

Silicon Times Report



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JULY 19, 1996

No. 1229

SILICON TIMES REPORT INTERNATIONAL ONLINE MAGAZINE
POST OFFICE BOX 6672
JACKSONVILLE, FLORIDA 32221-6155

STR Electronic Publishing Inc.
A subsidiary of
STR Worldwide CompNews Inc.

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Featured in ITCNet's ITC_STREPORT Echo
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**MSNBC GOES LIVE TODAY
BLOCK TO SELL COMPU SERVE STOCK
HOUSE VOTE TO MOVE AGAINST RSI**



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THE PUBLISHER, STAFF & EDITORS

RESULTS: 7/13/96: 1 of 6 numbers



From the Editor's Desk...

Its sad to see the Summer Olympics associated with the horror of TWA's flight 800. Or, is it? Perhaps, its going to take just such images of horror to kick Pena's Department of Transportation and the FAA in the pants and wake them up. Its fairly obvious that these agencies of the Federal Government has forgotten their real purpose and reason for being in existence. Plainly put, its to protect the US Constitution and loyally serve the Citizens and Taxpayers of the United States of America. While there are other agencies equally if not more negligent... the FAA has indirectly become responsible for more deaths in the last two years than most State Crime Rates. There.. its been said and its been needing to be said for quite some time. The major press organizations in the USA have, in recent times, become really lame in associating the causes and effects of major problems. Who or, better yet.. what are they afraid of? The FAA, FDA, EPA, DOA, DOE to name but a few have truly become LAME DUCK Agencies who are in desperate need of complete overhaul from the very top to the very bottom. These agencies are costing far too many lives.

From Flight Controller Morale, Aircraft Maintenance and Inspection to Up to Date Airport Explosive Detection Devices the FAA has exhibited severe dereliction of duty and responsibility. Its fairly obvious the FAA has been loyal ONLY to BIG Business and not the Citizens and Taxpayers.

For example;

- why is it the maintenance and procedural problems of a cutthroat airline were not sufficient to ground them? Perhaps because the FAA was concerned they'd have to ground too many other, fine upstanding airlines for the very same problems.
- why is it all the major European Airports.. all gateways to the world and the USA, have the very latest in high tech bomb and explosive detection equipment which incidentally, is designed and made in the USA and the USA's major Airports; Kennedy, LaGuardia, O'Hare etc.. do not?
- why is it that even after the Laws were passed several years ago requiring the very latest in bomb detection devices be installed in all major US Airports it has not been complied with?

The FAA is charged with enforcing all of the above. Its fairly obvious, by the constant procession of tragedy upon tragedy, they have not done their job. Instead, the FAA offers lame excuses of having made the effort through spending of millions of dollars testing the detection devices at few and select Airports. They concluded that the detection devices created undo delays and were "unreliable". Seems they (the detection devices made in the USA) work rather well in the European Airports. Could it be that BIG BUSINESS, the US Airline Industry, is being catered to rather than the US Citizens whose safety is the SOLE Responsibility of the FAA?? It's time the FAA was made fully aware that the majority of the US population are not easily fooled any longer and that the FAA's double talk time is up. The FAA must be completely re-organized and mandated to serve the US Citizen's interests.. not the Airports, Airlines or any other lobbied, money making enterprise.

Since the relaxation of inspection and enforcement procedures of ALL the Federal Safety Agencies began, during the Reagan Administration and been taken to the profit oriented extreme through the Bush Administration and now with the lopsided, heavily Republican Congress and Senate, US Citizens have been subjected to indescribably horrific hazards in the name of free enterprise and profit.

For example;

- Flaming GM Trucks, Bad Chrysler Door Latches, Flaming Ford Ignition Switches, etc..
- Poisonous Food, Hamburgers killing Children, Raspberries from South America, Chicken, Beef loaded with antibodies and growth hormones..
- Contaminated Drinking Water in almost every State in the Union.
- Cereals and Grains for sale on the shelves of the Nation's supermarkets with "USDA allowable" contamination of insect body parts, rodent traces hair, feces, etc..
- Processed meat products contain ground up animal parts never thought of being edible also "USDA allowable"
- fresh produce permeated with all sorts of preservative chemicals, color dye enhancements and plant growth stimulants on sale all across the country.
- Atomic waste dumps and hazardous waste sites still exist and more are allowed every year.
- gasoline seepage from leaking storage tanks in gas stations all across the nation are leaking their poisons into the ground and water tables. Ultimately, finding its way into the food chain.
- sewage and caustic chemical dumping into the open ocean in the New York - New Jersey area... often called "The Stain" or, Acid Waters by local fishermen. Stunned acid filled baitfish provide easy forage for Bluefish which the fishermen catch and either bring to market or, home for dinner.

These are but a few of the more serious examples of just how the various US Agencies charged with keeping the citizens of the USA safe from harm have not served the taxpayers and citizens. Instead they have dutifully served big business and big business interests.

Are you upset yet?? If not you should be. In fact, enough to write or call your congressional rep your senate rep and the white house.... Let these "representatives of the people" know we want them to represent us not **resent** us!



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STReport is now ready to offer much more in the way of serving the Networks, Online Services and Internet's vast, fast growing site list and userbase. We now have our very own WEB/NewsGroup/FTP Site and although its in its early stages of construction, do stop by and have a look see. Since We've received numerous requests to receive STReport from a wide variety of Internet addressees, we were compelled to put together an Internet distribution/ mailing list for those who wished to receive STReport on a regular basis, the file is ZIPPED, then UUENCODED. Unfortunately, we've also received a number of opinions that the UUENCODING was a real pain to deal with. So, as of October 01,1995, you'll be able to download STReport directly from our very own SERVER & WEB Site. While there, be sure to join our STR list.

