

SPACE

NEWSLETTER for May, 2004



President's Corner by Michael Current May, 2004

I've been in recent contact with Paul Alhart, author of the A-T-A-R-I column we've been republishing. He found clean copies of two articles where the copies I had were corrupted. So this month we have two installments. First, one that I skipped last June because the copy I had was unusable. Second, a second republishing of the XL/XE OS vectors installment from last November, now with the table column labels properly represented. So far, we've republished A-T-A-R-I from the debut installment, July 1986, to last month's, from June 1988, for a total of 19 issues starting back in the Nov. 2002 issue of our Newsletter. We're about 1/3 of the way through the total number of A-T-A-R-I installments available, so at this rate we have several more years to go!

I guess I'll quickly tell another EarthLink story. Last fall EarthLink re-branded software from an outfit called Propel as EarthLink Accelerator for Dialup service. Speeds downloads up to 5 times faster. It actually works quite well, mostly by reducing the quality of images so less data is downloaded, making things seem faster. Now most ISP's seem to be offering this. Anyway, last weekend my Accelerator quit working. Failed their Diagnostic Test No.6 every time. After several days of that, I tried their "award-winning" Chat support, thinking I had simple service problem to report. Well, 3 chats over several hours that night, no progress. I believed they're trained to assume the user knows nothing, and that all problems are with the user's computer. Three days later, Accelerator started working again all by itself. I guess when one of their services quits working I shouldn't bother attempting to report it, I should just sit tight and cross my fingers that they'll fix it soon. Same thing happened for me with their Usenet newsgroup service some months back, Support never considered that maybe their service wasn't working at their end, but miraculously things started working again after a few days.

SPACE home page counter update: as of 4/30/04, 10:00pm:
1,628 page views since June 7, 2003.

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday May 14, 2004.



Treasurer's Report by Greg Leitner For April, 2004

Bad timing again that the SPACE meeting for April fell on Good Friday. So it is understandable that our attendance was down for the April meeting. We did have five members present, but it was unfortunate that Nolan couldn't make it. Thanks to Brian for filling for our Secretary. He did a great job in taking the minutes for the meeting. He will forward his e-mail to me so that I can send them to Mike Schmidt for the May newsletter.

I hope Nolan can make it in May because I understand some members are having trouble with the message board on our BBS. I guess the board is causing a problem by dropping the connection. I hope Nolan can sort this out by the time we meet next month.

I had hoped that Nathan, our past president, would attend the April meeting. He is considering SPACE as a sponsor for A Halo (X-Box) tournament and he was invited by Mike Current to present his idea to our Club. I brought up the idea in Nathan's absence and it was turned down by those present. We left the door open to listen to Nathan if he so chooses to attend one of our meetings. We would be more acceptive of this tournament idea if it involved an Atari platform not a PC one.

On to the treasury for the month of April 2004:

| | |
|--|-------------|
| Beginning balance as of April 1, 2004: | 821.92 |
| Receipts for the April meeting: | |
| Dom's | 12.00 |
| Expenses for the April meeting: | <u>0.00</u> |
| Ending balance at April 30, 2004: | 833.92 |

As you can see there was little activity to report for the April 2004 meeting. I hope that the May meeting will show better. At least we won't have any conflict with the calendar. The Dom's are great, but Glen is starting to run out of software choices for the dom. It will take him even longer to sort out files and cross-reference them to get new material. I think the least we can do to show our support for his effort and help your Club is to buy one every month. \$3.00 per month and \$15.00 per year is not a lot to spend in keeping your Atari experience alive and well. Make this your resolution for 2004 and the Club will prosper well into the future. See you all next month.



**Secretary's Report
By Nolan Friedland
For March, 2004**

March 2004
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I somehow misplaced the March meeting minutes. Here are the main points that I can recall from memory:

Michael Current, President, showed up to the meeting. It was very nice to see Michael attend.

