L.C.A.C.E. ELECTIONS '93

ABSENTEE BALLOT for APRIL 10, 1993

- ☐ **Steve Kostelnik**
- ☐ **Bill Lawrence**
- ☐ **Brian McCormick**
- ☐ **Larry Grauzas Sr. (Mr. G)**
- ☐ **Paul Schintgen**
- ☐ **Dwight (JJ) Johnson**
- ☐ **Mike Brown**
- ☐ **Bob Berry**
- ☐ **Frank Giampa**
- ☐ _____
- ☐ _____
- ☐ _____

VOTE!

for seven only!!!!

LCACE

Lake County Area Computer Enthusiasts

Mailing Address:
P.O. Box 8788
Waukegan, Il. 60079-8788

Membership

Membership in L.C.A.C.E. is open to all individuals and families interested in personal computing. Annual dues are $20.00 per individual/ family and includes a one year subscription to the News Journal, and access to the club libraries. Membership may be obtained at the monthly meetings or by calling or writing the club at the above address.

MEETINGS

L.C.A.C.E. meetings are held on the second Saturday of each month, at the Warren-Newport Public Library, 244 O'Plaine Rd, Gurne,Il. Meetings begin at 11:00 am. We do not require you to be a member to attend our meetings, they are free and open to the public.

NEWS JOURNAL ADVERTISEMENT

For information on placing ads, please write our Public Relations Chairman at the above address, or call (708) 587-9156.

ADVERTISING

Rates: Full Page-$25.00, Half Page-$15.00, Quarter Page-$10.00, Business Cards-5.00, Discounts are given for an advanced purchase of 12 consecutive ads. Send camera ready copy and payment by the 15th of the month preceding publication to the above address.

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The L.C.A.C.E. News Journal is published by and for L.C.A.C.E. members. Opinions expressed herein are those of the individual authors and do not necessary reflect the opinion of L.C.A.C.E. , its Elected Board or advertisers, none of which are affiliated in any way with Atari Corp.

ATARI DESKTOP PUBLISHING

The L.C.A.C.E. News Journal is produced on an Atari Desktop Publishing System (Mega ST4, Desk Jet 500C) using Soft Logik's PageStream. Some of the art work has been scanned on Migraph's Hand Scanner and touched up using Migraph's Touch Up.

Deadline Approaching
For Next Months Articles

Remember, the deadline for all articles submitted to The News Journal is the 15th of each month. Send your articles, via disk to the club's P.O. Box, or upload to Pegasus BBS (708) 623-9570 prior to this date. Your articles may be edited for length and clarity.

VP RAM

The elections for our user group will be held at the meeting this month. It will be the beginning of a very unusual period for our club since four of the present officers are not running. I would like to thank Dave Moriarty, Joe Julian and Steve Yeaton for their help, participation and effort during the last few years. All of them have been very active in club functions including the three computer shows. This many new officers does present a good opportunity to get fresh ideas and energy in the club. Many very difficult decisions are facing the officers this upcoming year.

This has been a very difficult article to write since it will be my last as a club officer. I have been an officer for six years and it has been a lot of fun. It is interesting to look back at how the club has evolved over the years. When I first joined, the club met at the Navy recreation center. The demos and the PD library were the major drawing cards. It was also a happening to upstage the Commodore group at the local computer shows. We had classes for programing and understanding DOS. Of course, at this time the eight bit machine was the state of art!

When the ST was purchased by some of our members, the club faced a decision on what format we would officially support. Many clubs at this time did split up to become either an ST or eight bit club exclusively. Fortunately, the membership decided that we should support both machines. I think that this has been one of the strengths of our group, the ability to adapt to changing times. Couple this with the fact that our members wanted to get involved made our club one of the most active in the midwest.

But the times continue to change. The number of Atari users have declined and unfortunately it appears that Atari will not be able to reverse this trend. A number of user groups who once had hundreds of members have folded or are not very active. Our club cannot support vendors on Atari products anymore. Just like when the ST came out, some decisions will have to be made by the new group of officers. One of these will be to decide if our club will remain an Atari only group or should actively expand to other platforms.

This is a much more difficult change than people probably realize. The formal meeting would become a generic business meeting with very little discussion of specific machines. A generic demo could be presented during this time with specific machine presentations. Specific discussions of the machine would be at the SIGs following the formal meeting. This would be different from the present system which has most of the discussions during the formal meeting being Atari specific.

Maybe L.C.A.C.E. should remain an Atari club since most of the members are strictly Atari only. Since the club membership has shrunk from the past, we have less people who are willing to get involved. It is very difficult to get people to do demos, write newsletter articles and help with club functions. Since there are very few new Atari products, it has been very difficult to get developers to demo new products. Maybe the future of L.C.A.C.E. will be a small club that has a meeting once a month to socialize.