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STREPORT HEADLINE NEWS

LATE BREAKING INDUSTRY-WIDE NEWS

Weekly Happenings in the Computer World

Compiled by: Dana P. Jacobson

MSNBC GOES LIVE TODAY (JULY 15)

This is the launch day for MSNBC, the NBC-Microsoft Corp. 24-hour, all-news cable network that also is wedded to the Internet's World Wide Web. Going up against Ted Turner's 16-year-old Cable News Network, MSNBC will air 14 hours of original programming, including a prime-time newscast anchored by NBC's chief White House correspondent Brian Williams and "InterNight," a news-talk show with NBC News stars as alternate hosts.

Television writer Scott Williams of The Associated Press notes President Clinton is the first guest of "InterNight," interviewed by NBC News anchor Tom Brokaw and answering questions from callers on a toll-free phone, and from e-mail sent to the MSNBC Net site (reached at Web address <http://msnbc.com>).

"As of late Friday," says Williams, "more than 52,000 'hits' had contacted the site to post questions, a network spokesman said. Visitors got to point-and-click on their highest priority of six 'issues' -- crime, health care, presidential character, etc. -- and frame an e-mail question in 20 words or less." MSNBC officials say text, graphics, downloadable video segments and instantaneous links to other web sites will supplement the TV information and eventually technology will permit real-time video and high-fidelity sound.

AP says MSNBC is expected to debut in 22.5 million homes "and on the Web in uncounted numbers," entering a competition which Rupert Murdoch's News Corp. vows to enter this year. Is there money to be made by marrying TV and the Net? "You'll look back in five years," says media analyst Larry Gerbrandt of Paul Kagan Associates in Carmel, California, "and say either they were way too far ahead of their time, or they were extraordinarily prescient."

Meanwhile, Martin Wolk of the Reuter News Service notes that for Microsoft, "the interest is not so much television as news, seen as a crucial component of the emerging Internet world, in which content is king." Bill Bass of Forrester Research told Reuters, "Having an all-news channel to feed a web site is pretty dang close to being essential if you're not The New York Times or the Wall Street Journal."

And it will be interesting to see how NBC and Microsoft work together. "At the very least," says Wolk, "there is a vast cultural gap between the button-downed journalists in NBC's humming New Jersey newsroom and the more casually dressed Webmasters ensconced on Microsoft's carefully groomed suburban campus near Seattle." Adds Mark Mooradian of Jupiter Communications, "The potential is certainly there for conflict. It's the entertainment world vs. the technology world, and all of those relationships have never gone swimmingly."

CLINTON ENCRYPTION PLAN OUTLINED

A White House proposal aimed at encouraging use of strong data-scrambling software is drawing fire from some computer executives who criticize it for not going far enough. Reporting from Washington, Scott Ritter of the Dow Jones news service quotes Clinton administration officials as saying the move aims to let U.S.

computer companies better compete in the international marketplace. Current U.S. policy, much maligned by domestic technology companies, prohibits the export of strong encryption technology.

However, as Associated Press writer Jeannine Aversa points out, the proposal to liberalize export rules for high-tech coding devices that keep phone calls and computer messages private still comes with an important condition: The exporters must assure the U.S. government that it has a system in which a third party – perhaps a bank or insurance company -- would hold an electronic "key" to unlock the secure communications.

Says a White House statement, "The framework will ensure that everyone who communicates or stores information electronically can protect his or her privacy from prying eyes and ears as well as theft of, or tampering with, their data." But, says Phil Zimmermann, the creator of a widely used e-mail encryption software called Pretty Good Privacy, "This is warmed-over Clipper. It's a Faustian deal."

(The so-called Clipper Chip was a 1993 Clinton proposal that was met with widespread opposition from the industry and privacy rights advocates. The Clipper, and later versions of the policy, sought to put the code-cracking key in the hands of a third party.) Notes DJ's Ritter, "The idea is to allow law enforcement officials access to scrambled data if they suspect wrongdoing. Indeed, law enforcement and national security concerns have been the basis for limiting the export of strong encryption technology. The latest proposal keeps the key escrow system intact."

Says the White House statement, "Trusted private sector parties will verify digital signatures and also will hold spare keys to confidential data." Aversa notes many computer industry groups oppose any form of "key" proposal, saying that anything short of an outright lifting of export restrictions will do little to help American companies that are losing billions each year in potential sales abroad. Zimmermann told AP, "The industry is real desperate to get the export controls lifted. So the government is using that to sell" its proposal. "These are the same policies we have seen before, with new spin."

GOP presidential hopeful Bob Dole also criticized the proposal, saying the White House is "trying to play catch up" with his longtime calls for liberalizing export controls on encrypted products. "Today's announcement is nothing but politics," he told AP. Under the new White House proposal, a company still would have to obtain a license to export encryption technology, except the company would get permission from the Commerce Department instead of the State Department, which now exercises primary control.

"Current policy permits companies to export encryption devices with electronic key lengths of up to 40 bits," Aversa notes. "Devices with a high number of bits are stronger and harder to decode." Vice President Al Gore said administration officials will continue to work with the industry to refine the policy before making a recommendation to Clinton this fall. Gore's aides said that if Clinton approves, much of the policy can be implemented by the administration on its own, though Congress would have to approve another provision under consideration -- creating civil and criminal penalties for individuals or companies that misuse the electronic "key."