We mainly discussed new carts for the Atari 8-Bit that were being released. Video 61 brought a selection of great titles: Commando, Crystal Castles - 16K version, David's Midnight Magic 2, King Tut's Tomb, Monster hunt 2, Matterhorn, Midi-Maze, Night Mission Pinball, the Lost Tomb, Trail Blazer.

April 2004
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I apologize I was unable to attend the April meeting. I will try to find out what took place at that meeting and get the info published into next month's newsletter.



**BBS Corner
By Nolan Friedland
For April, 2004**

Welcome to another edition of the BBS Corner!

There's a lot to cover this month and not much time to do it so I will go over the main points.

The BBS web site counter continues to grow. At present, there are a total of 940 hits. The BBS Dialup and Telnet Listings also continue to rise - The Dialup counter stands at 524 and the Telnet counter stands at 1277.

Both BBS's have been quite stable over the past month. There are several new users to the BBS.

Just to let everyone know.... In addition to both BBS's, there is also: Newsgroup Server (spacebbs.no-ip.com - port 119) to access all of the BBS's message bases with the addition of a few Atari newsgroups, Mail Server (firstname.lastname@spacebbs.no-ip.com) for BBS users to receive Internet email, IRC Servers (spacebbs.no-ip.com - ports 6667 and 7000) I would recommend the server on port 7000 as it allows for nickname and channel registration services.

Just wanted to highlight the main points. Expect more at next month's meeting :)

A-T-A-R-I
Answers-Tips-and-Relevant Information
by Paul Alhart
paulalhart@hotmail.com
1987.10

I really like my 1200XL, but at the same time I really hate having to use the TRANSLATOR to boot up certain software. What to do? I Translated the offending software to run on my system and filed my Translator Disk away in the back of a drawer somewhere. You can do the same. In the beginning, Atari said, "If programmers use the PUBLISHED VECTORS into the Operating System (O/S), their programs will run on ANY 8-bit Atari Computer." (IF is such a big word.) To make a long story short, some programmers did not follow this rule, but to save a few bytes, jumped right into the O/S. This was fine before the XL/XE machines came along with a different O/S. The published vectors are still the same as Atari promised, but they point to different locations in the O/S. The following list gives the published vector location and the vectors name followed by the ILLEGAL O/S entry points. If you find that a program Jumps to F3F6 to open the screen, (20 F6 F3) and you have an 800XL, change the code to (20 8E EF). Remember: Low byte/High byte. I have found this to be the most common ILLEGAL jump. The next most common are the "K: Get/Put" calls. I spent many hours Peeking into my operating system with a lot of help from Compute's Mapping The Atari to come up with this list. It now saves me lots of time and hopefully will help you also.

Note: Translated software will only run on the O/S that it has been translated for, so keep an original copy as back-up.

VECTOR 800 XL/XE 1200XL

- 200 VDSLST E790 C0CE C0E7
- 202 VPRCED E78F C0CD C0E6
- 204 VINTER E78F C0CD C0E6
- 206 VBREAK E78F C0CD C0E6
- 208 VKEYBD FFBE FC19 FC0C
- 20A VSERIN EB0F 1A23 E929
- 20C VSEROR EA90 19E6 E88A
- 20E VSEROC EACF EAEC E8C9
- 210 VTIMR1 E78F C0CD C0E6
- 212 VTIMR2 E78F C0CD C0E6
- 214 VTIMR4 E78F C0CD C0E6
- 216 VIMIRQ E706 C030 C054

- 222 VVBLKI E7AE C0E2 C019
- 224 VVBLKD E905 C28A C2A3
- 226 CDTMA1 EBEC EC11 EA2E

- E400 E:OPEN F3FC EF94 EEF8
- E402 E:CLOSE F634 F2D3 F17E
- E404 E:GET F63E F24A F18F
- E406 E:PUT F6A4 F2B0 F1F5
- E408 E:STATUS F634 F21E F174
- E40A E:SPECIAL F63D F2C3 F17C
- E40C E:JUMP F3E4 EECB