I want to thank all of the people who have helped me while I was an officer. I do plan to remain very active in the group and will provide support for the new officers.
See you at the April meeting!

by *Larry Grouzas*

PROGRAM REPORT

Having received my assignment to present a program report on the program "PAGE EDITOR" by ALAN KIRK by J.J. at our January meeting I was surprised to see how good this program was for us 8 bitters. It got me going so much that I am not only going to report on this fine program, but will include some others that I found to be very good.

The PAGE EDITOR is a desktop program for the 8 bit machines. It took ALAN KIRK over two years to develop and allows you to use the 80 column mode without any periphials. It is complete with the documentation, clipart functions (either from the program or PRINT SHOP GRAPHICS), typeface files, and utility files to convert word processing files. For anyone interested in getting into 8 bit desktop publishing, this program is super!

It will run on BASIC, but ALAN KIRK suggests using TURBO-BASIC by FRANK OSTROWSKI to improve the running speed. ALAN sent our club the disk and states that it is public domain. For those of you who want to get in touch with ALAN KIRK: 1274 Moneda Ave. N. Keizer, OR 97303-6233 (503)390-6741

Thank you ALAN KIRK for ACUnet for the program and letter! It was great hearing from you.

Another good program for the 8 bit is DISKIO PLUS ANTIC-DECEMBER 1985 Volume 4, number 8 PATRRICK DELL'ERA. I believe we have the disk in our library. This utility program is very easy to use and allows you to print directories in double column format, alphabetised and numbered! Besides this it can let you move docs to your printer and give you a hard copy in minutes.

For the technical minded - Like Corky Bell or Les Larkin or you other geniuses, might I recommend CIRCUIT DATABASE by RANDOLPH CONSTAN-ANALOG COMPUTING No.24 NOVEMBER 1984. We perhaps have this in our disk library? Anyhow, this is a neat little program that let's you draw out schematics using the joystick. When you have made your schematic on the screen, the program will print it!

Last, but not least, how about a nice little program called "MUSORQA" by RON TORBORG-ANALOGE-No.34 SEPTEMBER 1985. This program converts your touch tablet into a musical instrument! Just the thing for BOBBY BELL so he can play it for his girl friend "T.J."

Hi DICK LYON! Haven't forgotten about your disks and programs. There's only one problem, my issues of COMPUTE start at 1981 and end at 1985-your disks and articles start with 1986 and 1987. Wonder if COMPUTE had disks as early as 1981? Hope to see all of you at the next meeting.
EIGHT BITS ARE FOREVER-I REALLY MEAN IT!

Mr. G

GEMULATOR VERSION 2.1

Branch Always Software
14150 N.E. 20th Street Suite 302
Bellevue, WA 98007, U.S.A.

- NEW FEATURES AND IMPROVEMENTS
- SMALLER HARDWARE REQUIREMENTS
- INTERNATIONAL AVAILABILITY
- SEE IT AT THE SAC SHOW
- LOWER U.S. PRICES

Branch Always Software has just released version 2.1 of the Gemulator, the Atari ST emulator for DOS and Windows compatible PCs. Gemulator allows a 386 or 486 based PC to directly run most Atari ST software (except for games and music software) and supports all versions of TOS, four different screen resolutions, and can provide up to 8 megabytes of RAM to ST programs.

Gemulator 2.1 is now available from computer dealers in Europe and North America. In the U.S. and Canada, the list price is now only $229 U.S. which includes the Gemulator board, emulation software, and U.S. TOS 2.06 ROMs.

Gemulator 2.1 is now also available in the U.K., France, Holland, and Germany. The versions sold in each of those countries contain TOS 2.06 ROMs appropriate for each country, and all documentation and software has been fully translated.

Version 2.1 has the following new features and improvements:
- the separate 386 and 486 versions of Gemulator have been combined into one single convenient version which is just as fast (or even slightly faster on some machines) than Gemulator 2.0.
- the ability to create a virtual Atari hard disk partition on any size DOS partition means that you can now safely read and write Atari files anywhere on your PC's hard disk and even over the network, without having to reformat or repartition the hard disk as before.
- a 4 megabyte PC can now emulate a full megabyte of ST RAM (up from 512K before). Gemulator can emulate up to 8 megabytes of ST RAM, double the 4 megabyte limit of the real Atari ST.
- Pagestream and some other programs now print up to 10 times faster. The actual speedup will depend on the size and contents of the Pagestream document. A full page 8.5" x 11" 300 dpi Pagestream document prints out in about 3 minutes on an HP LaserJet printer.
- the real-time clock in the ST keyboard is now emulated. This allows TOS 2.06 to boot up with the current DOS time and date.

- the "missing keystrokes" bug from Gemulator 2.0 and other bugs are fixed.

