SPACE

NEWSLETTER for January, 2007

President's Corner
by Michael Current
January, 2007

Welcome to the New Year, 2007!

It was great to see everyone once again last month for our Christmas Party. I think that the meeting, and especially the party, was a success once again. Thanks to everyone for helping contribute to the good times as had by all.

I came away with two to-do items from the meeting. First, try contacting folks at IMAGE to see if their club is still there, given that we haven't received a newsletter from them since last winter. Good news on this front. I heard back from Stephen Elek, Jr., president of IMAGE, who reports that their club is alive and well, and who promises to catch SPACE up on the newsletter exchange!

Secondly, I was to work with Nolan to merge our main SPACE web site, space.atari.org, with the SPACE BBS web site that Nolan has been hosting for the club. At this writing we are well on our way to making this happen. Stay tuned!

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday January 12, 2007.

Treasurer's Report
by Greg Leitner
For December, 2006

Thank you to all of you who attended and contributed to our SPACE Xmas party in December. We had approximately fifteen members/spouses/guests and a good selection of food to enjoy. I don't think anyone left the party hungry. It was great to see almost all of our current members present, and it was a good sign to start thinking about the new year ahead for SPACE.

Glad that Michael Current, our President, could make the last meeting of 2006. Things go a lot smoother when Michael takes the reigns. It is very encouraging to see that we will have new faces for 2007 to help keep SPACE healthy and we all appreciate the volunteer effort you put forth.

Now here is the good financial news for the year ended December 31, 2006:

Beginning balance on December 1, 2006:	795.09

Receipts for the December SPACE meeting:

Memberships	30.00
Doms	30.00

Total receipts for the month	60.00

Expenses for the December meeting:

BBS	10.00

Ending balance as of December 31, 2006:	845.09

Can you believe this!!! We keep thinking that our Treasury will start to get thin, but we now have $30.00 more in our account than what we had at the end of last year. How can you explain this! Our membership hasn't grown, but I think we did what a lot of companies do to save cash flow and that is we cut expenses. We have all pot lucks now for our parties and other than the BBS, Newsletter and room rental we really haven't spent any money at all. Congrats to all of you who support the Doms, auctions and keep your membership dues current. We have shown the Atari world what can be accomplished with a small membership. If you keep up the support I have no doubt we could maintain SPACE forever.

See you all in 2007.

Secretary's Report
By Nolan Friedland
For November, 2006

The November 2006 SPACE Meeting began at 7:32 p.m.

Greg welcomed the 9 members present and then asked for last month's Secretary's Report.

There were no expenses for the SPACE Treasury last month. Received was a total of $60 - 2 membership renewals at $15 each and $30 in DOM sales. As a result, the SPACE bank balance went from $679.09 to $739.09. Greg also reported that we probably won't receive a room rental bill for a while.

For the Disk of the Month, Glen reported that this could be the last batch from the SPACE folder. Contents of the DOM are as follows: Side A - Crown Land, Two Maze, Scooter, Rocks, Orbit, Roulette, and Krazy Kat. On Side B are three demos - One is an Atari sales promo called Oil Well. The other two are entitled Vortex and Headache.

There are currently 11 paid up members - With three additional members that could pay their dues this month.

Several items were discussed regarding the SPACE BBS and the BBS Website.
An idea was suggested to put the web address of the SPACE Forum into the Atari FAQ that is published every month. Other ideas discussed were putting some sort of MySpace profile specifically dedicated towards SPACE and the SPACE BBS and their companion websites - Posting of videos taken at meetings to YouTube and the like - Setting up some sort of online photo album. One topic discussed for some time was to combine the SPACE, SPACE BBS and Forum websites into one actual website. A donation of free

server space was given to the club for this purpose. Obviously this will need to be discussed in December to see if we would like to go ahead with it.

There was no Old Business discussed this month.

And in New Business.... There is an auction this month immediately following the meeting with several items donated to the club. Election results for next year are as follows: Michael Current - President; Nolan Friedland - Vice President; Steven Peck - Secretary; Greg Leitner - Treasurer; BBS Operator - Nolan Friedland. The SPACE 2006 Christmas Party is next month and will be potluck. Greg will be bringing pop, plates, napkins, utensils and a main dish.

Meeting adjourned at 8:01 p.m.