FEDS OK NETSCAPE ENCRYPTION

The federal government has approved Netscape Communications Corp.'s plan to distribute its most powerful encryption software to-date to U.S. citizens over the Internet. Writing in The Wall Street Journal this morning, reporter Joan Indiana Rigdon says Netscape will "automatically check the country and Internet address of everyone who wants to download the software so it can deny downloads to people from other countries."

In addition, she reports, Netscape "will use a database to help verify the names and addresses of people who want to download the software and ask them to sign affidavits affirming that they are U.S. citizens." The Journal says the State Department wants Netscape to screen requests because it fears foreign terrorists or criminals could use the software to threaten national security.

Of course, Netscape concedes that even with this screening, foreign nationals could find away to download the software. Says Jeff Treuhaft, Netscape's director of security, "We're not saying (the screening) is guaranteed or perfect. We're saying we have written approval from the government" to distribute the software using these precautions.

He added this is the first step toward getting approval to export the software to anyone, including foreigners. As reported, Netscape previously could send the powerful, 128-bit version to customers only by mail. "U.S. citizens who wanted to download the software over the Internet had to settle for the same version that foreign nationals could get, a weaker 40-bit version, which has been cracked by hackers," Rigdon writes. The Journal says the 128-bit encryption software is based on technology from RSA Data Security Inc. and "requires 309 septillion more times computing power to break the encryption code than Netscape's 40-bit version."

PRIVACY RATING SYSTEM UNVEILED

A voluntary privacy rating system for the World Wide Web has been unveiled by a group of companies doing business on the Internet and the Electronic Frontier Foundation. The non-profit group, called eTrust (reached at Web address <http://www.etrust.org>), will license logos to Web sites designating how much privacy an individual surrenders on a particular site.

Aaron Pressman of the Reuter News Service says the group also is considering hiring an auditor who would monitor sites carrying the logos to prevent the illicit collection of private data. Pressman comments, "Mounting privacy concerns about the Internet, where an individual's movements across the Web can be tracked, catalogued and used for potentially invasive market research, may be stifling the development of online commerce."

EFF Director Lori Fena says, "The eTrust project is an effort to increase the level of trust between merchants and consumers in public networks, and especially on the Internet. We are not making a judgment about the need or desire to collect information. Rather, we are promoting full disclosure to individuals about how and where that information will be used."

Firms involved in the effort "are very anxious to begin to address the trust issue online and to up the standards of business practices and security in our industry and in our market," said Charles Jennings, president of Portland Software. "Once we do raise the standards, we'll have a way of quickly communicating our practices to the consumer."

Reuters notes whenever an individual uses software such as Netscape Communications Corp.'s Navigator to visit a Web site, the site can collect information about the individual, including where else on the Web that individual has visited. Meanwhile, some Web users have developed other means of preserving the privacy of web surfers. For instance, at a site called Anonymizer (<http://www.anonymizer.com>), Web users can block the inadvertent transmission of information from their browsing software by first visiting the group's Web site. "The site includes a page that reads and displays from each Web surfer some of the specific information about that surfer that can be inadvertently transmitted," Pressman says.

CLINTON FAVORS TV PROPOSAL

Word is the Clinton Administration's technology advisors are siding with broadcasters and consumer electronics makers over major computer companies in endorsing the broadcasters' preferred technology format as the standard for the next generation of television. According to the Dow Jones news service, Clinton officials have rejected arguments by Microsoft Corp., Apple Computer Inc. and other companies -- including Compaq Computer Corp., Dell Computer Corp. and Intel Corp. -- that contend the standard favored by broadcasters and manufacturers embraces technology that is already outdated.

The wire service notes the companies also say government approval will inhibit innovation and drive up costs to consumers, as the distinction between personal computers and TV sets blurs. Meanwhile, The New York Times this morning quoted letters to the chairman of the Federal Communications Commission and to the White House's Office of Science and Technology Policy in which a senior Commerce Department expert argued for quick adoption of the standard favored by the alliance of broadcasters and manufacturers.

STUDENTS CLAIM E-MAIL FRAUD

A student in China contends she lost an \$18,000 scholarship to the University of Michigan because her roommate sent an electronic mail response rejecting the grant. Reporting from Beijing, United Press International says Xue Yange maintains she missed a "chance-of-a-lifetime opportunity" to study in the U.S., and so she has filed "an unprecedented suit alleging 'e-mail abuse'" against Zhang Nan, who denied the accusation.

UPI reports Xue, a psychology student seeking a master's degree at Beijing University, told the Haidian District People's Court the university subsequently awarded the money to another candidate. Both Xue and Zhang are due to graduate this summer and use the same e-mail address as Zhang's tutor. Says UPI, "During the court hearing reported by the official Xinhua news agency, Xue said she received an e-mail message in early April informing her she had been selected for the coveted scholarship. While waiting for a formal notice, Xue said she was informed April 27 that an e-mail in her name had been sent to the school declining the scholarship in order to attend another university."

Xue, who asked the court for \$1,807 in compensation for her "spiritual loss and suffering," told the court the University of Michigan was the only American college that promised her a scholarship. UPI quotes Xue as saying she immediately suspected Zhang of composing the rejection because the grammar markedly resembled Zhang's. "Zhang admitted she sent three e-mails from the university laboratory April 12," the wire service says. "Although one of them was sent to a friend four minutes before the e-mail to the university, Zhang insisted she did not write or send the message rejecting the scholarship. She read one of the letters to the court in an attempt to show there was no similarity in the grammar." Meanwhile, Zhang told Xinhua she plans to file a suit against Xue for "defaming my reputation by making the allegations." The court has not yet reached a verdict in the case.

