SPACE

NEWSLETTER for Aug, 2007

President's Corner
by Michael Current
August, 2007

Thanks for showing up for the party and celebrating 25 years of SPACE last month. I hope everyone had a great time, I know I was happy to be able to be a part of it!

Before we moved on to enjoying the eats, our typically brief pre-party meeting formalities actually uncovered a couple issues of controversy. Both issues were tabled for now.

One issue is this: Who is eligible to participate in SPACE club auctions? Our Bylaws do not (currently) speak to this, nor to any aspect of holding auctions for that matter. One answer might be that only paid-up club members can bid. Another might be, anyone can bid. Either way, proceeds go to SPACE, that much is clear. But since we seem to be enjoying a surge of in-coming stuff to auction off right now, this issue seems to have become important. Especially if we consider making some efforts to advertise one of our auctions, potentially bringing in new people, potentially increasing the money raised from an auction, but potentially seeing stuff that was donated to SPACE go to people outside of our club.

My opinion: there is no right answer here. We just have to attempt to come to agreement on what we want to do. Even if that ultimately means agreeing to disagree in the end. That means, we have to keep showing up to meetings, and talk this through. Please come this month!

Switching gears, this month is the final installment of Paul Alhart's A-T-A-R-I column. We have finally reprinted them all. His articles first appeared in various publications from 1986 to 1997. Our reprinting of A-T-A-R-I in this Newsletter, by permission, started with our Nov 2002 issue, running in each issue through to the one you're reading now, August 2007. Next month, we'll publish an index to the complete set of articles, and which SPACE Newletter issue they appeared in.

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday August 10, 2007.

Treasurer's Report
by Greg Leitner
For July 2007

Now that's what I call a SPACE party. Eight out of ten members came to the Birthday party to celebrate twenty-five years of SPACE. With guests we had twelve present to share a wonderful concoction of food and drink, and I think everyone left quite satisfied. I was very encouraged by the turnout and it would be great if we could do this every month.

I have collected a few new items for a SPACE auction and maybe next month we can decide when the auction will take place. Michael is going to try to make connections with someone in Madison, WI who has a Mega STE to donate, and by the reaction of our members this could bring a decent bid. I also had the chance to get a 800XL and 1050 disk drive from Janeen in St. Louis Park, and with game cartridges, disks and some very nice looking joysticks these were much needed 8-bit items to add to our auction. At the June SPACE meeting we also received a 2-meg 1040 ST with a Fast hard drive (direct connect) and various other ST related items. So it looks like we could have a super auction coming up real soon. I will keep you posted on the exact month.

It was very surprising to see Al walk into the room last month. I had heard that we might see him back before the end of the year, but I never thought we would see him that soon. Welcome back, Al.

Now for the SPACE treasury report for the month ended July 2007.

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Beginning SPACE balance on July 1, 07:   725.51

Receipts for the July meeting:
   Memberships Renewals                   15.00
   Dom sales                              51.00

Total receipts for July                   66.00

Expenses for the July meeting:
   Web-site expense                       10.00

Ending SPACE balance at July 31, 07:    781.51
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We are sitting pretty good for the middle of 2007. I should be getting the room rental billing for the first half of 2007 which will be $150.00 and other than the normal $10.00 web-site fee each month that will probably take us to January 2008 before the we get billed for the second half of 2007. With what looks like an auction we haven't seen for quite a while in the works

we could be approaching the $1,000 mark again by year's end. Even if we can't reach that figure we are going to very strong again looking ahead to 2008. Just remember to keep those memberships renewed. Dom sales were very strong in July thanks to Michael and Lance. The $51.00 we took in on dom sales covers the next five months web-site fees. See how easy it is to keep SPACE going. I see no end in sight as long as you keep on with your support. A $3.00 dom purchase per member per month with your membership renewals is all we need to succeed. I hope to see you all at the August meeting.

**Secretary's Report
By Steven Peck
For July 2007**

No minutes were submitted from the July Meeting.

