SPACE

NEWSLETTER for July, 2005

President's Corner
by Michael Current
July, 2005

Come to this month's SPACE birthday celebration! SPACE was started an astounding 23 years ago. And we're still here! This year's party is pot luck, and should be a great time.

See elsewhere in this issue for an odd press release from today's Atari, Inc. and a watchmaker called Fossil. There will soon be watches sporting licensed graphics from classic Atari video games. Is this news? With today's version of Atari now having its own difficulty keeping up with the true giants of the industry, I guess they're out to mine the classic Atari intellectual properties for all they're worth.

The word from Rich Mier is that Red's complete collection of older SPACE Newsletters has been retrieved from AZ and is now here in MN in Rich's possession. It sounds like a real treasure trove to sort through, I can't wait to get a chance to check it out! Meanwhile, digitizing of old SPACE Newsletters continues at the pace of about one issue a week. The SPACE web site now includes SPACE Newsletters online complete back to January of 1992.

SPACE home page counter update: as of 6/25/05, 11:45am: 3,896 page views since June 7, 2003.

Thanks, keep using that Atari, and come to your next SPACE Meeting and Birthday Party, Friday July 8, 2005.

Treasurer's Report
by Greg Leitner
For June, 2005

We started the June 2005 SPACE meeting with just four members and by the time the evening was over we ended up with five members present. It would have been nice to have more members at this meeting since we were planning the July birthday party.

We decided that it is in our best interest to skip a meal this time and just go with whatever people want to bring. It is sort of pot luck without a main course. I will bring the pop and another item with plates, napkins and forks, and everyone else can bring a snack to share. I hope this will work out. With our treasury dwindling I think this is the wise decision to make.

Here is how the treasury looks after the June meeting:

Beginning balance at June 1, 2005:	599.73
Receipts for the month:	3.00
Expenses for the month:	10.00
Ending balance at June 30, 2005:	592.73

As you can see even with just $10.00 as our expense for the month our treasury still went down. If I hadn't bought a dom we would have been blanked for the first meeting since I have been a member. Our paid up membership is at nine and our dom sales are slow. We need to pick it up if we want to have the funds to support a Xmas party in December.

Thankfully, a former Atari rep. came to the meeting just before we got under way, and he brought some great hardware and software for a future auction. He had some really rare stuff like wireless remote joysticks and a demo cartridge for Atari computers. My wife and I will catalogue this stuff at the next meeting and we report a month when we can get an auction together. I want to do this when and if we can get as many members to a meeting as possible. I would hate to have this stuff go for $1.00 each.

My internet service is on the blink and I don't have a clue why mi ethernet port is giving me a failed response. I have tried calling Dell support four times now and have spent over two hours on the phone waiting to talk to someone. They want me to answer a survey about the service I received but I can't get the service at all.

Anyway, I am trying to use a backup computer for my e-mail and so far so good. Don't forget the party next month and please bring something for all to share. Let's try to make this work. See you all in July.

Secretary's Report
By Nolan Friedland
For June, 2005

The June 2005 SPACE meeting began at 7:46 p.m.

Greg welcomed everyone to the meeting and then I read the minutes from last month.

Last month for our Treasury we sold 3 DOMs for a total of $9 and paid out $10 for the BBS. This brought the bank balance down $1 from last month to $599.73. We still haven't received the $150 room rental for the first half of the year yet, but it is expected to arrive any day now.

For our Membership we are still holding at 9 paid-up members.

The Disk of the Month contains several pictures on Side A shown in a slideshow format. Side B is a game called "Monkey Magic".

In BBS news, the current hit counters are as follows: Website - 2,513; Telnet BBS Listing - 2,278; Dialup BBS Listing - 1,137. There hasn't been much activity on the BBS itself this month, however, the SPACE Forum has seen some activity and has picked up another new user. Last month's audio recording of the meeting was uploaded to the SPACE BBS website. The issue with using the spacebbs.no-ip.com address for the BBS has been resolved. Two new hosts have been created - spacebbs.no-ip.info and spacebbs.no-ip.org. Both of these addresses will be made active for the BBS. After a while of monitoring for any suspicious activity, one will be chosen as the new SPACE BBS address. After discussing this issue it was decided to use the .org address if at all possible. Nolan created a PowerPoint presentation for SPACE to be made available for download on the SPACE and BBS websites. This presentation somewhat follows the actual SPACE website and outlines all the key features and information about SPACE.