OHIO BBS USERS SUE SHERIFF

A \$60 million civil rights class action has been brought against the Cincinnati, Ohio, sheriff and a crime task force by some 6,000 subscribers to a local computer bulletin board system. Lawyer Scott Greenwood has told United Press International the suit against Hamilton County Sheriff Simon Leis and the Regional Computer Crimes Task Force is the nation's "first-ever class that's been certified in a computer-related case."

Greenwood said he is in the process of notifying subscribers to the Cincinnati Computer Connection by electronic mail, postal mail and through an Internet World Wide Web home page. UPI says the suit claims Leis and other task force officials violated First Amendment rights to free speech and Fourth Amendment rights to freedom from unreasonable seizure last year when computers and peripheral equipment -- including hard drives containing personal mail -- were confiscated from the home of bulletin board operator Bob Emerson in Batavia, Ohio.

The lawyer compared the raid to seizing all the mail at a post office in an effort to locate one allegedly illegal package, adding, "It is not a cyberporn case (although) Mr. Leis thinks it is." As reported earlier, the task force took 25 computers from Emerson's home as part of its investigation into the transmission of computer pornography. The task force is comprised of officers from Leis' office and officials from the Cincinnati and Kenton County, Ky., police departments. UPI says the suit is expected to go to trial next spring.

CHINESE STUDENT STANDS BY SUIT

Despite assurance from the U.S. university that the offer still stands, a Chinese student is declining to drop a suit against her roommate for allegedly sending an e-mail in her name declining a U.S. scholarship. In Beijing, attorney Chen Qiang, representing student Xue Yange, told United Press International that China's first court case involving the Internet "is a good example" of how it can be abused.

As reported earlier, Xue contended she lost an \$18,000 scholarship to the University of Michigan because her roommate sent an electronic mail response rejecting the grant. Now through her attorney she tells UPI's Ruth Youngblood she is elated the University of Michigan still is granting her the scholarship, but hopeful others won't suffer similar ordeals in cyberspace.

Attorney Chen told the wire service, "A verdict is expected any day, and we're confident of winning the case." As noted, the 29-year-old Xue told the Haidian District People's Court she received an e-mail message from the University of Michigan in early April notifying her she had won the scholarship. But, while waiting for a formal notice, Xue said she learned on April 27 the university had subsequently received a message saying she was declining the scholarship to attend another school.

She shared the same e-mail address as her roommate Zhang Nan and Zhang's tutor and filed suit accusing 25-year-old Zhang of sending the e-mail rejection. "Zhang denied rejecting the scholarship," UPI reports, "although she did admit sending three e-mails to friends on April 12, one of which went out four minutes before the e-mail to the university. Zhang said she would file a countersuit for defamation she has suffered in connection with the case."

CANON ALLEGES PATENT INFRINGEMENT

Canon Computer Systems and its parent companies have launched a patent infringement suit against Nu-kote International Inc. of Dallas, a company that makes replacement printer cartridges. The suit, filed in the U.S. District Court for the Central District of California, charges Nu-kote with infringement of Canon's recently issued U.S. Patent No. 5,509,140, based on Nu-kote's sale of replaceable ink cartridges for Canon's BJC-600 series of Bubble Jet printers. The Canon companies are seeking a preliminary and permanent injunction, and recovery of Canon's lost profits due to Nu-kote's infringement. This is the second lawsuit between the parties. In the first suit, Canon charged Nu-Kote with infringement of Canon's trademarks and infringement of five other patents. The first suit is scheduled to go to trial in December.

HOUSE VOTE TO MOVE AGAINST RSI

In what is being characterized as a surprise setback to the Republicans' anti-regulatory agenda, the House of Representatives has voted to let the government move against repetitive stress injuries, a frequent affliction among computer users. In a 216-205 roll call yesterday "that pitted the interests of labor against business," says Associated Press writer Alan Fram, the House voted to delete GOP-written language that would have prevented the Occupational Safety and Health Administration from gathering information about RSI injuries or writing guidelines to prevent them."

Thirty-five Republicans, largely from Northern states with active labor unions, joined 180 Democrats and one independent in voting to erase the provision, which was part of a huge social spending bill for fiscal 1997. The provision had been included in a measure providing \$65.7 billion for labor, health, education and other domestic programs for fiscal 1997, which begins Oct. 1.

"Nonetheless," says Fram, "the bill faces a veto threat from President Clinton because it provides \$7.8 billion less than he wants and eliminates some programs he strongly supports, including the Goals 2000 education reform program. The Senate has yet to write its version of the bill. But that chamber tends to be more moderate

than the House, and is expected to provide some extra money for many programs." Rep. Nancy Pelosi, D-Calif., who led the effort to strip the provision, said repetitive stress injuries have grown sevenfold over the last decade. She said they cost business \$20 billion a year and involve 2.7 million accepted workers' compensation claims per year.

AT&T UNVEILS CELL-NET PHONE

AT&T Wireless Services has unveiled a combination cellular telephone and Internet access appliance. The Kirkland, Washington-based operation says its PocketNet Phone will provide people on the go with fast and convenient access to Internet information and two-way messaging services. Slated for commercial availability later this year, the AT&T PocketNet Phone is the first wireless device of its kind to enable both users and corporations to capitalize on the content and messaging power of the Internet. Business services, such as two-way messaging, airline flight information and financial information, will be joined by personal services, including sports scores, local movie listings and lottery results, says AT&T Wireless.

Additionally, notes AT&T Wireless, corporate and independent Web developers will be able to program the PocketNet Phone for remote, wireless information access to intranet networks and two-way messaging applications that effectively transform the device into a mobile e-mail terminal. "The device makes a surgical strike into the Internet to extract the precise information you want, when you want it," says Kendra VanderMeulen, vice president and general manager of AT&T Wireless' data division.