Gemulator already has several features not found in the real Atari ST, and in many ways it is much better than a real ST:
- the ability to emulate up to 8 megabytes of ST RAM (described above) makes it ideal when using a lot of GDOS fonts, running the new MultiTOS, or editing very large Calamus and Pagestream documents.
- the ability to emulate TT medium resolution (640x480 16 colors) allows most GEM based Atari ST programs to run with more colors and with better graphics than is possible on the real ST.
- switching from color to monochrome (or vice versa) is as simple as pressing one key. Forget having to use two monitors and swapping cables all the time!
- each Gemulator board can hold up to 4 sets of TOS ROMs and you can easily switch from one version of TOS to another by just pressing a few keys. This allows you to use the supplied TOS 2.06 with most of your ST software, but switch back to TOS 1.0 or TOS 1.4 for running earlier software not compatible with TOS 2.06.
- due to the ever increasing speed of PCs and the availability of the 486 DX2 clock doubler chip, you can easily upgrade your 33 Mhz 486 PC to a 66 Mhz PC and run Atari ST software up to 3 times faster than a real ST. That's faster than a Mega STE, faster than a 20 Mhz accelerator, and in many cases, as fast as the Falcon.

Gemulator now has smaller hardware requirements. Your PC need only have the following:
- a 386 or 486 CPU
- 4 megabytes of RAM
- a 720K 3.5" floppy disk drive
- a VGA card and monitor
- 1.7 megabytes of hard disk space
- a mouse is optional but recommended

Gemulator consists of a board which plugs into any 8-bit or 16-bit AT-style slot. The board is used to install TOS ROMs which are needed to run Atari ST software on a PC. The emulator itself is simply copied to the hard disk and run from the DOS prompt or a DOS window just like any other DOS program.

The speed of Gemulator's emulation is affected by the speed of your PC's processor, hard disk, video card, and other factors, but it is usually proportional to the speed of the processor (the 386 or 486 chip). Below is a table of various processors and the APPROXIMATE speed of emulation compared to a standard ST (which of course has a relative speed of 1.0):

Processor	Speed
386/16	- 0.3
386/33	- 0.6
386/40	- 0.8
486/25	- 0.9
486/33	- 1.2
486/50	- 1.8
486/66	- 2.4

386 based computers running slower than 33 Mhz are not recommended for use with Gemulator due to the relatively slow speed of emulation. Gemulator emulates the 68000 chip entirely in software and so a fast 386 is required.

The Gemulator package comes with a set of TOS 2.06 ROMs, but if you wish to use your own ROMs, the board and emulator can now be purchased without any TOS ROMs for $179, a $50 savings. You must of course supply your own TOS 1.0, 1.2, 1.4, 1.6 or 2.06 ROMs before being able to use Gemulator.

In the U.S. and Canada, Gemulator is distributed by:

> PMC (Purple Mountain Computers)
> 15600 N.E. 8th Street, Unit #A3-412
> Bellevue, WA 98008, U.S.A.

For ordering information, call 1-206-399-8700.

In Europe (including the U.K. and Germany), Gemulator is distributed by:

> ACN / Atari ST Nieuws
> Postbus 5011
> 2000 CA Haarlem
> The Netherlands

For ordering information, phone 011-31-23-351100, or fax 011-31-23-351444.

To upgrade from Gemulator 1.0 to Gemulator 2.1, send $49.95 is U.S. funds and your Gemulator registration card directly to us:

> Branch Always Software
> 14150 N.E. 20th Street, Suite 302
> Bellevue, WA 98007, U.S.A.

Users who last year upgraded to Gemulator 2.0 have already been sent a free Gemulator 2.1 upgrade disk. If you upgraded to 2.0 but haven't received the 2.1 disk, please contact us and make sure that we have your latest mailing address in our records.

Here is a sample of what Gemulator users are saying about Gemulator 2.1:

Darek,
I've been using Gemul8r 2.1 on a GW 2K 486-66 Local bus video and IDE controller. I have the virtual HD on a Stacked partition, resulting in a 55+ meg capacity (I think). I am primarily using ST mode to access some of my terrific ST software, including Avant Vector, Migraph OCR, Pagestream, MegaPaint, MugShot, MVG, and many associated DA's, utilities, and applications.

2.1 is a *terrific* improvement over earlier versions. I think the virtual HD is a good functional solution to HD access, and runs flawlessly (as does everything else I've tried. This has got to qualify as "Hack of the Year"!

At this point, I think Gemul8r is a SOLID, FUNCTIONAL system. It's easy to use, very SW compatible, and gives me continued access to my best ST software. Nice job Darek! Thanks for a great product at a fair price...

- Marty Klein, Gemulator 2.1 user

MIST AtariFest V

The Mid-Indiana Atari ST Users proudly announce our fifth annual AtariFest will be held on Saturday, July 31st, 1993 from 10:00 am until 5:00 pm! MIST AtariFest V will continue the tradition of being one of the best "one day" shows in the nation at our new location in the Best Western Waterfront Plaza Hotel!

MIST AtariFest V will be held at the conveniently located Best Western Waterfront Plaza Hotel just minutes from Indianapolis International Airport. Our new meeting facility is nearly twice the size of our former location and also boasts a 150-seat auditorium. Best Western Waterfront Plaza Hotel is situated close to several major highways and near several eateries and entertainment centers. Best Western Waterfront Plaza Hotel provides complimentary transportation to and from Indianapolis International Airport.