In Old Business we discussed the SPACE Birthday Party that will be held next month. Due to the declining membership and funds it was decided that SPACE will not purchase a main dinner item. Instead, everyone may bring a food item if they wish. Those already bringing items are as follows: Greg - pop, paper plates, forks, and possible another snack item; Glen - ice cream; Lance - chips and dip.

And in New Business SPACE discussed another auction that should happen within the next couple of months. This is made be possible due to a generous donation of several boxes of Atari equipment and software. Many great items were seen including three Atari 1050 drives, two sets of wireless joysticks, Atari 800XL computer, several game carts and disks. The person that brought these items said that he worked as a sales rep for Atari and therefore includes some interesting

items - a sales binder from 1983, an in-store Atari computer demo cartridge, and others.

The meeting adjourned at 8:31 p.m.

BBS Corner
By Nolan Friedland
For June, 2005

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If anyone has any comments, suggestions, ideas, or submissions for the BBS Corner column or the SPACE BBS web site, you may email them to me, Nolan Friedland, at the address shown on the back of this newsletter under the "CLUB OFFICIALS" section.

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        A-T-A-R-I

Answers-Tips-and-Relevant Information

        by Paul Alhart   June 1990

This month I will tell you how to get the most out of AtariWriter+. This is an update of a column I did some time ago titled "Secrets for Successful Printing with AtariWriter+."

After using AtariWriter+ (48K version) to write papers for work, school, and personal use nearly everyday for four years, I have run into a few strange problems. You know the kind. For no apparent reason, what you get on paper is not at all what you expected. Your header data may have been dropped, several lines of text may be missing or the program might just lock up. Well, here are some SECRETS that you can use to help make sure this doesn't ever happen to you again. NOTE: Although these tips apply to the 48K version, most can be applied to the 130XE version as well.

MISSING HEADERS
If your HEADER previews correctly but doesn't always print on each page, set the Top Margin to 10 or 14 instead of the default of 12. Also see PRINTER DRIVERS: UP 1/2 LINE.

MISSING TEXT
Have you ever found lines of text missing from your print out? When you chain files together the values of the first file's Global Menu are carried over to all the chained files and their Global Menu values are disregarded. Since the Global Values are saved at the beginning of each text file, AtariWriter+ just whacks them off the top of the files during chaining. AtariWriter+ no problem if they are there. But if you used the SAVE ASCII: option to save the chained files, they won't be there and two or three lines of text will be whacked off instead.

CHAINING FILES
If you have a file (D:LONGFILE) that is too long to PREVIEW or even too long to LOAD, try this trick. Create a

file (NEWFILE) that contains only the CHAIN command (^VD:LONGFILE). This will Chain LONGFILE to your NEWFILE. Now, use NEWFILE whenever you want to Preview or Print LONGFILE. Change the Global Menu Defaults of NEWFILE to reformat LONGFILE to your taste.

If LONGFILE had been "SAVED ASCII" the first few lines of text will be missing. See MISSING TEXT. To correct this problem create a BLANKFILE that contains only a <RETURN> character. SAVE BLANKFILE to disk. From DOS use the COPY with APPEND option to append LONGFILE to BLANKFILE (Copy: LONGFILE/A,BLANKFILE). BLANKFILE will now contain LONGFILE with the Global Menu Values required for proper Chaining.

If you are having trouble just getting Chaining to work properly, try a different DOS. I could never get files to chain with SmartDOS 6.1J, but have had no trouble with SmartDOS 1.0M or 8.2D.

ALIGNING "RIGHT JUSTIFIED" TEXT
When several lines of text, such as a name and address, are to be right justified, you may have trouble getting the first character of each line to line up correctly. Follow the longest line with at least one blank space and then pad the shorter lines with spaces to make all lines equal in length. Use Print Preview to check the results.

PRINTER DRIVERS
For some time I have noticed letters to Antic and other magazines requesting various printer drivers for AtariWriter+. Could it be that the requesters have never read the manual? Page 38 describes the program on the AtariWriter+ disk that allows you to create your own custom printer drivers. More likely they have tried building their own drivers and run into more problems. For the most part the manual is a good guide but it leaves out a few important facts. Here are some tips for creating your own printer drivers.

LINE FEED AND CARRIAGE RETURN
When asked for the code for LINE FEED AND CARRIAGE RETURN use the decimal code 155 no matter what your printer manual says.