At the heart of the AT&T PocketNet Phone, says VanderMeulen, is a specialized browser that's configured to send and retrieve only text-based information. With this approach, the browser optimizes the cellular phone's compact display size, memory footprint and wireless connectivity for information services. "This technology changes the mobile paradigm," says Iain Gillott, director of wireless and broadband networking at market researcher IDC/LINK. "At last, we can describe a wireless data solution as elegant, simple and convenient, and really mean it. With the PocketNet Phone, I think we will finally see wireless data enter the mainstream. And the notion of accessing time-critical information to make fast but informed decisions will be a reality rather than a promise." AT&T says it will make the phone available for around \$500. Specific content services and rate plans will be announced when commercial service becomes available.

SEAGATE TO MAKE JAZ CARTRIDGES

Iomega Corp. has announced that Seagate Technology Inc. will manufacture removable disc cartridges for Iomega's line of Jaz drives. According to Iomega, Seagate has begun production and shipment of the Jaz disc cartridges and expects to reach volume manufacturing by fall. Iomega says Seagate is providing it with "world-class product ramp capability and access to its high quality components." The removable cartridges will use Seagate media and media from other suppliers designed for use with proximity thin-film recording heads like those used in Jaz drives.

"With a proven manufacturer like Seagate backing the Jaz technology, the real winners will be present and future Jaz owners," says Kim Edwards, CEO and president of Iomega. "Seagate will enable us to supply large quantities of Jaz discs, a much needed asset as Jaz emerges as a new standard throughout the high-end removable storage market." Priced at \$499 for the external version and as low as \$399 for the internal version, the Jaz drive stores up to 1GB of information on each cartridge.

CLARIS UPDATES ORGANIZER

Claris Corp. has announced a major upgrade of its all-in-one personal information manager (PIM), Claris Organizer 2.0 for Macintosh and Power Macintosh. "Claris Organizer is now Internet savvy with e-mail and Web links providing instant access to the World Wide Web and is a leading product in our strategy to Internet-enable the entire Claris product line," says Guerrino de Luca, Claris' president.

According to Claris, the software's revised streamlined design includes a contact card that's more readable than other PIMs, looking much like a business card. Other new features include Instant Find, Instant Filters, Memorizable Views, an Instant Organizer menu, the Gripper, Birthday Minder and Decors. Claris Organizer 2.0 for Macintosh and Power Macintosh will be available this summer for an estimated street price of \$69. A Windows 95 version of the product is scheduled to ship next year.

HARVARD PRESENTER'S PACK SHIPS

Software Publishing Corp. has announced the availability of the Harvard Graphics Presenter's Pack, a Windows-compatible product that aims to give users a single-package solution for preparing business presentations. The Harvard Graphics Presenter's Pack offers tools for drawing, scanning, painting, charting, graphing, enhancing and presenting text and images. The product includes Harvard Graphics 2.0, Harvard ChartXL 1.0, Harvard Spotlight 1.0, Flamingo Plus 1.2 and a 10,000 piece clip-art collection. "There has never been a more comprehensive, professional set of award-winning, brand-name presentation tools offered with such a strong price-to-value solution," says Joe Szczepaniak, vice president of Software Publishing's North American sales and marketing unit.

HAYES CUTS BUSINESS MODEM PRICES

Hayes Microcomputer Products Inc. says it has cut prices by up to 50 percent on its OPTIMA Business Modem line. The biggest reduction affects the Macintosh model, which now sells for \$299, down from \$599. The PC version now costs \$299, down from \$579. Hayes has also added AutoSyncII, Delrina TalkWorks compatibility and Microsoft Windows 95 logo compliance, with UnimodemV support, to the modems. Hayes AutoSyncII allows 28.8K bps synchronous connectivity to mini and mainframe computers without the need for additional hardware. Microsoft UnimodemV and the "Designed for Windows 95" are designed to assure seamless data, fax and voice operation in Windows 95 and Windows 95-compliant communications packages. Delrina TalkWorks software provides answer phone capabilities in Delrina's CommSuite95 software. Hayes customers who already own Hayes OPTIMA 288 Business Modems will be able to download the new features via Flash ROM within 30 days from Hayes' in-house bulletin board.

DELL SAYS STRATEGY IS WORKING

Dell Computer Corp. CEO Michael Dell is crediting the firm's business-to-business strategy and its direct sales model as the keys to the most successful year in its history. "The strategy is working," Dell told shareholders at the computer maker's annual meeting. "Dell grew 52 percent last year while increasing net income 82 percent and generating \$175 million in cash to create one of the strongest balance sheets in the industry and deliver a handsome return to Dell shareholders."

Dell shares have appreciated approximately 300 percent over the past two and a half years, the largest share gain of any major computer company, noted Dell. Dell also observed that the company strengthened its market share and channel momentum in 1995, edging out IBM Corp. and Hewlett Packard Co. to become the second largest PC manufacturer to corporate America in terms of revenues.

PACKARD BELL HAS MULTIMEDIA PCs

Packard Bell Electronics Inc. has launched a new line of Platinum Series multimedia PCs with built-in personal communications features. The Sacramento, California-based company says it is the first computer maker to offer video conferencing and Internet phone capabilities preinstalled in its PCs. The PCs also offer an integrated communications system, three-dimensional arcade-like video graphics and high-definition sound.