E410 S:OPEN F3F6 EF8E EEED
E412 S:CLOSE F634 F2D3 F17E
E414 S:GET F593 F180 F0D6
E416 S:PUT F5B7 F1A4 F0FA
E418 S:STATUS F634 F21E F174
E41A S:SPECIAL FCFC F9AF F903
E41C S:JUMP F3E4 EF6F EECD

E420 K:OPEN F634 F21E F174
E422 K:CLOSE F634 F21E F174
E424 K:GET F6E2 F2FD F242/F247
E426 K:PUT F63D F22D F17D
E428 K:STATUS F634 F21E F174
E42A K:SPECIAL F63D F22D F17D
E42C K:JUMP F3E4 EF6F EECD

E430 P:OPEN EE9F FEC2 EC63
E432 P:CLOSE EEDC FF07 ECA3
E434 P:GET EE9E FEC1 EC62
E436 P:PUT EEA7 FECB EC6C
E438 P:STATUS EE81 FEA3 EC44
E43A P:SPECIAL EE9E FEC1 EC62
E43C P:JUMP EE78 FE9A EC3A

E440 C:OPEN EF4C FCE6 ED1A
E442 C:CLOSE F02B FDCF EE03
E444 C:GET EFD6 FD7A EDAE
E446 C:PUT F010 FDB4 EDE8
E448 C:STATUS F028 FDCC EE00
E44A C:SPECIAL EF4B FCE5 ED19
E44C C:JUMP EF41 FCDC ED0F

E450 DISKIV EDEA C6A3 C2A9
E453 DISKINV EDF0 C6B3 C2B9
E456 CIOV E4C4 E4DF E4DF
E459 SIOV E959 C933 F74E
E45C SETVBV E8ED C272 C28B
E45F SYSVBV E7AE COE2 C019
E462 XITVBX E905 C28A C2A3
E465 SIOINV E944 E95C E739
E468 SENDEV EBF2 EC17 EA34
E46B INTINV ECD5 C00C C00C
E46E CIOINV E4A6 E4C1 E4C1
E471 BLKBDV F223 *F223* FCE1 *SLFTST*
E474 WARMSV F11B C290 C34B
E477 COLDSV F125 C2C8 C37B
E47A RBLOKV EFE9 FD8D EDC1
E47D CSOPIV EF5D FCF7 ED2B
E480 PUPDIV F223 FCE1
E483 SLFTST ** 5000
E486 PENTV EEBC CAAE
E489 PHUNLV E915 CAEB
E48C PHINIV E898 CA34

A-T-A-R-I
Answers, Tips, And Relevant Information
by Paul Alhart paulalhart@hotmail.com
1987.4

AtariWriter+ - SG10 Printers - Double Columns - Printer

Drivers

I have written several Custom Printer Drivers for the SG10 printer using the built in printer driver construction program that's on the AtariWriter+ disk. That's easy. The hard part is getting them to work when you want to print with Double Columns. The real problem here is the documentation. It says "AtariWriter+ Knows which printers can reverse line feed for double columns." It doesn't say how it knows though. I don't know how it knows either, but I have found out how to fool it. Here is the method I use for the SG10. When you are asked by the Custom Printer Driver Construction program to enter the codes for LINE FEED AND CARRIAGE RETURN enter only the code 155. Do not enter any codes for UP 1/2 LINE, DOWN 1/2 LINE, DOWN 1/2 LINE AND CARRIAGE RETURN, or RETURN WITH NO LINE FEED. Enter all the other codes as you normally would. This new driver will not support Superscripts or Subscripts, but will support double columns, underline, etc. You can still use superscripts and subscripts if you enter the proper codes for them in your text. Since you can have as many custom printer drivers on your disk as you want, add this new one to your disk with a descriptive name like DBL. Then use it when ever you are going to work with double columns. I am not sure why the 155 is required instead of 10 13, but it makes it work. If you know why or have found another way around this problem, pass it on to The Atari Federation. We all can benefit from what you know!

