is the viewing screen, the "rear" is where the power cord, and CPU/Monitor connector cable exit the case. Since we're going to turn the entire thing around, so that the screen is facing AWAY from us,

"right" will now be the side where the speaker is located, and "left" obviously (it IS, isn't it?) will be opposite that, where the control knobs are. "Top" will still be in its usual location, and if you haven't already figured out where the bottom is, it's time for another cup of coffee!!!

Ready? Here we go!

Boot your system, using either the desktop, with one or more windows opened, or call up a text file. The ideal situation is to have text reaching all four corners of the screen, so that you will be able to compare from one area to another.

Now, unplug the monitor's power cord from the socket in the cabinet, and turn the monitor around, so that the rear of the case is facing you. Place the towel or padding on the desktop in front of the monitor, and tip the entire unit up onto the glass face (carefully!). Now, using the Phillips screwdriver, remove the 5 screws holding the cabinet together. (Two on the bottom, one on each side, about 3/4s of the way up, and one just above the power cable socket.) Once these have been removed, put them somewhere safely out of the way, and don't worry about mixing them up, they're all the same size. Now, gently lift straight upwards on the rear sides of the case, and it should begin to lift away...CAREFUL! You have yet to disconnect the speaker wires, and there's not too much extra wire here. See it? Carefully reach down to the connector where it joins with the mother board, and pull it straight away from the board, disconnecting it. Don't be too concerned about the orientation of the plug, as it will work in either direction. Once you've done this, continue to lift the rear section of the cabinet away, feeding the CPU/Monitor cable through the opening as necessary.

HOW TO ENLARGE YOUR SM124 MONOCHROME MONITOR'S SCREEN SIZE

by Jack P. Durre'

Set the cabinet out of the way (And don't STEP ON IT!), and proceed with the REAL modifications! Tip the monitor back down to its bottom, and arrange the mirror so that you can see the screen while working at the rear of the unit. Re-connect the power cord, and turn on the monitor, being careful to NOT stick your fingers inside the wrong areas!

Grab your plastic flat-blade tool, and start looking along the right side of the mother board (remember now, we're looking from the rear of the set!). Near the front of the board, neatly tucked between the picture tube, or CRT, and a vertical metal heatsink/power board, is a row of 3 white adjustable controls, or potentiometers, about 1/2" in diameter, labelled "VLINE", "VSIZE", and "VHOLD". We're interested in "VSIZE", which is the middle control "pot". (NOW you know why I suggested a long tuning tool!) Gently slip the tool into the slotted head of the pot, and while watching the screen in the mirror (you DID boot up the system, didn't you?), begin to turn the tool slightly (try not to apply much pressure to the pot, as that CAN effect the setting). The top and bottom of the screen will begin to move, together or apart! Expand the screen to within approximately 1/2" - 3/4" of the top and bottom of the "bezel", or plastic frame on the front of the monitor. (Too close to the bezel, and you'll find that you have to be EXACTLY in front of the screen, or miss some of the information!)

See? Feeling more confident already, aren't we?

Moving right along, we will now swap our tuning tools, opting for the hex-shaped one. Looking near the left rear corner of the mother board, close to the point where the power cord socket is located, you will find a plastic shaft with a slot in it, sticking straight up from the board, and just slightly ahead of that, a strange-looking device, composed of a small-diameter tube, with what appears to be a couple of "bobbins" of wire on it. Inside of that small tube, there is a small, somewhat-fragile core of graphite,

which WILL break, if mistreated, so act accordingly! Gently lower your hex-tool into this tube, and you will feel it slide home into the core. (Again, don't press down on the core.) By turning this core in a clockwise direction, and watching the mirror, you will see the screen shrink slightly first, and then grow WIDER!!! (Now we're really starting to cook!) Remember to leave about 1/2" - 3/4" border, to avoid having the edges hidden by the bezel.

What's that you say? Your picture got larger, but it looks off-center? Well, cheer up, bunkie, 'cause we're gonna fix THAT right now!