UNDERLINE OFF & ON
The codes you put here don't seem to matter much. If your printer can backspace, AtariWriter+ will default to the slow process of printing a character, backspacing one character, printing a "_" character, then going to the next character and repeating the process. Spaces won't be underlined and the underline will not always be smooth. To get spaces underlined you can substitute the character "_" for each space in the text to be underlined. If your printer can underline by itself place the underline codes directly into your text or in the Type Font 1-9 code area for a fast, smooth, continuous underline.

UP 1/2 LINE
This is normally used for superscript printing but placing a code here can lead to a couple problems. If your printer can NOT reverse line feed you must leave UP 1/2 LINE blank or

you will not be able to do double column printing. Also if UP 1/2 LINE contains a code you, will sooner or later run into The MISSING HEADER problem. Although HEADERS will PREVIEW properly they will not always print on every page. To get around this bug, either leave UP 1/2 LINE blank, or go to the Global Menu and set "Top margin to 10 or 14 instead of the default value of 12. Also see MISSING HEADERS.

Since you can have several disk based custom printers on your disk, you could have one just for double column printing and another allowing superscript (UP 1/2 LINE). The codes for superscript, underlining, or any other printer function can also be safely placed in the TYPE FONT 1-9 codes to bypass the above mentioned problems.

To change printer drivers without re-booting, go to Proofreader and then back to AtariWriter+.

There is also a BLANK printer driver built into AtariWriter+. To access it just hit <RETURN> when asked to enter the name of your disk based printer driver prior to printing. This driver will not recognize any of the ONE KEY instructions such as underline, bold, or type fonts 1-9, but it will let you do single or double column printing on almost any printer. You can still enter special printer codes directly into your text with this driver. Also you can use this BLANK driver to remove all Print Format and Printer Control Codes from text when printing to disk.

MORE ABOUT PRINTER DRIVERS
When you create a printer driver using the program found on the AtariWriter+ disk you will find that two files are written to disk. The AtariWriter+ one with the extension of ".PDF" is used only by the driver creator program when a printer driver is loaded for editing. The other file is the one used by AtariWriter+. It is in exactly the same format as the Menu selected printer drivers contained WITHIN the AtariWriter+ program. The brave hacker with a sector editor can put his own custom driver into the AtariWriter+ program and then be able to call it right off the printer menu. To do this you will have to over-write one of the existing drivers. If your new driver is longer than the existing one, it will over-write part of the next existing driver as well. That's OK. Just delete that driver choice from the printer menu (Sectors 181-183 ($B5-$B7)). First write and de-bug a custom driver with the driver creator program on the AtariWriter+ disk. Then pick an existing printer driver that you want to replace with your custom driver. With a sector editor replace the data in that printers driver with the data from your custom driver's file. I have had good luck putting my custom drivers in place of the existing 1027 driver or the BLANK driver mentioned above. Following is a list showing the Start (sector & byte in HEX) of each of the built in drivers.
NOTE that the sectors are NOT contiguous.

Sector	Byte	Selection	Use
113	7C		Not used for printing
114	1E	A:	825
114	54	B:	1025
114	78	C:	1027
1E1	1A	E:	FX-80
1E2	09	I:	IDS-480
1E2	58	J:	JUNKI
1E3	0D	<RETURN>	Blank
1E3	2B	D:	1020
1E3	47	E:	1029
1E3	6B	F:	XMM-801
1EF	4C	G:	XDM-121

If you study the format of the driver data you will see that each command begins with a HEX number indicating how many bytes make up that command. The printer driver creator program limits each command to a maximum of 9 bytes. With your sector editor and a little courage this limit is now gone. I have used as many as 11 ($0B) bytes in some commands with no problems.

SYSTEM SPECIFIC PROBLEMS

Program Lock-Up
Some of the earlier ICD P.R. Connections allow the Firmware R: Handler to be reloaded at a higher memory location every time you switch back and forth between AtariWriter+ and Proofreader. This causes memory conflicts resulting in strange results including program Lock-Up. Although it is not mentioned in the P.R.Connection manual, the Firmware R: Handler can be disabled by placing a jumper between the pins labeled "R OFF" located on the circuit board just behind the R1: PORT connector. You can use a switch instead of a jumper if you need to enable the R: Handler for other software.

Scrambled Disks
When configured for 2 single density Ram Disks with SmartDOS 8.2D I found that saving a file to a real drive after using the Proofreader spelling checker sometimes causes disk failure. Data is written in the reserved sectors (1-3) as well as in the directory sectors and in the middle of other data files. This makes disks un-bootable and scrambles data files. Configuring for only 1 single density Ram Disk eliminates this problem. Although I haven't checked it out, this problem may also occur with other DOSs as well or even when configured for 4 single density Real Drives.