The Platinum Series PCs are outfitted with VDO Phone, a video conferencing software application from VDOnet Inc., and Internet PHONE Internet audio software from VocalTec Inc. When a VCR is connected to the PC, users can even play back and share movies with anyone using VDO Phone software. A pull-down

menu gives users additional information on usage patterns, including an event log that lists conference calls in case callers need to remember to whom they talked and when; a conversation timer that can be tracked against phone or client billing; and a network analyzer that reports the speed of transmission for customers who want to check how efficiently their systems are transmitting data.

"This system lets consumers share memorable information with family and friends across the world -- from baby's first steps to how to stuff the turkey -- in a timely, cost-effective manner," says Mal Ransom, Packard Bell's vice president of marketing. Packard Bell says the new PCs are available in more than 15,000 retail outlets worldwide, with pricing established by individual retailers.

PACKARD BELL, NEC FULFILL MERGER

Computer makers Packard Bell Electronics Inc. and Japan's NEC Corp. have completed the merger of their personal-computer lines outside of Japan and China. Reporting from Packard Bell's Sacramento, California, headquarters, The Wall Street Journal says this morning the merger, announced last month, involves the transfer of some \$300 million of NEC's assets to Packard Bell. "In return," adds the paper, "NEC's share of both voting and nonvoting Packard Bell shares will grow to between 35 percent and 40 percent from 20 percent."

BLOCK TO SELL COMPU SERVE STOCK

H&R Block Inc. says it will spin off its remaining 80 percent stake in CompuServe Inc. to shareholders by early November, completing a separation of the tax preparation company and the online provider begun in April. As reported, Block said in February it would sell up to 20 percent of CompuServe's stock in an initial public offering, which was completed April 19 with the sale of more than 18 million shares.

According to The Associated Press, the remaining 74 million shares are to be distributed tax-free to H&R Block shareholders, who will receive about seven shares of CompuServe for each 10 shares of Block common stock. The distribution must be approved by Block shareholders at the annual meeting in September and by the Internal Revenue Service.

COMPU SERVE 3.0 HONORED AT COMDEX

The Computer Paper, Canada's largest computer monthly, honored CompuServe Inc.'s new interface product, CompuServe 3.0, with the editors' choice award for Best Online Software at Comdex Canada last week. CompuServe 3.0, scheduled for release later this summer, offers a host of new features that are designed to make the CompuServe more valuable and efficient to members and provide simple, direct access to the Internet. Among the new features are:

- A redesigned multimedia interface that's easy to navigate and graphically rich, and allows automatic viewing of files such as charts, photos and other multimedia files.
- An integrated Web browser that provides complete, easy access to the Internet through the Microsoft Internet Explorer browser.
- Multi-tasking capability, which allows members to save time by performing multiple tasks simultaneously.
- Time-saving organizing tools that allow users to track where they've been online, schedule tasks such as downloads at convenient times and change the order in which information is presented according to personal preferences.

CompuServe members can preview CompuServe 3.0 and pre-order a free copy online (GO CISSOFT). A free copy can also be pre-ordered from the CompuServe Web site at <http://www.compuserve.com>.

GERMANY'S ESCOM FILES BANKRUPTCY

German computer group Escom AG, which soared to second place in the German computer market in just 10

years, now says it will seek bankruptcy. Reporting from Frankfurt, Germany, the French Agence France- Press International News Service says Escom has sought judicial protection after reporting losses of \$120 million for 1995. "It had failed to reach agreement with its financial partners and creditors on a rescue package," AFP added. Escom, which employs 4,400 people, gave no indication about the future of the group's distribution network, which has 450 stores across Europe. The news service says judicial administrator Bernhard Hembach was quoted in the economic newsletter Platow Brief as saying the company's operational activities had "a good chance" of being preserved within another distribution company.

CYBERHOME CONTEST BEGINS

ComputerLife magazine and Acer America Corp. are looking for America's most technically advanced home, teaming up to offer big prizes to the person who has outfitted his or her home with entertainment, computer, home automation or communications products and technologies in a creative and meaningful way. People are invited to share stories of how they've turned their own homes into a CyberHome -- from setting up the perfect gaming center to connecting to grandparents far away to controlling appliances with a PC. The judges will select the winners who have creatively used technology in their homes to make the most significant impact on their lives.

The grand prize winner will receive an Acer Aspire multimedia PC. The first prize winner will receive a "Welcome to our CyberHome" gift basket of software selected by ComputerLife's editors with a value of \$500. Second- and third-place winners will receive a selection of ComputerLife Gear caps and T-shirts. The contest is being conducted in conjunction with the opening of the 1996 CyberHome, a demonstration project sponsored by ComputerLife magazine and West Venture Homes. The 1996 CyberHome, located in the Los Angeles suburb of Chino Hills, California, is a showcase home that demonstrates the latest in home automation and home computing and entertainment products. The showcase CyberHome will be open through the end of October.

"The 1996 CyberHome will give visitors lots of ideas about how they can do more with computer technology in their homes," says Maggie Canon, editor-in-chief of ComputerLife. "However, we, want to find out how people have used computer technology in their homes to improve the way they live, work and have fun." Entries for the Ultimate CyberHome contest can include written descriptions, photographs and videos, and will be judged on the creative use of technology, its appropriateness and the impact it has made on contestants' lives. Entry forms, rules and directions are available in ComputerLife Forum (GO LIFE) on ZD Net.

GATES TRYING TO 'CONTROL' NET?

Are Bill Gates and Microsoft Corp. trying to control many of the basic technical specifications of the Internet? That's what Microsoft critics are quoted as saying in The New York Times this morning, contending the result could be a rapid end to the fast pace of entrepreneurial innovation that has marked the Net in recent years. "Microsoft's Windows software has been similarly blamed for limiting technical innovations in personal computing," comments the Reuter News Service.