See that big chunk of glass up front? Well, it has a "neck" on it, and the back end is pointing directly at us, with some strange looking electronic stuff along the way. At the very back of the tube are some electrical connections, but we're not worried about them...what we're after are the two magnets that look sorta like "Q"s around the neck, about 1-2 inches forward of the connections. See 'em? They're dark grey or black, probably, and have a little "ear" sticking up away from the tube, so that you can gently push them around until you get the picture centered on the face of the CRT. Don't worry about touching THEM...just try to keep from resting your hands on any "hot" contacts! This may take a little time to screw up your courage, but once you get the hang of it, you'll find it quite easy! Once you've got the picture fairly well centered, you may need to go back and re-adjust the VSIZE or Horizontal size, as all of these things are interrelated.

Next, we're gonna make the picture sharp again, in case you're worried that you've just lost that beautiful screen that you love so much!

Remember the slotted plastic shaft at the left rear of the mother board? Well, THAT's the "FOCUS" control, and if you'll again resort to the flat-bladed tuning tool, you can use that

control to find the best compromise for YOUR taste! Atari chose to go for a tack-sharp center screen, and let the corners be a little softer in focus. You can do the same, or go for sharp corners and let the center go a little soft, or shoot for some compromise. (Hey! Life's a compromise!) Once you've done this step, you can actually turn the set around, and admire your handiwork!

If you see some other minor fine-tuning that you want to go back and do, feel free. This is now a CUSTOM-TUNED monitor of the first rank, and you will have even more pride in your ST than before!

To reassemble the cabinet, turn off the power, slide the CPU/Monitor cable through the rear cabinet section, and with your third hand...yep, gotta remember to reconnect the speaker leads! There IS a sort of indicator as to which way the plug was originally connected...One side has two slots, and the other side has only one, but the speaker WILL work even if this connector is reversed. Incidentally, if you want to go one step further, Mr. Lew suggests the addition of an Audio-OUT connector from this lead. Your choice.

Finally, having reassembled the cabinet, re-connect the monitor to the CPU, boot the system up, and check out the BIG PICTURE!!! If you have any problems, check first, to see that power is reaching the set, and that the green LED indicator is on. If not, you may not have reconnected the power cord securely, or possibly a fuse has blown or been broken (fuses are located on the vertical power board at the side, near the VSIZE pot, and easily replaced from Radio Shack).

Enjoy your "new" monitor, and if you have any questions on this modification, you can reach me here, on CompuServe, at PPN75046,476.

See ya! [Jack]

IBM Mouse on Your ST

Here is what I've experienced. You can forget about a serial mouse for the ST. They are not compatible with the ST mouse. But you can connect a bus mouse to the ST, I have done it. I have a Microsoft bus mouse connected to my ST and it is great. The following are some instructions I got off one of the ST ftp sites about that subject and is what I followed to connect the Microsoft mouse to my machine.

Here's a repost of my article of wayyyy back (Feb 1989) on how to hook an Microsoft mouse to an Atari ST. No software changes are required. All it takes is creating a special cable between the mouse and the Atari.

I've been using a Microsoft mouse now for around 2 years on my 1040, with nary a glitch. It's so much better than the Atari mouse, I'd never go back. (IMHO)

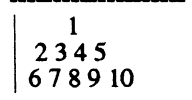
Well, here is how to connect a Microsoft Mouse to an Atari ST. (520/1040)The Atari has a 9-pin D-type connector. The Microsoft Mouse has a rather strange connector on the end. To prevent having to cut the mouse cable up, I made this adaptor. If you still can't follow it, please let me know and I'll try to redescribe it. This does work for me. I've been using it for 6 or so months now [Note, it's been 2 years now!] with no problems at all. It does take some soldering skills, so if you're not so hot at soldering, find a friend to help.

As far as I know, this does not effect your Atari's warranty. However, I have not asked Atari.

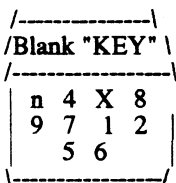
Atari ST	Microsoft Mouse	ST expected signal
1	5	XB
2	3	XA
3	8	YA
4	9	YB
5	N/C	N/C
6	2	Left button
7	N/C	+5VDC (N/C)
8*	6 and also tie to pin 1	Ground
9	7	Right button

* = I am not sure why I have pins 6 & 1 tied together, but it does work.

The Microsoft mouse connector looks like this. This is the solder side, with the leads pointing up.