GENERAL TIPS

MARGINS
AtariWriter+ counts spaces from the left-most printable position of your printer to set margins. 0 will be the first column (0 spaces from the first printable position). Thus to get proper results from a printer that is capable of printing a maximum of 80 columns the RIGHT MARGIN should never be set to a value greater than 79.

DRIVE ID
When Loading or Saving files with AtariWriter+ or the PROOFreader program you don't need to use a "D" before, or a ":" after the drive number.

DIRECTORIES
Would you like your AtariWriter+ disk to be able to display its own directory? Using a sector editor, find the ASCII text "AP.OBJ" in sector 190 ($BE). Replace it with XX.XXX or any other unlikely but valid file name.

How about reading the directories of drives 3-8? This tip came from a past issue of the South Bay ACE Gazette. Again with a sector editor, goto sector 178 ($B2). Starting with byte 33 ($21) find the byte string:

```
 31  D0   03 [4C][B8][52] C9 [32]
[D0]  03   4C [BD] 52  C9  4C  D0
```
Change only the six [bracketed] bytes so you have:
```
 31  D0   03 [EA][EA][EA] C9 [39]
[10]  03   4C [BF] 52  C9  4C  D0
```

The menu screen will not be changed but you will be able to get the directory of any drive (1-8) by typing its number.

SPECIAL CHARACTERS
If your printer has an extended character set (Characters with ASCII codes above decimal 122), these character can be easily used in your printed text. Just type Control O (press both keys together) followed by the decimal ASCII code of the character you want printed.

DEFAULTS
Did you know there are two sets of GLOBAL Defaults built into AtariWriter+. One is loaded upon boot-up. The other is loaded when you press the Tab key from the Global Menu. These can also be modified with a sector editor so your CHOSEN defaults will load automatically. The second set could be set up for that special format required for school or work. The Global defaults are located in sector 167 ($A7). Because the defaults are stored on the disk in HEX, identifying and changing them can be a bit confusing. To make this mod as painless as possible I wrote a utility called DefaultWriter+. You can find this program in the Antic Tech Tips, July '88. (for both 48K & 130XE versions). I also wrote DefaultWriter+ Companions 1&2. Antic Tech Tips, May '89. (48K version only). Companion #1 allows you set the BUZZER default to OFF or change its duration. Companion #2 does the same for the PROOFreader program and also allows you to do away with that annoying (ARE YOU SURE (Y/N) prompt that follows typing in a spelling correction.

For AIM readers I have put together an AtariWriter+ Utility Disk that includes DefaultWriter+ and DefaultWriter+ Companions 1 & 2. Also included on the flip side is StarStuffer. This is a set of utilities that will allow owners of Star Micronics SG10/15 or NX10/15 printers to up-load custom fonts to their printers. Several fonts are included on the disk. The fonts can be used from any language (BASIC, ASSEMBLY, etc.) and from most word processors including AtariWriter+. Documentation for all these programs is

on the disk as AtariWriter+ text files. To get your copy, send $6.00 to cover my costs, to:

Paul V. Alhart
524 North Zee St.
Lompoc, Ca. 93436

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From: Michael Current [hunmanik@earthlink.net]
Sent: Thursday, June 16, 2005 9:47 PM
Subject: Atari Colour JPEG Viewer Released

--Date: 7 Jun 2005 14:57:10 -0700

Hi all,
After a long wait, a colour JPEG image viewer has arrived on the Atari 8-bit. Version 0.1 of CpegView is now available:
http://rjespino.tripod.com/8bit/colrjpeg/colrjpeg.html
http://www.angelfire.com/80s/rjespino/8bit/colrjpeg/colrjpeg.html

CpegView is the colour JPEG viewer for the Atari 8-bits, based on the C=64's Juddpeg decoder (http://www.ffd2.com/fridge/) written by Stephen L. Judd.

There are 3 display modes available:
 * 80x200 in 256 colours: 16 colours x 16 levels of grey (APAC)
 * 160x200 in 64 colours: 16 colours x 4 levels of grey (C15)
 * 320x200 in 32 colours: 16 colours x 2 levels of grey (C8)

Despite the '0.1' version number, the viewer is pretty stable, please try it out, let me know how it works for you and what you think.