BEVERLY, Mass.--April 30, 2004--Acknowledging the global demand for and success of the Dragon Ball Z® video game franchise, Atari, Inc. (Nasdaq: ATAR) today announced its DBZ® lineup for 2004. The three titles, Dragon Ball Z®: Budokai(TM) 3 for the PlayStation®2 computer entertainment system, Dragon Ball Z®: Supersonic Warriors(TM) and Dragon Ball® Z: Buu's Fury(TM) for Nintendo's Game Boy® Advance. Players will find Goku® and his fellow Z-Warriors in a new realm of challenges and missions. Fans will enjoy leading them through everything from a massive RPG world based on the Buu Saga to breathtaking battles against some of the most powerful enemies in the DBZ® universe.

Affirmed as one of the dominant video game franchises in recent years, Dragon Ball Z® underscores Atari's ability to identify cultural trends and opportunities, and maximize their potential in the interactive entertainment space. According to recent data from the NPD Group, as of March 2004, the Dragon Ball Z® franchise has combined to sell more than 5.7 million units in the U.S. alone.

"From the outset, our goal was to work closely with FUNimation to faithfully recreate the Dragon Ball Z® experience for video game consumers," said Nancy MacIntyre, vice president of Marketing for Atari's Beverly studio. "By adhering to that very high standard, we are prepared to deliver a new array of different and exciting DBZ® games."

"Atari has taken Dragon Ball Z to new heights in the interactive industry. The majority of our fan base craves video

games that satisfy not only their DBZ fandom, but also their need for a great game," said Gen Fukunaga, president of FUNimation Productions, Ltd. "Atari has the experience and know-how to successfully combine both of these elements and deliver great DBZ games to the market place."

Dragon Ball Z®: Budokai(TM) 3 is the third in the successful PlayStation®2 series developed by DIMPS and whose new features promise to make it the best-ever DBZ® fighting experience on next-generation consoles. Dragon Ball Z®: Buu's Fury(TM) and Dragon Ball Z®: Supersonic Warriors(TM) for Game Boy® Advance, developed by WebFoot and Banpresto, respectively, offer the 20 million Game Boy® Advance and Game Boy® Advance SP owners challenging DBZ® action wherever they go.

Web sites for the Dragon Ball franchise receive more than 8 million hits per day and the term "Dragonball" was a Top 10 search term on the Lycos 50 Daily Report for a total of 200 consecutive weeks. With more than \$3 billion in related merchandising worldwide and over 15 million home videos sold, the Dragon Ball brand has created a new standard for animated action series. For additional information on Dragon Ball Z®, visit www.dragonballz.com.

BEVERLY, MA, April 15, 2003 – Atari, Inc. (Nasdaq: ATAR) and Wizards of the Coast, a subsidiary of Hasbro Inc., today announced that Duel Masters™ -- the number one toy in Japan according to Weekly Toy News -- will be released for Nintendo's Game Boy® Advance in June 2004. Already an incredibly successful trading card game, television series and comic book in Japan, Atari's Duel Masters™: Sempai Legends, which was developed under license from Hasbro, will launch hot on the heels of the newest round of the Duel Masters trading card game from Wizards of the Coast. With more than 120 million booster packs sold in Japan, Duel Masters is preparing to invade the U.S.

"Duel Masters: Sempai Legends incorporates an engaging combination of strategy, humor and mystery that we believe will translate into an exciting interactive entertainment offering," said Nancy MacIntyre, vice president of Marketing and Public Relations, Atari's Beverly studio. "We are pleased to work with Wizards of the Coast to bring this entertainment phenomenon from Japan to the U.S. and the Game Boy Advance."

"Atari has successfully demonstrated its expertise in bringing anime properties and trading card franchises to the interactive entertainment sector, and we are excited to be working with them on Duel Masters," said James Szubski, Duel Masters brand manager, Wizards of the Coast. "Duel Masters has already demonstrated its ability to span a variety of entertainment genres, and Atari's Game Boy Advance offering combined with our trading card game delivers the perfect vehicle with which to introduce this universe to North America."