If you can not use the connector, the pins are numbered as follows. This is the connector side from the Microsoft Mouse plug:



This is a view at the front of the connector. It is where the plug from the mouse would be. The pin labeled 'n' is not connected. The place labeled 'X' is filled, and does not have a pin.

Have fun!

Jeff Beadles jeff@omion.pdx.com

ATARI CATALOG

Software for Atari Computers

G.LABREC [Greg @ Atari], CAT 27, TOP 42, MSG:1/M475, Nov 17, 1992

The 1992 International Software Catalog (Item# C303288-001) 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)

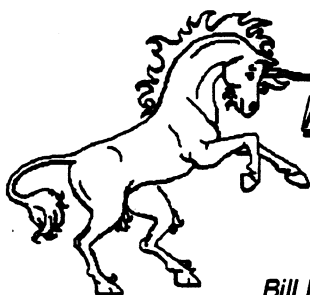
"Will there be any applications that create a voice-mail environment by taking advantage of the DSP in the Atari Falcon330?" (YES)

"Would you happen to have any software that I could use with my Atari to assist 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 almost 175 screen shots. Categories covered include Publishing and Graphics; Multimedia and Hypertext; Personal Productivity; Connectivity and Communications; Music; Business; Education; Entertainment; Computer Aided Design; Medical; Development Tools and System Software; and Peripherals. Atari Falcon330 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 61657
Sunnyvale, CA 94088

The price is \$12.00 per book. Add 8.25% sales tax if ordering from California, Illinois, or Texas. Also include \$5.00 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)



Unicorn Publications

ATARI INTERFACE MAGAZINE

3487 Braeburn Circle
Ann Arbor, MI 48108
(313) 973-8825

Bill Rayl
Editor-in-Chief

Patricia Snyder-Rayl
Managing Editor

February 10, 1993

Dear AIM Subscriber:

It's been far too long since we got in touch with all of you directly to give you an update on AIM. We had hoped to have another issue to you by this time, making this letter unnecessary.

The next issue of Atari Interface is in production now and should be in your hands by the end of March. Rather than wait for yet another month, leaving you all hanging in suspense, we thought we'd send you this letter explaining what's going on.

The Atari market has taken some very serious hits during late 1992 and early 1993. I don't think we need to dwell on them much here, as we're all aware of most of the problems with Atari not supplying products, developers like Double Click closing their doors, etc. Even in Europe, the market has taken a dramatic downturn, causing some well respected magazines and developers to call it quits.

The change in the US market has made it very difficult to be an Atari developer. As a magazine with newsstand sales, we watched as two of our distributors went under (due to recession, not Atari). At the same time, newsstand sales to Waldens, B. Dalton's, etc., dropped dramatically here in the US. While we can't be sure of the reason, it looks very much like a lot of Atarians just gave up when Atari missed their initial Falcon release dates. We've gotten letters and e-mail from a number of people who, when Atari didn't come through, dumped their machines and bought Macs, IBMs and even the new Amigas.

A lot of the Atari developers that we relied upon for advertising simply stopped running ads or cut back heavily on advertising during the latter part of 1992.

Since newsstand sales and advertising were the two things we relied on most heavily to support AIM, those blows were devastating. The market doesn't look like it will be getting any better in the near future, either. Atari still hasn't shipped the Falcon and developers are still cautious about advertising in this market.

Rather than continue waiting around for Atari to do something, we've decided to restructure the way we do Atari Interface. These have been tough decisions, but they are necessary, given the market situation.

Magazine Changes

The March '93 issue will start off our new bi-monthly schedule for Atari Interface. Instead of 12 issues per year, we will be producing only 6 issues. Current subscriptions will be modified to reflect this. For clubs paying on a month-by-month basis, the price per issue increases from 50 cents to \$1 each (still \$6 per year, but only 6 issues per year now).

AIM will no longer be distributed to newsstands. It just simply isn't cost effective to send thousands of issues out when people aren't buying most of them.

Each issue will be trimmed from 64 pages to 32 pages and printed on newsprint (as used for the Fall '92 issue). The color covers will be a thing of the past.