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**BBS Corner
By Nolan Friedland
For Aug 2007**

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
1997.2

A SORTed Tale

As most readers of this column know, I am an avid fan of AtariWriter+. First, because is a good solid program. Second, because it is disk based I can customize it to fit my needs, making it an even better program. A friend recently called asking if there was any way to turn off the alphabetic sort when a disk directory was listed. He said it was just too slow. Slow? I never noticed. I did some checking. With a full directory (64 file names) it only took about a second to sort the names. I called my friend back and told him he was in just too much of a hurry. He then explained that when he used AtariWriter+ with SpartaDOS X he could have up to 128 file names in a directory which took about 4 seconds to sort. Since I don't have the SpartaDOS X cartridge I don't know if this is true, or if he was just pulling my leg to get me to act on his request. In any case his ploy worked. I sat down and set to work on a solution for him. I came up with a patch that is truly outstanding. (Brag-brag!) Not only can you have sorted

directory listings for drives 1 through 8, but by pressing the SHIFT key when selecting a drive number, you can get UNsorted listings for drives 1 through 8. Although speed was not an issue for me, I found that many times a UNsorted listing was helpful for finding file names. An UNsorted listing displays file names in the order they were placed in the directory. This is basically chronological order. A help if you can't remember the file name, but know it was one of the first or last files you saved.

A Trade Off

Now this new code had to go somewhere. What I chose to do was replace the original AtariWriter+ code that was used to load the 850's serial port RS-232 handler. Very few people use the serial port with AtariWriter+ so this should not be a problem. My BlackBox interface as well as some other interfaces don't need to load a handler anyway. If loading the handler is necessary, it can be loaded prior to booting AtariWriter+ or done with an AUTORUN.SYS file.

NOTE: Do not use either of my AtariWriter+ Companion programs to attempt to re-Enable the handler if you use this patch.

Secret Code

The following BASIC Type-In program will make the necessary changes to AtariWriter+ so that you too can have Sorted/UNsorted directory listings.

NOTE: It will only work on the 48K version of AtariWriter+, not the 130XE or XEP-80 versions.

This is a no-frills program designed to be easy to type in. Since there is no error checking, type carefully, and double check those data statements. Once the program is typed in and saved, set it aside for a few minutes. DO NOT attempt using it to patch you AtariWriter+ master disk.

Make a backup copy of the file AP.OBJ which is on your AtariWriter+ master disk.

FORMAT a new disk in SINGLE density using AtariDOS 2.0 or compatible DOS. This will be your work disk.

Copy AP.OBJ to your work disk. This should be the only file on your work disk.

RUN the Sort/Unsort program. Tell the program which drive your work disk is in and the rest is automatic. BASIC's READY prompt will appear when the patch is complete.

Copy the patched AP.OBJ file from your work disk back to your AtariWriter+ master disk.

ENJOY!!

If you experience any problems, copy the backup you made of AP.OBJ back to your AtariWriter+ masterdisk. You did make that backup didn't you??

```
1 REM ATARIWRITER+ SORT/UNSORT PATCH
2 REM BY PAUL V. ALHART
3 REM ATARI CLASSICS  VOLUME 8
10 DIM A$(1),B$(10):B$="D1:AP.OBJ"
20 ? "WHICH DRIVE IS YOUR WORK DISK IN?"
30 INPUT A$:B$(2,2)=A$:OPEN #1,12,0,B$
40 NOTE
#1,Q,W:Q1=Q+20:Q2=Q+90:W1=W+96:W2=W+31
50 POINT #1,Q1,W1
60 FOR I=1 TO 75:READ D:PUT #1,D:NEXT I
70 POINT #1,Q2,W2
80 FOR I=1 TO 11:READ D:PUT #1,D:NEXT I
90 CLOSE #1
100 DATA 96,201,49,48,22,201,57,16,18,162
110 DATA 24,142,201,83,162,165,142,202,83,162
120 DATA 130,142,203,83,76,191,82,201,64,240
130 DATA 13,201,33,48,29,201,40,16,25,24
140 DATA 105,16,208,2,169,56,162,76,142,201
150 DATA 83,162,43,142,202,83,162,84,142,203
160 DATA 83,76,191,82,76,105,78,234,234,234
170 DATA 234,234,234,234,234
180 DATA 76,224,42,234,234,234,234,234,234,234,234
```