Comments, suggestions, bug reports, feedback, etc. are welcome.

Next: Adding support for TIP and RIP

 -- Raphael Espino - rjespino@yahoo.com - Ramdrive and JPEG viewers --
 -- http://rjespino.atari.org or http://rjespino.webhop.org --
 ---------- Join The Atari 8-bit Computer WebRing at: ----------
 -------- http://www.geocities.com/rjespino/a8ring.html ---------

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From: Michael Current [hunmanik@earthlink.net]
Sent: Saturday, June 25, 2005 11:29 AM
Subject: Atari/Fossil watches

RICHARDSON, Texas, June 21 /PRNewswire-FirstCall/ -- Fossil, Inc. (Nasdaq: FOSL), a leader in design, development, marketing and distribution of contemporary, high quality fashion watches and accessories, and Atari, Inc. (Nasdaq: ATAR), a leader in interactive entertainment, have joined forces to create a line of retro watches that will bring Atari's signature game graphics to the wrist. The line will feature watches with a vintage style and graphics based on best-selling 80's games such as Centipede, Breakout and Asteroids.

Atari recognized Fossil as one of the most innovative watch companies in the market and expects the combination of Fossil's know-how and technology in watch making, along with the graphics from classic Atari video games, to appeal to a wide range of consumers. Old school but for every generation, these Fossil watches are bursting with special effects.

"Fossil has worked closely with Atari, taking our current range of animated watches to the next level with the addition of Atari's vintage graphics," says Karen Schuback, Design Director of Fossil Watches. "As a company, Fossil is driven by the need to provide our customers with new and exciting products. We were immediately captivated by Atari's 80's-inspired graphics to deliver new watch faces incorporating features that our customers may be familiar with while capturing new customers who are interested in vintage graphics."

"We are excited to be working with Fossil to bring Atari's classic gaming icons to consumers," said Wim Stocks, Executive Vice President, Atari, Inc. "Few other brands have the ability to sell product, style and lifestyle. Atari is committed to 'mining the vault' for new revenue streams and innovative ways to bring its classic games and images to consumers."

The watches will be available on fossil.com, all Fossil stores nationwide, select department stores, jewelry stores and specialty stores and available worldwide this fall.

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From: Michael Current [hunmanik@earthlink.net]
Sent: Friday, June 17, 2005 10:05 AM
Subject: ST>CT60 JTAG cables available

--Date: Wed, 01 Jun 2005 10:19:15 -0700

Anders Eriksson has announced:

Last weekend a small supply of JTAG cables for (re)programming the CT60 firmware went on sale, the supply has shrunk quickly, and now only a few units remain.

If you're planning to upgrade your CT60 with EtherNat or SuperVidel you will need a JTAG cable to dot he job.

Unlike JTAG cables from PC-stores, you will not need to modify these ones - they are especially made for the Falcon, and have been tested to update the SDRAM controller.

If you think you'll be in the need for this cable, hurry up and order one of the last units available.

URL: http://ct60.dhs.nu/jtag/

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

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Thomas Huth has announced:
EmuTOS 0.8 --- May 30th, 2005

INTRODUCTION

EmuTOS is a single-user single-tasking operating system for the 32 bit Atari computers and emulators. It can be used as a replacement for the TOS images typically needed today for using emulators and it is also running on some real hardware, like the Atari Mega STE. All the source code is open and free, licensed under the GNU General Public License (GPL).

CHANGES SINCE LAST RELEASE

- Improved GEM desktop (more comfortable, many bugs fixed, ...)
- New translations: Spanish and Greek.
- Most parts of the VDI have been rewritten in C for better maintainability.
- Nearly all Line-A functions have been removed/disabled (deprecated API).
- EmuTOS can now be compiled with GCC 3.x, too.
- graf_shrinkbox() and graf_growbox() have been enabled again.
- form-alert boxes now also work in ST low resolution.
- The AES behave much closer to the original Atari AES than before, so much more old programs are working now.
- And lots of other bug fixes and minor improvements

Have a look at the changelog.txt for more detailed information.

DESCRIPTION

EmuTOS is basically made up of six subsystems:

- The BIOS, which is the basic input output system
- The XBIOS, which provides the interface to the hardware
- The BDOS, which are the high level OS routines, what you know as GEMDOS
- The VDI, the virtual device interface - means the screen driver
- The AES, the application environment services or window manager
- The desktop, which is the graphical shell to the user

The BIOS and XBIOS code is our own developement. It is really written from scratch and implements nearly all of the TOS 1.0 BIOS functionality, and a bit more, like e.g. harddisk access.