MIST AtariFest V will be conducted with our proven method of success and will provide enjoyment for all the guests that attend.

MIST AtariFest V caters to not only the novice but also to the professional users. Guests are invited to attend any or all of several seminars which will be held throughout the day. "MIST User Group" memberships will be offered at a one-time special price to all guests. Open invitations are extended for Lynx and MIDIMaze competition tournaments. The top players will receive prizes. A spectacular assortment of limited edition T-shirts will be available for purchase throughout the day. Raffle prizes of all shapes, sizes and purpose will be awarded during the festivities.

Best Western Waterfront Plaza Hotel is offering special discount rates to guests of MIST AtariFest V. Guest rates start at $53 for a single and $59 for a double room. Special facilities will be provided for the handicapped, non-smoker and guests with small children. Please contact the Best Western Waterfront Plaza Hotel at (317) 299-8400 and be sure to mention MIST AtariFest V to get the special discount rates.

Admission to this proven event is still only $3.00. Dealers may purchase booth space in advance for $50.00 per table. User Groups may obtain tables at $10.00 each. For more information, please contact me through one of the following methods:

Phone: (317) 856-4260   GEnie: W.JONES43
FidoNet Mail: Bill Jones at 1:231/370.0 (The Zoo BBS - (317) 856-0252)   InterNet/UUCP: Bill.Jones@f370.n231.z1.fidonet.org Or by mail:

> ASCII
> c/o Bill Jones
> 6505 W Castle Ave
> Indianapolis, IN 46241

We hope to see everyone there this summer!

The Pres. Says!!

I can hardly believe a year has gone by.

Yes it was just a year ago that the membership elected me as their president. As I look back I do not see any great gains. Atari's position in the market place seems to be slipping, as is the interest in their machines. Our membership numbers are also slipping. It seems that we have just the core of the Atarians hanging in there. We have attempted to introduce the MAC and MS-DOS formats to our club. As could be expected the Atarians are reluctant to switch over to another format. Why should they? They have the best machines out there. It's too bad everyone else does not know that. I'm sure that the club will survive for another year. What I'm not sure of is on what. If we are to survive we will need new ideas to keep us going. Please attend our April meeting and vote. If you would like to be an officer in L.C.A.C.E. please let any officer know. We can use your help.

by *Steve Kostelnik*

MS-DOS SIG

Attendance was a little light for this SIG. Larry Grauzas demonstrated a few CD-ROMS, a memory manager, and a few Windows operations. Bill Lawerance has a Supercharger on his ST. We answered his questions regarding what would run on it. Anyone who is even remotely interested in MS-DOS type computers is welcome to the SIG. The next SIG will be hosted at Larry Grauzas' home on April 13th at 7:00 pm.

KANSAS CITY ATARIFEST '93

KANSAS CITY ATARI CONNECTION
IS PROUD TO ANNOUNCE ...

The location for the show is Stadium Inn, 7901 E 40 Hwy., The date of the show will be June 26th and 27th. Ticket prices at the door will be 5.00 dollars each. 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, B.Frazier2, or J.krzysztow. For CompuServe, leave for Jeff Krzysztow at 74027,707. For Delphi, Bobtrow or you can also call (816)224-9021, or mail to the address listed above. We hope you will join us to welcome the following companies; Cali-Co software, ChroMagic Software, Clear Thinking Software, The Codeheads, Compu-Seller West, D.A. Brumleve, Electronic Spinster Graphics, Fair-Dinkum Software, Gribnif Software, ICD, MegaType, MissionWare Software, Muller Automation, New Dimensions Computer Center, Oregon Research, S.K.Ware, Soft-Logik Publishing, Systems For Tomorrow, Taylor Ridge Books and a lot more!!
Watch for updates to this list or check our Genie topic (cat 11 topic 11)

Bruce Welsch KCAC Special Events Coordinator

Finding the perfect GIF viewer

So you're cruising around some of the DOS-based bulletin boards in your area, and you download some GIF images. You wanna know how to view them on your ST.

Or, your office buddy just got a bunch of GIFs from a friend of his. You copy 'em, and you wanna know how to view them on your ST.

You could even be perusing the file area in the Photo Roundtable on GEnie, and spot a few GIFs that sound pretty good, so you wanna know how to view them on your ST.

Well, there's a few ways you can do this, and with all of these methods, you'll obtain good to excellent quality results depending upon which machine and which programs you use. With some of these graphics utilities, you might even be surprised how well a stock ST or STe can display images. Some of these utilities offer a whole host of features, while others just get right to it and display the images on the screen in the best manner than they can.

Let's start with GEM-View. This wonderful utility has been around for a couple of years. When I encountered its first version, I thought it was so good and well-done that I wrote of review of it for Z*Net. A couple of years later, it's still pretty good, and gets updated regularly, mostly with feature enhancements. What's nice about GEM-View is that it operates in a window and does everything in the background when run as an accessory. It's so resolution-independent, I've heard that it even runs on the Falcon030! If there's one thing I would change about GEM-View, it would be its speed. It seems to be very slow when loading and processing images. At its latest version, 2.13, GEM-View has color adjustments, dithering options, iconification of images, and a slew of other things. GEM-View is shareware at $20.