Because of the bi-monthly schedule and decreased size, it no longer makes sense to

attempt to print club minutes in the magazine. The club listing in the back of AIM will remain.

New subscriptions to AIM are indefinitely suspended. We will continue to produce AIM as long as we have subscribers remaining in our database, but no new subscriptions will be accepted.

Disk Changes/Update

The disks have been, and will continue to be, produced on a monthly basis, independent from the magazine production schedule.

The December and January ST disks, which were delayed by major problems with our duplicating company, have been received and shipped out almost simultaneously with this letter.

February ST and 8-bit disks have also been shipped. March disks are in duplication now (should be available two weeks or so from now).

No new disk subscriptions will be taken. Multiple disks may be produced each month (Feb. and March '93 have two disks each, for instance). In such cases, both disks will be sent and counted as part of the current subscription.

The Mac/Spectre disk will be discontinued, with current subscribers receiving the remainder of their subscription in one mailing.

Options

That's where everything stands with AIM for the foreseeable future. When (and if) Atari begins producing and selling quantities of products, Atari Interface can begin growing again instead of shrinking.

AIM, however, has to change if it's to survive in this new environment.

Because these changes are going to affect your subscription to Atari Interface so broadly, we think you deserve some options. Rather than just dictate that this is the way it's going to be, we want to offer you some choices. Here's the best choices we've come up with. All of these take into account the change in AIM rates to a bi-monthly schedule.

1) You can continue to receive Atari Interface given the above changes. Unless we hear otherwise in writing from you, this is the option we'll assume you're choosing.

2) You can elect to switch your subscription to CONNECT, a new bi-monthly telecomputing publication covering commercial online services (CompuServe, GENIE, Delphi, etc.), Internet and bulletin board systems. Subscription rate for CONNECT is \$18 for 6 issues, equivalent to the cost of an AIM subscription.

NOTE: For user group members whose clubs purchased AIM subs at a discount, the number of CONNECT issues would be calculated as:

$$\# \text{ of AIM issues left } \times \$1 / \$3 = \# \text{ of CONNECT issues}$$

3) 8-bit owners can elect to switch their subscriptions to Atari Classics (AC), a new 8-bit only magazine produced by Ben Poehland (for which we do the DTP and production work). If you choose this option, we will take the remaining funds for your AIM subscription and transfer that to Atari Classics. Since a subscription to Atari Classics has a higher cost structure than AIM (\$25 for 6 issues vs. \$18 for 6 issues), you would receive fewer issues of AC than AIM. The formula used (for non-club subscribers) would be:

$$\# \text{ of AIM issues left } \times \$3 / \$4 = \# \text{ of AC issues}$$

For instance, if you had 6 issues left on your AIM subscription, the calculation would be:

$$(6 \times 3) / 4 = 18 / 4 = 4.5$$

Rounding would take your new AC subscription to 5 issues.

NOTE: For user group members whose club purchased AIM subscriptions at the discount rate per copy, the number of AC issues would be calculated as:

$$\# \text{ of AIM issues left } \times \$1 / \$4 = \# \text{ of AC issues}$$

4) AIM subscribers could elect to take the remainder of their current subscription in back issues or in AIM disks. For AIM ST or 8-bit disks, you could choose one disk for every two magazine left in your subscription. Normal disk price is \$6. Back issues will be handled on a two-for-one ratio -- for every issue left in your subscription, you would receive two different back issues. Back issues are available for nearly all issues of Atari Interface and its predecessor, Michigan Atari Magazine. Many of these issues contain hardware modification projects for the 8-bit and ST.

If you elect to fulfill your subscription to AIM in either of these ways, please call us at (313) 973-8825 to determine which disks or magazines you want.

5) Finally, if none of the above options sound good to you and you just can't live with the changes we've been forced to make to Atari Interface, we'll be glad to refund the remainder of your subscription.

Atari Classics

On a final note, it has come to our attention that some people seem to be misinformed as to our connection with Ben Poehland's new Atari Classics magazine.

Atari Classics is a separate entity that has nothing to do with Unicorn Publications and Atari Interface. Atari Classics is run by Ben Poehland and his capable staff. Here at Unicorn Publications, we do the Desktop Publishing of Atari Classics and coordinate the magazine's production from printing to mailing.