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Secretary's Report
By Steven Peck
For December, 2006

These are the notes that I took for the SPACE Christmas Party meeting for Friday, December 8, 2006. They are as follows:

   -According to Greg Leitner, SPACE Treasurer, at the end of October, the club had $739.00 in their account. The total take-ins in November were $76.00. Total at the end of November was $795.00 in the SPACE account.

   -Glen Kirschenmann presented a DOM from ABBUC, a user group from Europe. It has programs from the ABBUC Game Fair. ABBUC is the world's largest 8-bit user group.

   -According to SPACE President Michael Current, who was present at the Christmas Party, the club was down in membership. There were ten members as of December, 2006.

   -Nolan Friedland, in his BBS report, talked of possibly merging the main SPACE website with the BBS site, with Nolan possibly being the webmaster. He also said that it would cost as little as $8.50 per year for domain fees.

   -There was no business, and the new business was the party festivities.

   -End of Secretary's Report-

   Sincerely, Steve Peck

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BBS Corner
By Nolan Friedland
For December, 2006

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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 V. Alhart
1993.3

Simple solutions for drives that driving you crazy

   Having repaired hundreds of disk drives for the 8-bit Atari, I thought I had seen just about every type of failure and kludge there was. There were the usual failures due to dirt, misalignment, and faulty power supplies. And then there were the odd balls like the 1050 that had a can of cherry cola dumped into it. Some of the user fixes I've seen were pretty ingenious too, like the Rana that had a guitar string used to replace the head positioning band. (NOTE: A better solution would have been to use the band assembly from an Atari 810 MPI drive mechanism. Atari part # FA100034. This is a direct replacement for the band assembly used in the Rana.)

BELTING YOUR 1050

   Recently a new problem has been showing up on 1050 drives with the World Storage drive mechanism. The drive belt keeps falling off for no apparent reason. When this happens the disk stops turning. Even though the busy light comes on and you can hear the motor running, the drive will not read or write to any disk. If this is happening to your 1050, fear not. The explanation is fairly simple, and the FIX is even easier.

   In what I consider a design flaw, World Storage did not include a belt retainer on their drive like Tandon did. This wasn't a problem when the drives were new. Now however, a few years latter, when the spindle bearings are starting to wear, it is becoming a problem for many 1050 owners. The slightest tilt of the spindle due to sloppy bearings causes the belt to track right off the edge of the pulley. Atari didn't switch from Tandon to World Storage drive mechanisms till near the end of 1050 production. This explains why the problem is just now starting to show up.

   As I said, the fix is easy, and it won't cost you anything but a few minutes to make it. Just follow the procedure outlined below to add a belt retained to your 1050.

Step 1: Disconnect the drive from your system and flip it over.

Step 2: Remove the 6 screws holding the case halves together. (Four are in recessed holes in the case.)

Step 3: Flip the drive back right side up and lift off the top half of the case.

Step 4: Lift the drive mechanism from the front without putting any undo stress on the wires running from the drive mechanism to the controller board.

Step 5: Locate the spindle pulley. If it is fully exposed to view you have a World Storage drive mechanism and should proceed with the fix even if you haven't had a belt problem yet.

Step 6: Cut a disk from the top of a plastic butter or Kool-Whip tub.

Use a compass or drinking glass as a guide to make the disk about 1/4" larger in diameter than the spindle pulley.

Step 7: Glue this plastic disk to the bottom of the spindle pulley. Hot glue works really well for this.

Step 8: Reinstall the drive mechanism by setting it down on its guide pins.

Step 9: Replace the top cover and the six screws removed in step 2.

Step 10: Reconnect the drive to your system and you are done. The plastic disk acts as a belt retainer and should allow you to enjoy many more productive years from your 1050 drive.

WAKE UP YOUR 810

Does your 810 occasionally turn itself off or refuse to power up. This is a fairly common problem that can usually be traced to a burnt or corroded pin on the Side Board connector. This is the 23 pin connector that may be labeled J101 or J106 depending on which version of the 810 you have. Follow the steps outlined below to "wake up"
your sleepy 810.

Step 1: Disconnect the drive from your system.

Step 2: Remove the 4 screws holding the top case half. These screws were originally hidden under circular plastic covers held in place by rubber cement. If your drive still has the screw covers, pry them off with a knife blade to gain access to the screws.

Step 3: Lift off the top case half.

Step 4: Remove the 5 screws holding the drive mechanism in the lower case half.

Step 5: Remove drive mechanism from the lower case half by lifting it straight up.

Step 6: Remove the 3 screws that hold the Side Board in place.