Duel Masters' Accomplishments in Japan

- The Trading Card Game launched in Japan in May of 2002.

- More than 4,000,000 Duel Masters decks sold
- More than 120,000,000 Duel Masters booster packs sold
- The Trading Card Game has been the #1 toy in Japan for the last 11 consecutive months
- There are more than 600 Duel Masters play events per month
- 26 episodes of the Duel Masters TV show have been produced; 26 additional episodes are currently in production

U.S. Launch Highlights

- Times Square Launch Event on March 5, 2004
- U.S. Launch supported by 15-city Wizards of the Coast Mall Tour
- Animated Duel Masters cartoon on Cartoon Network
- Duel Masters Organized Leagues and Tournaments
- Trading Card, Video Game and Anime Enthusiast convention presence throughout 2004 and beyond

About Duel Masters: Sempai Legends for Game Boy Advance
Duel Masters: Sempai Legends offers a story-driven experience, in which the lead character inherits a valuable Duel Masters card from his grandfather, but before he can add it to his deck, it is stolen by a mysterious man. As a result, the lead character must travel through a dangerous world inhabited by rival duelists in the hopes of regaining his stolen property.

Along the way, he enters tournaments and gains the experience to someday become a Kaijudo Master.

For more information, please visit www.atari.com.

NEW YORK--April 6, 2004-- Atari, Inc. (Nasdaq: ATAR), a leader in interactive entertainment, today announced the launch of the Company's first online software service that delivers its back-catalog titles over the Internet to Atari fans worldwide. The service will distribute the software to personal computers in pure digital form, bypassing the need to install from a disk. Unlimited access to Atari's growing e-catalog of games, productivity software, and kids' software is available at www.atariondemand.com for a monthly fee of \$14.95. The "Atari On Demand" service uses the EXEnder(TM) Turnkey technology solution from Exent Technologies Inc., which powers leading online game services in North America, Europe and Asia.

"Atari is delighted to work with Exent in offering this exciting new category of digital entertainment," said Wim Stocks, Atari's Executive Vice President of Sales and Marketing. "Atari on Demand is the next logical step in building on the unprecedented successes we've had in digital distribution. The service creates a market-expanding channel that is great for Atari, its partners, and for Atari fans."

The "Atari On Demand" subscription service, powered and operated by Exent, opens up Internet access to a large and growing selection of Atari's back catalog, offering value packages for the Atari gaming enthusiast and casual user alike. With a broadband connection, Microsoft Windows operating system, and an international credit card (Visa, Mastercard, American Express and Discover), customers can join the service from any place on the globe. The Atari software is delivered using Exent's innovative streaming technology,

which ensures that bandwidth utilization is kept to a minimum and that the customer's computer can handle application-specific requirements prior to delivering the software.

"Exent is proud to be Atari's partner in pursuing this high-margin growth opportunity for on-line, on-demand gaming and software services", said Zvi Levgoen, Exent's CEO. "Both consumers and publishers stand to benefit from the tremendous value that digital distribution brings - our technology and solutions serve to strengthen and energize the relationship between consumer and publisher."

About Atari

New York-based Atari, Inc. (Nasdaq: ATAR) develops interactive games for all platforms and is one of the largest third-party publishers of interactive entertainment software in the U.S. The Company's 1,000+ titles include hard-core, genre-defining games such as Driver(TM), Enter the Matrix(TM), Neverwinter Nights(TM), Stuntman(TM), Test Drive®, Unreal® Tournament 2003, and Unreal® Championship; and mass-market and children's games such as Backyard Sports(TM), Nickelodeon's Blue's Clues(TM) and Dora the Explorer(TM), Civilization®, Dragon Ball Z® and RollerCoaster Tycoon®. Atari, Inc. is a majority-owned subsidiary of France-based Infogrames Entertainment SA (Euronext 5257), the largest interactive games publisher in Europe. For more information, visit www.atari.com.