Nothing we do with Atari Interface and Unicorn Publications has any impact on AC whatsoever. So, anyone worrying whether or not Atari Classics might suffer from its association with Unicorn Publications needn't continue to do so.

Ben Poehland has done an admirable job in pulling much of the Atari 8-bit community together and giving them their own publication once again. According to Ben, it seems there are a number of you 8-bit owners still sitting on the fence and not subscribing to Atari Classics because of some misplaced and totally unrealistic fear that "if AIM goes under it'll take Atari Classics with it."

If you're one of those people, all we can say to you is that you're wrong...and you're missing out on getting some darned good 8-bit articles.

Atari Classics was designed by Ben to be able to survive on subscriptions alone. He's already gotten two issues out the door and each of those issues had paying advertisers. Increased disk subscribers over his projections have also added to the stability of Atari Classic's bottom line.

If you're betting that Atari Classics isn't going to survive, you're on the losing side. Ben originally projected that an AC subscription would be for 6 issues per year. He currently has enough subscriptions "in the bank" to pay for production of five out of those six issues **IN ADVANCE**. With his second issue out already, we're confident he'll get the handful of subscriptions he needs to make good on his full bi-monthly schedule plans.

So, if you're one of those 600+ people who participated in the original AC mail-in campaign and committed to subscribing to the magazine once you got the first issue, then broke that commitment, get that issue out and send in the subscription form. If that's not convenient, use the one we've included with this letter! You'll be glad you did.



The Magazine for the Dedicated 8-Bit User

ENERGIZE YOUR 8-BIT: Plug into AC! ATARI CLASSICS, that is! Subscribe NOW !!

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All subscriptions are for one year. Note: a one-year subscription to AC may contain fewer than 6 issues if circulation fails to reach 500 by 1st qtr. '93. Subscription rates:

- | | | | |
|---|-----------------|---|-----------------|
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| <input type="checkbox"/> Foreign (All) 3rd Class Mail | \$32 for 1 year | <input type="checkbox"/> AC Software Disk (global) | \$ 9 for 1 year |

The AC Software disk will be distributed 3 times/year, concurrently with every other issue of the magazine. Disks will be DS/SD flippies and will contain all the type-in software from the current + previous issue plus selections from the Public Domain as space permits.

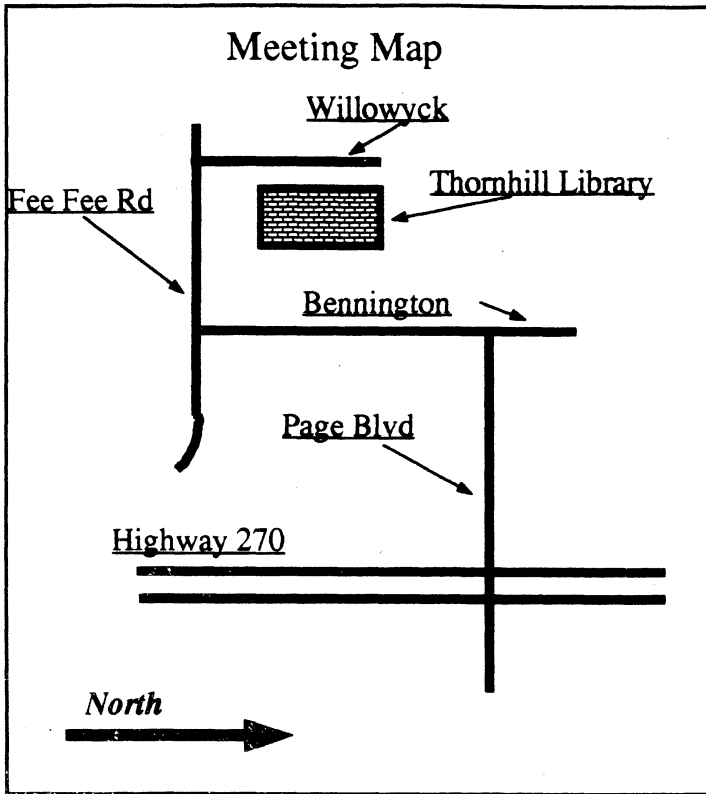
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