Step 7: Make note of the orientation of all connectors attached to the Side Board and carefully remove each one. NOTE: Only pull on the connectors. DO NOT pull on the wires.

Step 8: Remove the Side Board by gently rocking it end to end, while pulling up.

Step 9: Examine the 23 pin connector for signs of corrosion or discoloration. Extreme cases may show signs of melting or distortion of the plastic. Also examine the pins this connector mates with. Pay close attention to pins 1, 2, 10, 12, 13, 14, & 15. These are the pins that carry the most current.

Step 10: Clean any corrosion with contact cleaner or alcohol. An old tooth brush will help here. A pencil eraser will work well for the mating pins. Extreme cases may require replacement of the connector which I won't get into here.

Step 11: Reinstall the Side Board making sure the pins are aligned properly. It is possible to be off a pin on either end so double check before reinstalling the screws.

Step 12: Replace the all connectors in there original positions as noted in step 7.

Step 13: Put the drive back in the lower case half and replace the 5 screws removed in step 4.

Step 14: Replace the top case half, its 4 screws and screw covers.

Step 15: Reconnect the drive to your system and test.

HELP YOUR TRAK QUIT SMOKING

On some Trak drives the power supply connector can make intermittent contact with the metal back plate of the case. This causes the internal bridge rectifier to go up in smoke. To eliminate this problem, remove the case and make the access hole in the back plate bigger with a drill or file. Be careful not to let metal debris get into the drive mechanism or the electronics. I don't have a Track drive available to look at as I write this, so you will have to figure out how to remove the case on your own.

INDUS OWNERS BEWARE

In the beginning, and through the 1200XL, virtually every Atari product used a 9 volt AC power pack. The small 1/4" diameter connector on this power pack is easily distinguished from the larger 7 pin din connector used on the +5 volt DC power packs of the XL/XE line of computers. Crossing the 800's power pack with the one from your 810 causes no problems because both devices use the same 9 volt AC power. These power packs are also interchangeable with those used by Trak and Rana drives as well.

NOTE: Some of the earlier Atari power packs had smaller wattage ratings and may not be appropriate for heavily expanded or modified equipment.

The Indus GT power pack looks the same as the Atari power pack. It even has that same 1/4" connector that will plug right into your Atari, Trak, or Rana. This power pack, however, puts out 9 volts DC. Accidentally plugging an Atari AC power pack into your Indus will cause unwelcome clouds of smoke to fill the room. I recommend conspicuously marking your Indus drive and its power connector with a warning to this effect. This will help keep your Indus healthy, especially if the kids get to messing around with your system.

NOTE: Paul is also the author of The Rana Repair Guide. For more tips on repairing and modifying your Rana, as well as complete schematics and alignment instructions, order your copy today. Its just $10.00 +$2.00 P&H. Send your order to:

Paul V. Alhart
524 North Zee St.
Lompoc, Ca. 93436
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From: Michael Current [hunmanik@earthlink.net]
Sent: Monday, December 18, 2006 9:10 PM
Subject: Atari pr from 1986 Winter CES

ATARI's New Personal Computer Package: Quality and Power Without the Price

LAS VEGAS, January 9 -- Atari Corporation is introducing here its 130XE personal computer in a complete starter package for computing and word processing. The system has an expected retail price of $399.

The 130XE package delivers powerful, multi-function computer capability in one box. The bundle contains the company's step-up 130XE computer (128K) with mouse, printer, disk drive and five software titles -- SILENT BUTLER(TM), STAR RAIDERS(TM), MUSIC PAINTER(TM), PAINT(TM), and ATARIWRITER(TM), a

word processing program. Thousands of software programs are available for the company's XE line, with more in development by Atari and third parties.

Atari has also announced that its popular 65XE, introduced last year, will be available separately and as a package. The expected retail price of the 65XE package is between $300 and $350.

According to Atari president Sam Tramiel, "Atari's objective is to put everything a first-time computer owner needs in one box -- because high-performance computer systems ought to be affordable. The XE line surpasses the design and power of comparable Commodore machines for half the price to the consumer and more than twice the profit to the trade. Only Atari is in a position to do this."

Both the 65XE and the 130XE (available alone at $149 expected retail), feature trim, ultra-modern styling, advanced construction and 62-key keyboard. Both models feature 6502C microprocessor architecture with custom graphics, sound chips and an integrated self-test program.
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From: Michael Current [hunmanik@earthlink.net]
Sent: Sunday, December 10, 2006 10:00 PM
Subject: EMU>mmSAP 1.4 released

New, improved version of SAP player for GNU/Linux comes with new features.