There are lots more terrific patches available for
AtariWriter+. For more information send your request along
with a SASE to:
Paul V. Alhart 524 North Zee St. Lompoc, Ca. 93436
To get them NOW, just order:
The AtariWriter+ Companion $5.00
The AtariWriter+ Companion II $5.00

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From: Michael Current [michael@mcurrent.name]
Sent: Friday, July 20, 2007 9:00 PM
Subject: Alpha Release: USB Mouse Driver v0.80

Alpha Release: USB Mouse Driver v0.80

I have decided to make the latest version of my USB mouse
driver available for public download. This is considered an
ALPHA release. There are things to fix, things to add etc, but
it is usable and works on ST/TT/Falcon with EtherNat or
NetUSBee, in TOS and MiNT. As for MagiC, you'll have to
try it, I don't own it, so I can't develop for it.

Get it from the downloads page on
http://www.janthomas.org.uk/ and don't forget to read the text
file before you install it!

Obviously, if you don't have an EtherNAT
(http://nature.atari.org) or a NetUSBee
(http://hardware.atari.org) there's no point in downloading it!

Please let me know if you are using it (via the email address
on my website, NOT the gmail spamtrap address I use for
usenet).

Many thanks for your patience and for being unwilling
ALPHA testers! :-)
Coda.

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From: Michael Current [michael@mcurrent.name]
Sent: Saturday, July 14, 2007 9:24 PM
Subject: CDLab 0.92 Release

CDLab 0.92 Released

Tuesday, July 10th 2007,

CDLab 0.92 is available.

http://doyeuxyvan.free.fr/cdlab/v0.92/CDLAB092.ZIP
A CD-R burning tool for Atari-compatible computers.

New features since 0.91 version

- Better AIFF implementation.
- New audio formats for audio extraction. (AU/SND, AIFF, AIFF
  Cubase Audio).
- Filenames mask for audio extraction.
- Interface improvement in Monochrome.

Main features

- Audio track extraction.
- CD-RW blanking function.
- DAO (Disc-At-Once) copy for any single-session discs. (But it
  doesn't work with my MMC compliant drive)
- Data CD Mode. (TAO (Track-At-Once) multisession mode.)

You need the SCSIDRV interface. (already included in HDDriver)
You can also run this program before CDLab.

http://doyeuxyvan.free.fr/scsidrv/SCSIDRV.PRG

CDLab is now released under terms of the GNU General Public
License.

The source code can be retrieved here:
http://doyeuxyvan.free.fr/cdlab/v0.92/

Original Francois GALEA website:
http://fgalea.free.fr/cdlab/

Yvan Doyeux

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From: Michael Current [michael@mcurrent.name]
Sent: Saturday, July 14, 2007 9:25 PM
Subject: Studio Son 2.093 beta FR & UK

Studio Son 2.093 beta FR & UK

Today, it is not a day of bad luck because there is the new release of
Studio Son for your Atari Falcon.

Studio Son 2.093b is available in the wonderful french language:
http://doyeuxyvan.free.fr/studioson/std2093b/STD2093F.ZIP

The english version can be found here:

http://doyeuxyvan.free.fr/studioson/std2093b/STD2093E.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:

- Better WAV, AIFF and AVR formats implementation.
- Space disk remaining bug fixed.