Next up is ViewST/TT 1.32d. This program is distributed with two versions in the same archive; one version is for the ST and the other is for the TT030. This utility is one of those that you classify under the quick and dirty category, but it does an excellent job of displaying images. Like GEM-View, it supports a variety of graphic formats, not just GIF. ViewST/TT is much, much faster than GEM-View, while also allowing the user to view images in any TT030 resolution(except TT high) at any time. (GEM-View will only display images in the resolution in which you've run the program.) So, for example, I run the program in TT medium and when I want to view a 256-color GIF, ViewTT will momentarily switch to TT low to view the picture, if I so desire. I can also be in ST high, for example, and view the image in any of the other resolutions. If there's one thing I would change about ViewST/TT, I would like everything done in a window. But I wouldn't want any other

modifications to the program (er, except maybe JPEG support); the beauty behind ViewTT is that it's simple and quick! ViewST/TT is freeware.

Some of you might remember PicSwitch 0.7. It was one of those programs that everyone was waiting to get updated, but it never seemed to happen. Well, at long last, John Brochu has done it. PicSwitch 1.0.1 has been totally rewritten with no resemblance to the previous version. It has a GEM windowing interface with a cornucopia of advanced functions, such as color adjustments, aspect ratio selection, window preferences options, and printer support. Image processing is quite fast, and when the program is thinking, it displays a bar so you can see how long it's going to take; the bar usually isn't on there for long though. If there's was one thing I would change, I would like to see the TT low resolution display fixed. John doesn't have a TT030, so he couldn't test it out; but if anyone can lend him one for a short period of time, he said he can get it fixed. There is also support for the Crazy Dots board in 256 colors from Gribnif Software. PicSwitch 1.0.1 is shareware at $10.

For the ST and STe users, there's Photochrome. This program might be termed a "Super Spectrum Viewer" since it allows the display of 19,000 colors on an STe, while it "only" allows an ST to display a couple thousand. This utility imports GIFs images (as well as other formats) and outputs them in a PCS format, of which there are also viewers. Performance when converting images is slow, so you'll need some patience, but the results are well worth the wait. Because of the hardware timing constraints required to show thousands of colors on screen on an ST or STe, the program won't view images on a TT030, but it will convert them; I'm sure it'll work on a Mega STE at 8Mhz, and I've heard it doesn't run on the Falcon030. If you have an ST or STe and you enjoy viewing GIFs from time to time, you should definitely check out this program. It's shareware at 5.00.

DMJ GIF has a lot of devoted followers and it should - it's a great program. It allows you to convert GIF files to SPC format. One of this program's biggest assets is that you can set up a queue of images and have it convert them. Additionally, you can have different dithering algorithms and other adjustments attached to each image when it's processed. I would like to see the program written with a standard GEMinterface, instead of the non-conventional one it uses now. The latest version is 3.0, and if you register, you get a version that's much faster than the one distributed on networks. Rumor has it that a version 4.0 is coming out shortly. DMJ GIF is shareware at $15.

Two other programs you should be aware of when converting GIF images are MacVert and 89a to 87a. MacVert strips the Mac header that Macintosh computers place at the beginning of GIF files. To use this program on a TT030, you need to run 24BIT.PRG from the AUTO folder. Some GIF converters, like ViewST/TT, don't recognize the GIF 89a format, so you can use the 89a to 87a program to convert them to the 87a format. If a GIF viewer doesn't like a specific GIF, try these two programs on the file first.

As you can see, there are a good variety of GIF viewers out for our ST-compatible computers. They all differ in processing speed, image quality, and features. Check 'em out.

Atari Users Online: Notes from the Internet

Compiled by: Tim Wilson................. Internet: GEnie: AEO.8

News from Usenet

I am introducing a new way of presenting news from the Internet. The actual posts aren't listed, but rather a summary/editorial of many posts. Anything in quotes "" are exact words of the original author. A persons email adress is in brackets {}.

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//// Falcon030 Graphic Flexibility
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Here are some tibits on the new Falcon030's graphic power. In the midst of a amiga/atari flamewar (thankfully most of the garbage was over on comp.sys.amiga.advocacy) I noticed an interesting post from Ewald Seibert {seibert@informatik.tu-muenchen.de} that claimed 640x1440x4bit, 832*600x4bits without hardware. Wary I was, for they also claimed 1024x1440 with some hardware.

The Amiga owners were also intriuged (rather unconvinced), and we all awaited futher news. Lots of times, something like this is second hand info (or 3rd or 4th hand).

Ewald then posted again, this time, he specifically stated this was on _his_ Falcon030! And more resolutions: 880x608x8 bits with no hardware and 1024x672 (no bits given, most likely 16 colors), Non Interlaced with hardware. He also gave the monitor type: NEC3fg. (~$800) He ended that by saying "You'll be able to buy it when we are ready." Another poster added that "it does one thing: feed a higher pixel clock rate into the machine" The rest is software.