BEVERLY, Mass.--(BUSINESS WIRE)--April 21, 2004--
Atari, Inc. (Nasdaq: ATAR - News) announces the unpredictable new racing game, Test Drive®: Eve of Destruction for the PlayStation®2 computer entertainment system. Developed by Monster Games, Test Drive: Eve of Destruction captures the raw, unfettered thrill of no-rules competition and is based on real-life extreme racing events.

"Test Drive®: Eve of Destruction captures the heart and soul of what gamers want in an action-racing game - speed, thrills and hair-raising crashes," said Nancy MacIntyre, Vice President of Marketing for Atari's Beverly Studios. "Monster Games, the developer of NASCAR:Dirt to Daytona, has done a great job translating their realistic racing physics to this brand new evolution of the popular Test Drive brand."

Originally released in 1987, Test Drive introduced PC gamers to the intense genre of driving-sims. The original hit title was followed with more than thirty releases across all video game platforms with the most recent being 2002's Test Drive for Xbox and PlayStation 2, both achieving Platinum Hits and Greatest Hits status on their respective consoles. Featuring unparalleled racing action and brand durability unlike any other title in the category, the Test Drive series has sold through more than \$137 million worth of product on console and PC. Test Drive®: Eve of Destruction pushes the boundaries of the hit series even further, now offering for the first time ever: bone-rattling vehicle damage, dirt track racing,

crazy Eve of Destruction style events and the most unorthodox stable of drivable vehicles to ever appear in a Test Drive game.

Test Drive®: Eve of Destruction blends the best elements of racing and demolition and is packed with 25 different events, including Demo Derby, where the last car standing wins; Gauntlet, where the player climbs behind the wheel of a hearse and tries to finish a set number of laps while the rest of the field attempts to stop them; Trailer Race, a new brand of racing event, where players compete while towing various types of trailers and must finish the race with something resembling a trailer still attached.

Additionally, Test Drive®: Eve of Destruction offers players a selection of more than 30 custom vehicles, a dynamic soundtrack and a split-screen multiplayer mode for up to four players. Test Drive®: Eve of Destruction is scheduled to be released this fall.

LOS ANGELES – April 9, 2004 – In response to the overwhelming success of Unreal® Tournament 2004 - Special Edition which featured the game on DVD, Atari and Epic Games will launch a special two-disc "DVD Edition" of Unreal Tournament 2004 on April 13. The two-DVD set will include the entire game on disc one, while disc two will include several hours of Video Training Modules (VTMs) from 3DBuzz.com that teach fans and amateur mod makers how to use the Unreal Editor to create custom game content.

Unreal Tournament 2004 is the highly anticipated follow-up to last year's Unreal Tournament 2003 and the third installment in the mega-selling Unreal Tournament franchise. The game has received universal critical acclaim and was hailed by GameSpot, a leading video game news and reviews site, as ".the new king of online shooters." Unreal Tournament 2004 is already the highest-rated PC game of 2004 and, according to GameRankings.com, a Web site which tracks reviews of all games, Unreal Tournament 2004 is the third-highest scoring PC game of all time. The Special Edition DVD SKU sold out at major retailers across the United States in the first three days of availability.

"The success of Unreal Tournament 2004 - Special Edition was beyond even our wildest expectations, with gamers grabbing up the DVD version in droves for easier installation and the hours upon hours of training videos by 3DBuzz.com," said Peter Wyse, Executive Producer at Atari. "Fans have been clamoring for the game on DVD and by offering another version, we're able to deliver all of the benefits of DVD to fans who have been waiting to get it."

Unreal Tournament 2004 was developed by Epic Games in conjunction with Digital Extremes. The game builds on the success of past installments, taking the franchise to the next level with the introduction of the hyper-charged Onslaught mode, the return of the fan-favorite Assault mode, and the introduction of land-, air- and space-based vehicles.