About the Net and Microsoft's activities, lawyer Gary Reback, who has battled Microsoft in court and before the Justice Department on behalf of its competitors, told the Times, "There are societal consequences to Microsoft's strategy. Here is a new technology and a whole new wave of commerce, and Microsoft wants to suck it into the operating system to maintain its monopoly." Reuters says the spotlight has focused on Microsoft's attempt to catch up with Internet rival, such as Netscape Communications Corp. and Sun Microsystems Inc.

"But Microsoft also is battling within industry groups that set little-known technical specifications that determine whether and how well various makes and models of hardware and software can work together on the Internet," Reuters says. "It is on those fronts where Microsoft may be in the best position to use its market power to

influence technology's future." The Times notes, "Rather than merely embrace and extend the Internet, the company's critics now fear, Microsoft intends to engulf it" by absorbing more and more of the Internet's basic technology in Windows. Meanwhile, Microsoft executives said the company planned to cooperate with Internet standards groups.

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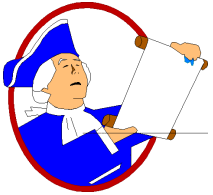
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For Immediate Release

COREL ANNOUNCES NEW LICENSING AND DEVELOPMENT AGREEMENT WITH JAVASOFT

Ottawa, Canada — July 18, 1996 — Corel Corporation, an award-winning developer and marketer of productivity applications, graphics and multimedia software, announced today that it has entered into a new licensing and development agreement with the world's premier software developer. Corel has licensed Java™ source code from JavaSoft and will soon include the Java Virtual Machine™ into Corel VENTURA™, CorelDRAW™ 7 and future versions of Corel® WordPerfect®. This will allow users to run Java applets in any of these yet to be released products.

In addition, Corel will develop a Java-applet viewer that will allow users to view Java applets in any application. Corel will provide this technology to JavaSoft for its own use and for redistribution to other third-party licensees in order that they may incorporate it into their applications.

“Java is definitely the platform of the future and we've embraced that vision at Corel wholeheartedly,” said Dr. Michael Cowpland, president and chief executive officer of Corel Corporation. “This agreement also shows the faith that JavaSoft has in our ability to develop premium technology for the Java platform.”

“Corel has made an impressive commitment to the Java platform and has done some ground-breaking work in WordPerfect and Quattro Pro for Java,” said Jon Kannegaard, vice president of products for JavaSoft. “This agreement signals an even stronger relationship between Corel and JavaSoft, and we look forward to seeing the further contribution Corel will make to the Java industry.”

JavaSoft

JavaSoft, headquartered in Cupertino, CA, is an operating company of Sun Microsystems, Inc. The company's mission is to develop, market and support the Java technology and products based on it. Java supports networked applications and enables developers to write applications once that will run on any machine. JavaSoft develops applications, tools and systems platforms to further enhance Java as the programming standard for complex networks such as the Internet and corporate intranets.

COREL AND TIME LINE SOLUTIONS ANNOUNCES COREL TIME LINE PROJECT MANAGEMENT SOFTWARE

New Software To Be Incorporated Into Corel Office Professional 7

Ottawa, Canada — July 15, 1996 — Corel Corporation and Time Line Solutions Corporation (TLSC) today announced Corel® Time Line®, a PC-based project management system that will be included in Corel's newest suite, Corel® Office Professional 7. Corel Time Line features powerful multi-project management tools

specifically tailored to the needs of today's corporate managers.

Based on TLSC's award winning Time Line 6.5, Corel Time Line allows users to plan projects around real-life situations and anticipate actual results by tracking required tasks, resources, dependencies and cost. By building every imaginable scenario into a particular plan, managers can create various "what if" scenarios and manage projects effectively as they change and develop.

Because Corel Time Line is intended for use by managers and professionals who might not be familiar with project management software, a number of features have been added to facilitate ease-of-use including an assortment of templates for different types of projects ranging from developing business plans and creating publications to orchestrating an office move or even building an addition to a home. The software also includes a direct link to an Internet help page that provides the most up-to-date information related to the product.

"Corel's goal is to provide customers with a collection of the best business software in the industry," said Dr. Michael Cowpland, president and chief executive officer of Corel Corporation. "Time Line is a well established leader in its market, and we are extremely pleased to be able to leverage Time Line's expertise in our new office suite."

"TLSC believes Corel Office Professional 7 will be extremely successful in the market because it truly addresses customer needs," said Mike Webb, president and chief executive officer of Time Line. "Corel's advantage over the competition is its ability to incorporate best-of-breed technology in all business software categories. Now aligning your project data and business applications has never been easier."

Built on an ODBC-compliant, SQL relational database, Corel Time Line offers enterprise-wide connectivity, centralized databases and sophisticated resource management capabilities. It gives users the power to integrate project planning into their business processes, along with the ability to fully customize every aspect of a project. Whether users are relatively new to project management or have years of experience behind them, they will find that this application effectively pulls together all aspects of a project throughout its duration.

Time Line Solutions Corporation

Time Line Solutions Corporation, headquartered in Novato, California, provides a complete range of PC-based project management products and services, including a unique system of training, consulting, and dedicated support to build customized project management systems for the individual, workgroup or enterprise. A leading developer of project management software for more than 10 years as a division of Symantec Corporation, Time Line Solutions Corporation became an independent company in November 1995. The company's products are available through a worldwide network of distributors and retailers. For more information call 1-800-222-TLSC, or contact Time Line Solutions via the Internet at info@tlsolutions.com.