Georg Acher and Michael Eberl{eberl@informatik.tu-muenchen.de} created Super_78, a TSR that puts you into a 78hz mode. Usually, the pixel clock is set to 25Mhz, but it can be set to approximately 32mhz, (which is what super_78 does). If you don't want higher frequencies, one can increase the resolution. From Michael's post, he claims 800x600, no hardware, and 16 colors. Also, 1024x768 interlaced at 83hz! (16 colors). Michael states that you can go higher, but then the

flicker gets more apparent.

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//// Demo-coder Comments about the Falcon030
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Another interesting post showed up, it was from "Griff" of Electronic Images {Martin Griffiths: mdg@ukc.ac.uk}

Titled: The Falcon: A programmer/demo writers view!

Graphics----
He states the Blitter is "redundant". While it moves 3.2 megs a second, the CPU is stopped, or it can be run in a shared mode (64 cycle segments), While in 320*200 true color mode, the 030 can move 10megs a second (200k or so per vblank). "...so why bother with the Blitter." He mentions that because of the caches, and shifters on the 030 all types of sprite/scrolling can be done in about 1/2 the time that it takes the blitter in 'hog' mode. As an example, he created a 25fps, 190 pixel high, rotating, texture mapped cube!

Sound-----
Griff wrote the Protracker module player (at atari.archive: in the Falcon directory), it plays mods at 50khz, using 15bits per channel (2 channel stereo). The tech details are: 32-bit interpolation with an 8->15 bit volume conversion table, it consumes about 30-35% cpu time. He estimates a 3% cpu time if the DSP is utilized. A trick from Douglas Little (Mr. Photocrhome): Griff mentions is that you can turn off any external sound inputs, set all 8 channels to sample at 50khz, with the output to the screen. Bam! 0 cpu time screen clear.

DSP-----
Griff didn't have docs on the DSP, but by dissassembling the ROMs he figured a 3-5 meg/second transer rate between DSP RAM, and normal RAM. (1meg/sec with the OS) Although probably conjecture, he says the DSP will be able to rotate about _1_million_ vertices per second. (Tim's note: not that hard to believe, one of the new Falcon games does real time goraud shading). His ending comment is that he has a DSP book on order. I guess we will see what Griff cranks out in the near future.

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//// Fortran for TT030
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For those few who use FORTRAN, Stig Hovland {stigvi@lise.unit.no} stated that he compiled SPICE version 2G6 using F2C, a free fortran to C converter, and GCC, with no changes to the source. This in response to a TT owner who wanted to get a FORTRAN working for his 16 meg/FPU TT. Other netters sugguested the TT version of Prospero FORTRAN.

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//// New MiNT controller DA
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Jan Willekens {jan@nextjk.wlink.nl} announced a new DA called MiNT Control. Jan asks for ideas, and plans to release it soon, I'll let Jan explain it:
" Let me list some of these functions present in the current beta version:

* All processes can be displayed, killed, halted, continued, their priorities can be changed and various amounts of information on a particular process can be listed. (e.g., how much memory it consumes)
* Information on global system memory usage can be listed.
* Program flags can be changed. Supported are: fastload/TT Ram run/TT Ram malloc, private/global/super/readable and the shared text flag.
* The MultiTos config files (MiNT.CNF and GEM.CNF) and the system environment can be easily edited through the use of popup menus.
* Processes can be started through the use of a kind of batch files, which enables the user to run one or multiple processes with a given priority, maximum memory usage, environment, command line, default directory, etc. A comfortable full-GEM editor is implemented in the program.
* At startup, the processes running (eg. your Auto folder programs and accessories) can be given a certain priority through the use of a configuration file.

"MiNT Control runs on (Mega) ST(E)'s, TT's and Falcon030's. It requires a minimum resolution of 640 x 200.

"What we would like to hear from YOU are suggestions. While reading the list above, has a certain feature come to your mind which hasn't been listed? Tell us! If there is anything you want to see implemented (like process startup time scheduleing), please do let us know! We can think of lots of things, but don't want to overload the program withfeatures. It's better to have a functional not so extensive program which people USE than to have a large program, loaded with exotic features which nobody uses, and which only consumes a lot of memory.

"So give us your ideas!"

Jan can also be reached at 2:281/202.12 on FidoNet. Diederik Hoogenboom {diederik@gadget.hse.nl} is working with him.

Supposedly Atari was working on something similar, but is wary about the damage a new user could do with such a utility. (Making the desktop have zero CPU time, or other nasty type of things.) Understandible, but Jan's DA seems like a utility I'll be picking up.

=-=-=-=-=-=-=-=-=
||| Empire Deluxe
=-=-=-=-=-=-=-=-=

Kenneth Love {kllove@bearcat.ecn.uoknor.edu} contacted New World Computing about Empire Deluxe, they said they didn't have one planned. If you want to see Empire Deluxe for the ST, Kenneth suggguests you call New World at 1-818-999-0607.