In Unreal Tournament 2004, players suit up as the ultimate techno-gladiator of the future, taking their fates into their own hands as they battle up to 32 other players in action-packed, frag-filled arenas. Unreal Tournament 2004 contains new maps for all established game modes, including Capture the Flag, Deathmatch, Team Deathmatch, Bombing Run and Double Domination. In addition, Unreal Tournament 2004 contains all of the maps, mutators and game types -- such as Mutant, Last Man Standing and Invasion -- from Unreal Tournament 2003 and the free downloadable bonus packs for that game.

The game includes two additional modes of play: "Onslaught," an epic-in-scope team-based challenge that pits two teams in bitter warfare across massive terrain maps in a frag-filled battle to destroy, capture and hold key power nodes, and "Assault," where gamers are challenged to complete a variety of mission objectives to attack or defend bases in a bigger and badder version of the Unreal Tournament classic.

Unreal Tournament 2004 CD edition is currently available worldwide. Unreal Tournament 2004 two-disc DVD Edition will be available April 13. The new DVD Edition will not include the limited edition tin box and Logitech Internet Chat Headset that were included in the Special Edition. For more information on Unreal Tournament 2004 or to download the free demo, please visit the game's official Web site at www.unrealtournament.com.

BEVERLY, Mass.--April 29, 2004-- Atari Inc. (Nasdaq:ATAR) announced today that its highly anticipated TRANSFORMERS(TM) video game, created exclusively for the PlayStation@2 computer entertainment system under license from Hasbro Inc. (NYSE:HAS), has gone gold. Based on Hasbro's hugely popular brand, Atari's TRANSFORMERS video game will be available worldwide on May 11th.

Atari's TRANSFORMERS video game puts players in the TRANSFORMERS universe like never before, allowing them to play as one of the three heroic AUTOBOTS -- OPTIMUS PRIME, HOT SHOT or RED ALERT -- in an epic battle against the evil DECEPTICONS.

Developed by Atari's Melbourne House, the TRANSFORMERS video game is a fast-paced, third-person action shooter game featuring countless enemies, immense battles and intense boss fights. The game spans eight environments across the Earth and on Cybertron, the AUTOBOTS force's home world.

The year 2004 marks the 20th anniversary of Hasbro's TRANSFORMERS brand. The legendary property that coined the phrase "ROBOTS IN DISGUISE," is marked by one of the industry's best-selling toy lines, a TRANSFORMERS television series on Cartoon Network, a best-selling Dreamwave comic book series, and a wide array of licensed merchandise.

Additional information about Atari's TRANSFORMERS

video game, including artwork, videos, game information, character bios, press reactions and TRANSFORMERS forums can be found online at Atari's TRANSFORMERS dedicated website www.atari.com/transformers.

--From: Thomas Richter
--Date: Mon, 26 Apr 2004 09:40:03 -0700

Hi folks,

the next 1.33 release of the Atari++ emulator is available for download at its usual place at <http://www.math.tu-berlin.de/~thor/atari++/>

What's new this time:

- o) Fixed a missing dependency in the *ix built-process. Seems that libSDL requires explicit linking against libpthread on some systems.
 - o) Added much better emulation of color artefacts of Hi-Res images.
- Thanks a lot to Slor for sending me screen-snapshots of his NTSC TV. The colors you get are "close" to what I've seen, though the emulation is not yet 100% perfect (it should use the RGB color space if available, and not the Atari color space).

Finally, a couple of "annoyance" fixes:

- o) Added support for the mouse wheel for SDL and X11 front-ends.
- o) Added a keyboard input buffer. This helps "fast typers" like me since the Atari is sometimes not fast enough to "catch up".
- o) I also worked a bit on the CPU emulation. Not that things were speed-critical, but I polished the code a bit so it avoids some branch-prediction errors on the P4.

Have fun,

Thomas

--From: Vladimir Tichy
--Date: Thu, 22 Apr 2004 22:12:28 +0200

Atart is a tool for making Atari XE/XL cassette archives on the PC and for their loading into the Atari XE/XL computer.