- Playlist added (!)

- ALSA variant uses less CPU power

- Four playlist pass modes

- Various bugfixes

http://www.baktra.wz.cz/english/mmsap.html

[This news item courtesy of Atari.org - http://www.atari.org]
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From: Michael Current [hunmanik@earthlink.net]
Sent: Sunday, December 10, 2006 10:05 PM
Subject: Release of SPEEDIER:, 19.2K RS232 adapter

Hello,

I have finally finished the first batch of the rverter 2 type sio to rs232 interface. Called SPEEDIER:. Runs up to 19.2K baud. This is an EASI/O device. Introductory special includes this cable, free for a limited time. $30.00 plus any shipping, tax, and paypal fees. Read the advert for more info.

http://www.a8maestro.com/sites/mtgcat/proda8/advert-e4.htm

Rick D.
More Than Games
DO NOT REPLY TO a8maestro"a t"a8maestro.com as above.
Use mtg2006 " a t " a8maestro.com instead.
This will change to mtg2007 in 2007.
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From: Michael Current [hunmanik@earthlink.net]
Sent: Sunday, December 10, 2006 9:57 PM
Subject: ST>KEEPTIME v1.0 System patch for dead Real Time Clock

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The Problems

"My Falcon loses the time and date when I switch off." (15/31/07 0:00 for each boot)
"My Falcon boots in low resolution."
"My TOS is always in English and the keyboard is Qwerty."

The Explanation

Whenever you are shutting down your Falcon, the time, the date and NVRAM settings are saved into the RTC chip (Real Time Clock). The Real Time Clock can also be named 'CMOS Clock' or 'CMOS Battery'. The RTC contains a 128 bytes memory to save setup information. The approximate life length of this chip is about 10-12 years because the RTC contains a built-in battery. The Falcon is not a very young machine, so the battery of your RTC is now dead !!

This chip soldered on the Falcon motherboard (U64) is a Dallas DS1287. It can be replaced by unsoldering with the same chip or equivalent (ST MK48T87B-24, MC146818A, MCCS146818BM) . The Dallas DS1287 is, in fact, a DS1285 which a lithium battery has been included in the same block. So you can also break the shell of the RTC to find the built-in battery. Then, you must disconnect the circuit of the battery and redirect it to a new external battery added. You can find info about this process on Atari forums on the web or inside ST Magazine(issue 141).

Unfortunately, you don't want to open your Falcon and replace the RTC chip because you think you are not able to do this !

The Solution

First of all, a good solution is to launch the classic accessory Control Panel to set the time and date for each boot of the machine.

Yes, it's a safe solution but there is a problem !

If you are using TOS or MagiC operating systems, when you quit a program, a time and date reset occurs ! No problem, if you are using Mint OS. I think it is a little bit irritating to work with that !

It is due to the specific XBIOS Function Gettime(). This same function can be found on TOS versions 3.xx (TT) and 4.xx (Falcon).

This function is called by the system when you return to desktop after closing an application.(I don't know why...)

The Gettime() function has a special behavior when it finds that the battery of the RTC is dead, this function simply resets the time and date! The dead battery information is sent by the RTC itself.

KEEPTIME is a patch to disable in TOS the time reset by Gettime() function if the battery of your RTC is dead.

http://doyeuxyvan.free.fr/keeptime/v1.0/

You must run it in the AUTO folder.

Caution: To take effect, the TOS must be found in RAM! Basically, the Falcon works with the TOS located in ROM. Therefore, the TOS in ROM must be copied in RAM.

So you can use the excellent free tool by Uwe Seimet called ROMSPEED:
http://www.seimet.de/files/atari/romspd31.zip
http://doyeuxyvan.free.fr/keeptime/v1.0/romspd31/
You have just to run ROMSPEED.PRG in the AUTO folder before KEEPTIME.PRG. In this case, you must know that the MMU is used by ROMSPEED to remap TOS in memory. KEEPTIME takes into account this functionality to locate the TOS.

Under MagiC operating system, the same function Gettime() as the TOS is present. However, you don't need to run ROMSPEED because MagiC is already loaded in RAM.