=-=-=-=-=-=-=-=-=
||| TT030 gaming
=-=-=-=-=-=-=-=-=

It seems a few people are trying to get games to work with their TTs; Various solutions being to turn off the cache and get a Drive A: boot program. To get Dungeon Master to run, a TOS 3.06 user Yves Pelletier {Pelletier@Nyongwa.CAM.ORG}, boots from a floppy with

perfect timing of the 'Alt' key. Ctrl-Alt-Del, and then hits Alt-1 just after the Atari Logo pops up.

Here are some TT compatible games listed by Joe Tapply {jdmt@dcs.ed.ac.uk}

" F16 by Digital Integration
Robocop 3 Ocean - really,really cool on a TT!
Microprose Grand Prix - also good at 32MHz!
Starglider
Drive Harder Domark - faster than the arcade!
Falcon Mission Disk 2 (STE version)
Interphase"

This is only a very small list, but the only ones he could think of. As usual, games that follow the rules are the ones that run. Many of the copy protection schemes are based on the system clock, not the real time clock. And of course, they don't boot when used in a fast 030.

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||| NetHack release
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For you NetHack fans, the new 3.1 version was recently announced. Branching dungeons, a unifying mythology that has different quests for the different classes, a multi-level endgame, monsters can now wield and use wands, scrolls, and spells, a new line of sight display It seems Christoph Koerner {christof@wowbagger.pc-labor.uni-bremen.de} is working on a <1 MB version of Nethack, while Eric Smith recently compiled nethk311.zoo at atari.archive.

While I haven't played NetHack, its the original game that Rogue was patterned after, it also seems to be rather adictive.

=-=-=-=-=-=-=-=-=-=-=
||| 32 MHz Falcon030 board?
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Torbjoern Ose {tose@brosme.dhmolde.no} says that GE Soft is working on a 32Mhz card without a second level cache but with FASTram, (up to 32MB) for the Falcon030. He says that GE Soft will display this new board at CeBit. This was 'second hand' info, (he read this in a German magazine). CeBit is coming up quick, so we'll see.

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||| GFA BASIC
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John "Hutch" Hutchinson of Fair Dinkum Technologies called up GFA Software Technologies. The 'unofficial' word on GFA Basic version 3.7 is that it is on hold pending evaluation of how the Falcon030 sells.

Steve Wells {wells_s@kosmos.wcc.govt.nz} claims that GFA-Basic 4.0 is operational, and running on Atari Austrailia's Falcon030's (or so he has been told.)

=-=-=-=-=-=-=-=-=-=-=
//// PD Falcon030 files
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New Falcon software at atari.archive:
WinRec 1.0: a PD Direct to disk recorder, allows real time effects as you record or playback. Includes some .LOD files. (.LOD files are DSP programs)

Fortune: Your Falcon030 will _say_ a quote from a famous actor or person upon boot up. Capt. Kirk, The Terminator, and others are included.

Super_78: Puts your Falcon030 into a 78hz refresh rate. It kills that interlace flicker on your TV or SC monitor!

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Ron's Random Ramblin'

Atari Falcon030 Software Update - Judging from the quantity and quality of Atari Falcon030 specific shareware software starting to arrive from Germany, I believe the European programmers like what they have seen in the new computer and are having a great time working with the new features. A few examples downloaded from GEnie the past few weeks include:

"Mandelbrot Fractal" by R.J. Ridder is one of the best fractal generators I have run across. This puppy must be seen to be believed in true color! Output is to a GEM window and fractals can be saved to picture files or animated along with tons of other features. This program will run on all Atari computers and will take advantage of a math co-processor if you have one. Fascinating...

"Frac!" by BrainStorm is a program/CPX to benchmark fractal generation on all Atari computers. You can choose to run the program from memory, to use a math co-processor or use the DSP in the Atari Falcon030. Timing results using the default settings are:

"Fract!" -- Fractal Generation Time in Seconds

	Memory	FPU	DSP	Graphics
MSTe,	8 MHz	90		(monochrome)
MSTe,	16 MHz	46		(monochrome)
Falcon	16 MHz	48	12	(truecolor)
Falcon	16 MHz	34	10	(monochrome)
TT	32 MHz	18	16	(monochrome)

(Results of this benchmark represents results from one demo program and should not be read to make general comparisons

between computers. But then, it does look like the DSP is useful for things besides processing sound :-)

Yes, there are even some non-fractal programs appearing -

"Pro-Tracker" V2.1a by Grill of Electronic Images is a MOD sound file player with 50KHz 16 bit (15 bit stereo) output for the Atari Falcon030. The program can be run from the desktop or set as a desktop application allowing you to click on a sound file to hear it.