Atart can also work as .CAS archives editor and as an Atari cassette recorder emulator.

Now its new version 1.07.0 is available!

Main new features:

- possibility of using under Microsoft Windows
 - file length limit in unregistered version extended from 8KB to 16KB
 - finished ability of using ATASCII characters
- see

<http://sdq.webpark.cz/atari/projects/atart/index.html>

enjoy! Vladimir Tichy

--Date: Tue, 13 Apr 2004 12:47:18 -0700

New issue of Czech Atari 8bit disk magazine FLOP is published on official FLOP website.

<http://flop.atari.org/>

[This news item courtesy of Atari.org - <http://www.atari.org/>]

April 26, 2004

For immediate release:

WINTER HAVEN, FL - The editor of The Atari Times (<http://www.ataritimes.com/>) has announced the availability of the 2001 Year End Issue and the 2004 Compendium at CafePress.com.

Both books include 100 or more pages full of news, features, reviews, and previews for all Atari home systems that have appeared on the website. These include articles for the Jaguar, Lynx, 7800, 5200, 2600, home computers, and even the arcade systems. Each book is in black and white with a wire-o binding and an excellent color cover.

Gregory D. George, editor and writer for The Atari Times commented, "The moment I ran out of the original run of these books, people were asking for reprints. Well, your demand has finally been answered!"

Continued Mr. George, "These books have been updated and are better than ever. I'm greatly pleased with the quality job CafePress.com offers. The covers are beautiful, the print quality is absolutely perfect, and the binding is even better than I could have hoped for."

Two more Atari Times books are soon to be released. "The 2002 Year End Issue will be offered soon and I also have plans to reprint the original 10 paper-based newsletters into a single book. This will allow those who missed out on the original runs to finally have the opportunity to catch up."

The pricing of the 2001 Year End Issue and 2004 Compendium is \$14.00. Both books can be purchased at <http://www.cafepress.com/ataritimes>

More information about The Atari Times books can be found at <http://www.ataritimes.com/store/books.html>

The Atari Times is a web-based newsletter devoted to all Atari game systems. Updates to the site are on a weekly basis. Visit <http://www.ataritimes.com/> for Atari related news, previews, reviews, and feature articles.

END PRESS RELEASE

--Date: 21 Apr 2004 03:14:27 -0000
--To: Michael Current
--From: Kevin Savetz

The full text of the book The Master Memory Map for the Atari is now available at AtariArchives.org.

Published in 1984 by Educational Software, the book is a thorough introduction to the Atari 8-bit's memory architecture. Beginning programmers can use it to learn the basics of PEEKs and POKEs. Advanced programmers can learn the purpose of hundreds of memory locations, and how to access the Atari's built-in ROM routines.

You can read the book at <http://www.atariarchives.org/mmm/>

This is the 28th classic computing book to be made available at AtariArchives.org. We are always looking for volunteers. If you would like to help make classic computing books available online, contact us at <http://www.atariarchives.org/contact/>

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Kevin Savetz
Curator of Classic Computer Magazine Archive - <http://www.atarimagazines.com/>
& Atariarchives.org - <http://www.atariarchives.org/>
Moderator of [news:comp.sys.atari.announce](http://news.comp.sys.atari.announce) - Atari computer news

--Date: 16 Apr 2004 22:19:08 -0000
--To: Michael Current
--From: Kevin Savetz

The folks at AtariArchives.org are proud to announce that the full text and source code from the book SpeedScript - The Word Processor for Atari Computers is now available online.

Published in 1985, the book includes the complete, commented assembly language source code for the popular Atari word processor, as well as instructions for using the program. You can also download the source (ready to assemble in Mac/65) and ready-to-run binary for use on your Atari or an emulator.

You can read the book and download the program from <http://www.atariarchives.org/speedscript/>

AtariArchives.org is always looking for volunteers. If you would like to help make classic computing books available online, contact us at <http://www.atariarchives.org/contact/>