Copy in this order ROMSPEED.PRG and then KEEPTIME.PRG in your AUTO folder (Generally C:AUTO). Be sure that your XCONTROL.ACC file is present in the root directory. (Or any kind of another tool to set time and date)

"Thanks, time and date reset has been disabled as long as my Falcon is powered on, but I'm still booting in low resolution with wrong keyboard configuration..."

Yes, it remains the NVRAM configuration problem. You can find different tools to set up keyboard, TOS language, etc. But you can only reboot your Falcon if you want that parameters take effect.

I have selected NVRam by Centek:
http://centek.free.fr/atari/softs/nvram.zip
http://doyeuxyvan.free.fr/keeptime/v1.0/nvram/
With this tool you can, of course, configure the NVRAM (into the RTC chip). In addition, you can write a bootable program on a floppy disk which writes your selected configuration into NVRAM chip for every Falcon boot.
Be sure that your floppy disk is present in the drive of course !

Follow this process to create a bootable floppy disk with NVRam:
- Run NVRAM.APP from the desktop.
- Set keyboard and TOS language, time format, boot resolution, ...
- Click on the floppy disk icon and insert a floppy disk in drive A.
- Click on the left icon (NVRAM -> Floppy Disk) in the new window opened. The program quickly writes the boot sector program on the disk with your NVRAM Settings.
- Then quit NVRam application. Your floppy disk is good. (If you click on the NVRAM icon for quit, the settings are saved on NVRAM chip, but to take effect you must reboot. So, you can perform infinite reboots with your good parameters until you switch off your Falcon.)

At each boot, NVRam bootable program looks for if it has been already installed in memory. In the case of NVRam already installed, the NVRAM config is not written.

So be careful when you have just switched off your Falcon, the memory and the RTC are not cleared instantly because it may remains residual current in the components. I advise to wait a long minute.

The End

Here is my summary procedure to work with a dead RTC battery:
- Switch on the Falcon with the correct floppy disk in drive.
- Very quickly, the floppy disk boot program will be read (You can read on the screen NVRam flag) and a system reset will occur.
- Now your Falcon boots with the correct NVRAM settings.
- After comes ROMSPEED and KEEPTIME loading.
- On the desktop, it remains to set the correct time and date in the Control Panel.
- That's all! Good Luck!

Yvan Doyeux

Dallas Semiconductors Maxim: http://www.maxim-ic.com/ ST Magazine: http://stmagazine.org/

URL: http://doyeuxyvan.free.fr/keeptime/v1.0/

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From: Michael Current [hunmanik@earthlink.net]
Sent: Sunday, December 10, 2006 9:56 PM
Subject: ST>mXtreme -- new Nemesis/Phantom-like Falcon speeder

Miro Kropacek has announced:

We decided to produce Falcon speeder similar to Nemesis/Phantom in the past. This speeder allows you to set resolutions like 800x608/256 colours or 640x480/hicolour, it speeds up DSP, CPU, FPU, Videl up to 36%. Your Falcon will move much better! It's 100% compatible with
CT60/63 and 99% compatible with original Falcon030.

We need at least 50 pre-orders. The prize is 100 Euro. For more details look at homepage bellow.

URL: http://satantronic.atari.sk/mxtreme/

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From: Michael Current [hunmanik@earthlink.net]
Sent: Sunday, December 10, 2006 10:00 PM
Subject: ST>MyAES 0.84

Hello

You can find MyAES 0.84 AES for Mint or able to run above any other AES in multitask env (Magic, NAES, XaAES ...)

http://myaes.lutece.net/

Olivier
****
From: Michael Current [hunmanik@earthlink.net]
Sent: Sunday, December 10, 2006 9:55 PM
Subject: ST>PhantomS - reincarnation of Phantom accelerator for FALCON

Petr Svoboda has announced:

I overtook production of Phantom accelerator. PhantomS is modernized reincarnation of the popular Phantom. It boosts the system frequency (BUS, CPU, FPU) from 16 to 25MHz -> raw power gain is 56%. DSP and some FPUs can be overclocked to 50MHz.

PhantomS is perfect supplement to CT63, as CT63 doesn't boost the mainboard.

The price is 35EUR, and first pieces are ready.