"Winrec" V0.9 by Andreas Binner is a MultiTOS compatible direct-to-disk recording program for the Atari Falcon030. The program produces samples in the DVSM and AVR format.

tbxCAD is FUN! - I collect CAD programs like some people collect baseball cards. I doubt there is any other non-game application that more fully tests the power of computer hardware than CAD can (OK, DTP software does also). I know there is no other class of software that presents a wider range of cost, features and variety in user interface as you will see in CAD software.

tbxCAD is definitely at the top of my "under $100 CAD package" list for any computer. I find the program very intuitive and easy to use - and just flat out fun! The selection of tools available from the program is complete but yet the features are not so overwhelming to induce you give up CAD programs forever. If you can use a drawing program, you can use tbxCAD.

A new version 2.2 release is now available featuring: a few minor bug fixes, many tool enhancements, and a number of added features. A new program to translate standard DFX files to tbxCAD is now included, allowing you to import CAD drawings from other CAD programs (DynaCADD,AutoCAD, GFA Draft, etc.).

ABC Solutions provides excellent support of the product as recently demonstrated when they AUTOMATICALLY mailed updates of this handy CAD package to registered users last week. For more info on tbxCADcontct -- ABC Solutions, 416.824.8484 (GEnie: ABC.SOL)

LAN City Beats SneakerNet - Back at the ranch, we now have an Atari Falcon030, MSTe and TT030 (Atari has been verry, verry good to me) all networked via the Atari built-in LAN hardware and PowerDOS/PowerNET software. A 520ST is also on the network via MIDI ports. The network implementation is "Peer to Peer", which means other computers look like a disk drive inside a "network" partition - and your computer looks like a disk drive to the other computers.

Thus, all programs and files are available from the desktop orfile selector as if the other computers disk drive(s) were inside your computer. Files can be copied between the computers in the background. The network can also give you access to printers connected to the other computers.

This is great! A couple of standard Macintosh AppleTalk LAN to phone connectors plus standard telephone w/ire

completes the connection making it easy to network computers across the office or house. No more keeping multiple copies of the same file on several hard drives or systems. No more wondering which copy of a spreadsheet is the most current.

Oh yes, SneakerNet is the process of copying a file to a floppy and walking it over to another computer when you need to transfer a copy. :-) This was the network technique used within Atari until the new Atari Explorer Staff came to Sunnyvale and "netted" the magazine.

Please keep those cards and letters coming folks - suggestions, complaints and just plain howdy's can be sent to EXPLORER.1 on GEnie, 24 hours a day, 7 days a week.

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By: Ron Robinson .... GEnie: **EXPLORER.1**

L.C.A.C.E. ELECTIONS '93

VOTE!

Elections are on APRIL 10, 1993 during our regular meeting, for our board of directors. The future of the club will be decided by your vote!! Please attend and be counted. Your vote counts.

LYNX Game Review

Dinolympics

Welcome to the Stone Age!
Dinolympics is an interactive puzzle game for all portable fans.
Join fellow tribe members on a search to discover the spear, fire, and the wheel. Along the way you'll encounter ferocious dinosaurs and mean cavemen! Work as a team and make decisions together or face extinction! It is also your jobto save those humans who may wander off. Can you find the missing link?

Rated by STEVE HARRIS

Dinolympics is a nice game that won't turn any heads, but the action does offer some humorous overtones. The execution is flawed by a lack of consistent interaction, but the colorful pictures that the game draws take your mind off that fact. The events that you compete in are fun for the most part, but not overwhelming.

Rated by ED SEMRAD

Who says that a game can't be both cute looking and fun to play? This game does both! The puzzles are not too difficult and this makes the game enjoyable for players of all ages. With very good graphics and excellent control, Dinolympics is a game that everybody will want to have. Very addicting gameplay.
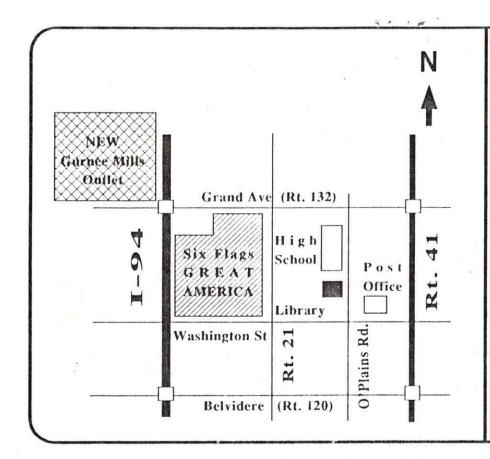
Rated by MARTIN ALESSI

This cart reminds me of Humans and Track and Field. There are a lot of cute events and plenty of laughs in store for you. The graphics are good and the game play is solid enough to warrent a couple plays. The puzzles are easy at first and get progressively more difficult. A cute and fun game to take no the road.

Rated by SUSHI-X

Okay! This is a game that can make me laugh! Dinolympics is almost too cutesy and humorous for its own good! The game play loses a little bit while being smothered in hilarious antics and comedy spots. The colors are bright and vibrant, just what the small screen needs. Just call it anither decent game for the LYNX!

redone by DAVID J. MORIARTY

Next Meeting
Saturday
APRIL 10, 1993

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