The GEMDOS part is based on Digital Research's GEMDOS sources, which were made available under GPL licence in 1999 by Caldera.

The graphical parts like VDI and AES are now more or less fully implemented. They work in all the graphics modes of the original Atari ST. On some emulators EmuTOS can be patched to work with much bigger screen resolutions without any problems.

The desktop is not as nice as the original one, but is pretty usable now for a start. You are free to use a more advanced desktop replacement any time, like Teradesk for example.

Since EmuTOS just implements the TOS's functionality, you might want to use MiNT on it in order to run more modern software. EmuTOS is not an alternative to MiNT. But EmuTOS is the only free base OS to boot MiNT.

HARDWARE
This is the currently supported hardware:

- CPU support for m68000, m68010, m68020, m68030, m68040
- FPU detected
- Memory controller (both ST and Falcon)
- Monitor type detection (mono or not)
- WD 1772 Floppy disk controller (write track not tested)
- DMA controller
- MFP
- PSG
- ST shifter
- STE shifter (partitially)
- ACIAs, IKBD protocol, mouse
- MegaST Real-Time Clock (set clock not tested)
- NVRAM (including RTC)
- The native feature interface to some degree

AVAILABILITY
EmuTOS has its home at sourceforge:

   http://sourceforge.net/projects/emutos/

A ready made EmuTOS image or the source can be downloaded from:

http://sourceforge.net/project/showfiles.php?group_id=36560

It is always available in source form from our CVS server at:

   http://sourceforge.net/cvs/?group_id=36560

If you are just curious or would like to help us develop this nice little OS, you are invited to subscribe to our Mailinglist for developers at:

   http://sourceforge.net/mail/?group_id=36560

We hope that you like EmuTOS. If you have any suggestions or comments, we always appreciate to hear the good and also the bad things about it.

Your EmuTOS development team.

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

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From: Michael Current [hunmanik@earthlink.net]
Sent: Sunday, June 19, 2005 9:03 PM
Subject: ST>EditPlus sources released

--Date: Sun, 19 Jun 2005 12:35:52 -0700

The sources for the once commerical text editor EditPlus has
been released by the author, Craig Harvey. This application
had a vast number of powerful features and is of course a very
vital addition to The Orphaned Projects Page.

You will also note that the source package contains a binary
version of EditPlus. To read more and download the files,
follow the link below:

URL: http://topp.atari-users.net

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

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From: Michael Current [hunmanik@earthlink.net]
Sent: Friday, June 17, 2005 10:00 AM
Subject: ST>GFA-Basic Editor v1.00 released

--Date: Mon, 30 May 2005 17:05:38 -0700

Lonny Pursell has announced:

Full featured GEM based editor modeled after the original
GFA-Basic editor.

http://www.bright.net/~gfabasic/

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

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From: Michael Current [hunmanik@earthlink.net]
Sent: Friday, June 17, 2005 10:01 AM
Subject: ST>libhyp - ST-Guide HYPertext files extraction
library

--Date: Mon, 30 May 2005 17:06:12 -0700

Standa Opichal has announced:

A new library (libhyp - soon to be open-source) is in the
works. Its aim is to provide anyone with easy ST-Guide's
HYPertext files extraction functionality.

As a side product of this library written in C a new online CGI
.HYP browse script has been created for demonstration
(mostly in perl).

URL: http://jaysoft.atari.org/

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

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From: Michael Current [hunmanik@earthlink.net]
Sent: Friday, June 17, 2005 10:04 AM
Subject: ST>MyTask sources available

--Date: Tue, 31 May 2005 09:29:14 -0700

GokMasE has annonced:

The sources for the system utility MyTask has been made
available on The Orphaned Projects Page. This application
was originally based on the start button SMU by Thomas
Much, but Rafal Kawecki has since extended it to also include
a taskbar and a system tray.

URL: http://topp.atari-users.net/

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

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From: Michael Current [hunmanik@earthlink.net]
Sent: Friday, June 17, 2005 10:04 AM
Subject: ST>Turgen 1.1 BETA available

--Date: Tue, 31 May 2005 09:28:33 -0700

New version of Turbo 2000 record generator. Some bugfixes
were made. New module for converting XEX files added.
Documentation improved, now in English and Czech
languages.

URL: http://www.baktra.wz.cz/Software.html

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

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