More information and contact on website.
URL: http://www.volny.cz/boban07/PhantomS/

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From: Michael Current [hunmanik@earthlink.net]
Sent: Sunday, December 10, 2006 9:55 PM
Subject: ST>SatanDisk preorder & mXtreme cancellation

Miro Kropacek has announced:

At first I'm happy to announce the long awaited project, SatanDisk, is ready for production. Main features:

- direct connection between ACSI and MMC/SD card slot

- plug'n'play
- about 120 KB/s transfer speed
- MMC card support (SD cards aren't supported to this time)
- HDDRIVER compatible

The prize is very low (about 35 Euro). You need to register at project homepage, login and enter your preorder. The number of preorders isn't limited in any way but in some extreme low number we have to increase the prize (and vice versa).

Don't forget SatanDisk is completely open-source based so all schematics, firmware etc is available on project homepage for your custom build.

Secondly, I want to announce the cancellation of mXtreme project since there's much better option -- PhantomS (see news on atari.org server). In fact, we're happy Petr decided to do such step since we can focus on another things (i.e. coding software for Falcons). The prize is very cool (1/3 of mXtreme), it's already done and in the end it's nearly the same as we planned mXtreme. I can only recommend you this piece of hardware!

URL: http://ihrisko.org/~mikro/sd_preorder
AUTHOR: Miro Kropacek

[This news item courtesy of Atari.org - http://www.atari.org]
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From: Michael Current [hunmanik@earthlink.net]
Sent: Sunday, December 10, 2006 9:58 PM
Subject: ST>Source code of MSX emulator for ST released

The MSX Resource Software Foundation (www.msx.org) has notified, that the source code of the MSX emulator for Atari ST/TT/Falcon has been released by it's author, Folkert van Heusden. The emulator was originally written in GFA Basic in 2000. Now, also the source code has been made available for public.

URL: http://www.vanheusden.com/atari_st/

[This news item courtesy of Atari.org - http://www.atari.org]
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From: Michael Current [hunmanik@earthlink.net]
Sent: Tuesday, December 19, 2006 9:05 PM
Subject: ST>Studio Son 2.091 beta FR & UK

Yvan Doyeux has announced:

This new release is the result of six months of irregular but always intense work. The audio editor for Atari Falcon becomes more and more stable and reliable with this 2.091 beta version. Many bugs of general use have been fixed.

Studio Son 2.091b is available in the wonderful French language:
http://doyeuxyvan.free.fr/studioson/std2091b/STD2091F.ZIP

BUT Studio Son is back in English !
http://doyeuxyvan.free.fr/studioson/std2091b/STD2091E.ZIP

You can, of course, find the classic 68030 and 68030+68882 versions in these archives.

I have performed a lot of hard tests to check the quality of my algorithms. I have written a lot of different DSP and C programs to obtain correct results. But, it is still a beta version, so be careful with your samples !

This version has been tested with an original Falcon 030 with a 68882 coprocessor. The CT60 card is not officially supported.

Bugs fixed:

- Crashes when filtering under Magic fixed.
- For a resample process under Magic, internal file management fixed.
- Significant noise reduction of plopping sounds as long as you use Studio Son.
- Management improved of AIFF files compatible with Cubase Audio. These files are now saved with a physical size rounded to 1024 byte multiples. Useful to prevent crackling noise when you import your AIFF files with Cubase Audio.
- Buggy "Scrub" function rewritten. No crash occurs.
- Reverse stereo bug for a "Scrub" fixed but still in beta test mode.
- Buggy "Cross Fade" function improved. Auto correction for wrong parameters. The UNDO is also correct.
- Cut, Copy, Paste, Insert and others have their UNDO bugs fixed.
- Bug of the current working folder fixed. (After an Insert for example)
- DSP effect after a Resample and Filtering is now restored with no problem.
- Overall settings saving are now re-enabled! Up to date, you MUST keep the STUDIO.SYS folder.
- Rewritten "New Sound File" function. You can now create a file with the file selector, choose a frequency, ...
- Rewritten "Apply Effect" function. Sample gap subtly fixed. Due to the DSP real time application of this function, it is obvious that it remains a very small gap into your final sample. This gap is usually filled by zero values as it has been thought for this rewritten function.
- Markers management bugs fixed. (Delete, saving and loading procedures)
- There was play error with "Preview Cut" function. It's now okay.
- Block selection with SHIFT+TAB to the next marker has been debugged.
- Sample time length is now updated after any UNDO.
- Little bug fixed during a play activated by the space bar with an exported sample from Studio Son.
- Many another minor bugs.