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

- Rewritten "Apply Effect" function. Studio Son does not need a temporary file any more.
- You can now create with "New Sound File..." blank AIFF, WAV, TRK, SND and AVR files. WAV files created are always 8 bits unsigned and 16 bits signed with little endian format (Intel). Either are always big endian format (Motorola).
- You can create you own sample frequency.
- New management of external DSP effects.
- New useful alert boxes added.
- AU/SND files header write error fixed.
- Several loop errors.
- The approximative hi-speed play has been disabled.
- Icons draw bugs.
- Intempestive play.
- DSP effect restore bug after effects changes during a play.
- Reverse stereo with Invert function.
- Block undraw after a Scrub.
- Undo after the "Replace" function.
- Reverse stereo of echo-delay DSP effect.
- Record from cursor.
- Pause with SPACE while recording under Magic.
- Crashes when filtering under Magic fixed.
- For a resample process under Magic, internal file management fixed.
- Significative 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 bytes 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. Autocorrection 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 fileselector, 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. So, it's not recommended to apply an effect to a block selection.

- 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 actived by the space bar with an exported sample from Studio Son.
- 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 to 192 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 coeefficients.
- Resample process can be followed by a LowPass filter up to 1024 coefficients.
- DSP Filter algorithm improved. The speed of the treatment have 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 sample 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:

- 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.
- Unable to reduce physically the size of a sample when you cut blocks.
- 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.
- Minor bugs.

Up to date, you MUST keep the STUDIO.SYS folder with Studio Son program file.

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/std2093b/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/std2093b/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/std2093b/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/std2093b/dspxbios.zip

If you use an external clock, run FDI_INIT.PRG into the AUTO folder:

http://doyeuxyvan.free.fr/studioson/std2093b/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

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From: Michael Current [michael@mcurrent.name]
Sent: Tuesday, July 17, 2007 11:14 AM
Subject: NEW Item from More Than Games
--Date: Mon, 16 Jul 2007 23:28:08 -0500

Hello,

I have just released a new set of items. The EASI/O SPIDER. it is a professionally made circuit board that holds up to 4 SIO jacks and/or 5 SIO cables. With other features including an EASI/O port, internal upgrade header, prototyping area, and external power support.

Available in pcb only for $12.00 +Ship/hand/tax/paypal fee, thru assembled kit.

View the information at...www.a8maestro.com/sites/mtgcat/proda8/a8-p1.htm.

Please see the current email on the page for any questions.
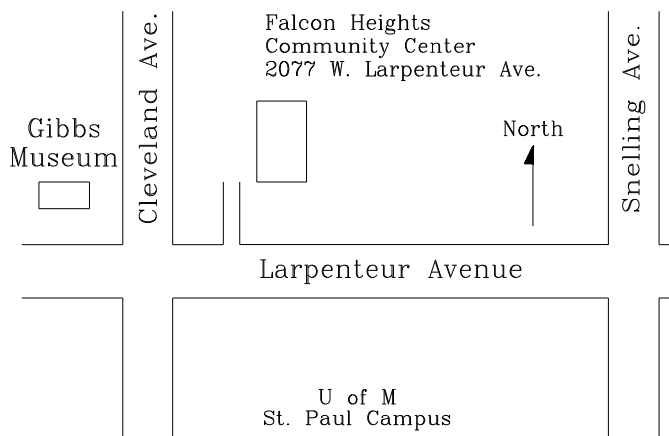
More new Items coming this summer.....Stay tuned.

Thanks,

Rick D.   MTG

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Saint Paul Atari Computer Enthusiasts (SPACE) meets on the second Friday of each month at 7:30 PM in the Falcon Heights Community Center at 2077 West Larpenteur Ave. Doors open at 7:00 PM.

S.P.A.C.E.

c/o Gregory Leitner
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Inver Grove Heights MN   55076-3037

DISCLAIMER

You can find the Club's home page at:

http://Space.atari.org

Articles for Publication must be received by the Newsletter Editor two weeks prior to the Club's next Scheduled meeting.

SPACE BBS

BBS:
telnet://spacebbs.no-ip.com/
Sysop: Nolan Friedland
http://spacebbs.atari.org/

Supporting:

ATARI 8-Bit Computers

ATARI ST Computers

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