New features and bugs fixed:
(since 2.09b version)

- Resampling function added (Linear Interpolation).
- Resampling function includes a filter and linear interpolation code in only one DSP program.
- You can resample from 2 KHz to192 KHz.
- WAV files opening issue fixed.
- Huge undo bug fixed.
- Huge bug of the volume of mono samples filtered fixed.
- FIR filters (Low Pass, High Pass, Band Pass and Band Reject) up to 2048 coefficients.
- Resample process can be followed by a LowPass filter up to 1024 coefficients.
- DSP Filter algorithm improved. The speed of the treatment has been increased. Now you can enjoy a good optimization of the filtering process.
- The end of the sample is now truly filtered.
- Vu meter clipping problems fixed.
- The cursor running is now correct when sample frequency is not the same as the system frequency.
- Desktop background pattern modified to improve the work in monochrome.
- Redraw bug of the desktop in monochrome corrected.
- Several dialog boxes fields bugs fixed in monochrome.
- Crashes at very high zoom levels fixed.
- You can now really select all the samples with the mouse.
- You can now really place the cursor at the end of the sample with

the mouse.
- Wrong size of the blocks at the end of the sample corrected.
- You can now create a block with a "one sample" size when you make a long click on a part of the sample.
- New alert boxes for the Filtering and Resampling function.
- New internal undo for the Resampling function.

New function "Resample..." allows you to change the frequency of your samples with a linear interpolation and an optional Low Pass filter. The "Filtering..." function enables you to carry out FIR filters (Low Pass, High Pass, Band Pass and Band Reject). This is performed by the DSP 56001 and with Direct to Disk process.

Known bugs:

- Several internal DSP effects can sometimes result in a reverse stereo mode, take care of this.
- No sound when playing very high frequency samples.
- Slowly WAV files opening.
- Selected block after a resampling task is not deleted.
- Sample duration and time counter are wrong when the system frequency doesn't match with the sample frequency.
- You can hear some noise when playing WAV files at fast speeds.
- Unable to reduce physically the size of a sample when you cut blocks.
- Make an undo after the "Replace" function have no effect.
- A lot of useful alert boxes need to be added.
- In the time counter, the value 99 is followed by 10.
- Several little bugs into the sample window.
- The icon of the function "Generate Low Frequencies" differs with the colour of the resolution.
- Little bugs of sample drawing.
- Random error messages when filter steepness is very low.
- It might remain some English translation errors.

If you are using Studio Son on a single TOS, I strongly recommend the launch of ARROWFIX.PRG in the AUTO folder:
http://doyeuxyvan.free.fr/studioson/std2091b/arrfix15/

If you are using NVDI, just run ARROWFIX.PRG after this. Otherwise, GEM must be copied in RAM with the program GEMRAM.PRG before running ARROWFIX.PRG:
http://doyeuxyvan.free.fr/studioson/std2091b/GEMRAM16/

If you have troubles to run Studio Son under Magic, you can use the patch DSPSLOW1.PRG by Centek included into the package or you can find it here:
http://doyeuxyvan.free.fr/studioson/std2091b/DSPSLOW1.PRG
Don't run DSPSLOW1.PRG if you launch Studio Son under TOS otherwise you might have display or DSP locked issues.

You can also use the nice DSPXBIOS patch by Didier Mequignon:
http://perso.wanadoo.fr/didierm/files/dspxbios.zip
http://doyeuxyvan.free.fr/studioson/std2091b/dspxbios.zip

If you use an external clock, run FDI_INIT.PRG into the AUTO folder:
http://doyeuxyvan.free.fr/studioson/std2091b/FDI_INIT.PRG

FPATCH2.PRG is now included in the package.

You can also download self-extracting STZIP unpacker:
http://doyeuxyvan.free.fr/stzip26/STZIP26.TOS

Have fun !
Yvan Doyeux
And Happy 80th Birthday Granny !

URL: http://doyeuxyvan.free.fr/studioson/std2091b/
[This news item courtesy of Atari.org - http://www.atari.org]
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From: Michael Current [hunmanik@earthlink.net]
Sent: Sunday, December 10, 2006 9:58 PM
Subject: ST>tos.hyp version 4.96

Hi,

the new version 4.96 of tos.hyp is available.

There is an html and a st-guide version, both in English and German available. The archives are present at chapilie.rma.ac.be

There are also online versions available:
English at http://toshyp.atari.org
German at atari.mbernstein.de/prog/tos

Note that not all parts are translated from German to English. The English version contains parts which are still on German.

Best regards
Michael Bernstein

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