COREL® LAUNCHES COREL® \$1,000,000 CHANNEL CONTEST

Ottawa, Canada — July 15, 1996 — Corel Corporation announced today the launch of the Corel® \$1,000,000 Channel Contest, a worldwide contest open to anyone who promotes and sells Corel's WordPerfect® and graphics products. All eligible individuals in the retail (store and mail order), corporate, distribution and academic sales fields are invited to enter. All fields include both inbound and outbound sales.

Using any version or platform of Corel WordPerfect, eligible contestants are asked to list five top selling features for the new Corel WordPerfect suites or Corel graphics products in any of the following eight categories: Corel® WordPerfect®, Corel® WordPerfect® Suite, Corel® Office Professional, Corel® Quattro® Pro, Corel® Presentations™, Corel® Print House™, Corel® Graphics Pack and CorelDRAW™. They must also explain how each feature benefits the customer, thereby demonstrating their knowledge of the product and their

ability to effectively sell it to the business user.

“The Corel \$1,000,000 Channel Contest is our chance to thank our channel partners for their outstanding sales ability and the support they continually show for all Corel products,” said Dr. Michael Cowpland, president and chief executive officer of Corel Corporation.

The contest runs from July 15, 1996 to September 15, 1996, with each entrant receiving Corel software worth over \$600.* One grand prize valued at approximately \$10,000 will be awarded in each of the above categories. Winning entries may be used by Corel for future testimonials and advertising purposes.

How to Enter

For faxed information including contest rules and an official entry form, interested parties can call 1-613-728-0826 x3080 Document #1133. All entries must be created using any version or platform of Corel WordPerfect, and all entries must be accompanied by a completed and signed entry form. Only original signatures will be accepted.

COREL LAUNCHES COREL OFFICE PROFESSIONAL 7 FOR WINDOWS® 95

OTTAWA, Canada — July 15, 1996 — Corel Corporation and its subsidiaries today launched Corel® Office Professional 7. This 32-bit office suite includes many of the features of Corel® WordPerfect Suite 7 for Windows® 95, plus a host of additional features which offer ease-of-use, OLE functionality, open network integration and Internet connectivity. Corel’s new Barista™ technology, included in all three core applications, makes this software package the only one that enables users to publish documents directly to the Java™ Language. Corel Office Professional 7 carries a suggested list price of \$695 U.S. for the CD-ROM version with upgrades available for a suggested list price of \$295 U.S.

“Corel Office Professional 7 represents unbeatable value and goes far beyond any other standard or professional office suite,” said Dr. Michael Cowpland, president and chief executive officer of Corel Corporation. “With incredible integration, powerful graphics, award-winning programs and our Barista technology, Corel Office Professional 7 is the most comprehensive office suite on the market.”

Corel Office Professional 7 provides users all the tools they require to get ahead, stay organized, make the most of Windows 95 and harness the power of the on-line world.

Core applications included in Corel Office Professional 7 differ from those in Corel WordPerfect Suite 7 in that they include Corel’s new Barista technology. The core applications include:

Corel® WordPerfect® 7: Innovative, new and key features such as Guidelines, Quick Spots, Make It Fit™ and Spell-As-You-Go™ as well as Internet capabilities, continue to make this the word processor of choice. Corel WordPerfect 7 also offers full SGML support.

Corel® Quattro® Pro 7: This award-winning spreadsheet contains new chart styles, a new mapping feature, QuickTemplates, Internet connectivity, and right mouse-button support for fast access to formatting options. Features such as Fit As You Go, which automatically widens columns when calculations become too large, make this application stand out above the competition.

Corel® Presentations™ 7: This presentations graphics program includes the ability to move from a slide to an Internet site or to other slides with a single click and the option to combine multiple backgrounds, graphics, text, video and sound within one presentation.

Corel Office Professional 7 also offers full cross-application scripting abilities across all three of the core applications.

COREL OFFICE PROFESSIONAL 7 OFFERS THE FOLLOWING FEATURES:

Corel® Barista™: A core technology developed by Corel that will allow users of Corel® WordPerfect® 7, Corel® Quattro® Pro and Corel® Presentations™ 7 to create documents based entirely on the Java Language, without any programming requirements. Corel Barista documents are platform independent and work with any Java-compatible browser.

CorelDRAW™ 6 (illustration module): This award-winning and comprehensive vector-based drawing application includes such full features as the polygon, knife, panning and spiral tools, roll-up customization, improved layer control and seamless texture fills.

Netscape Navigator™ 2.01 Personal Edition Software: Surf the Internet with this leading, best-of-breed Internet client software. This edition contains a wizard that allows users to select and set up an Internet provider, should they not already have one.

InfoCentral™ 7: An intelligent personal information manager for the user who wants a highly customizable and dynamic system to manage information. One of InfoCentral 7's strongest features is that it enables users to connect information with other applications and related files such as documents, faxes, calls and e-mails.

Borland's Paradox® 7: A world-renowned relational database with the data-handling power for many enterprise-wide tasks, building applications and managing large amounts of business information.

Corel® Time Line®: A professional project management system based on Time Line Solutions' Time Line® 6.5. Corel Time Line features powerful multi-project management tools for planning, managing and communicating, including interdependency resolution and resource allocation. This is a 16-bit product that runs under Windows 95.

GroupWise™ 4.1 Client License: An excellent tool for information sharing with internal/external e-mail and scheduling capabilities which enable users to assign tasks, write notes and keep track of phone messages. No actual software or documentation is included in the box.

VisualDTD: Helps users create a Document Type Definition file for use with SGML documents and assists in the visual layout of essentially all document structure.

Corel® A to Z: A comprehensive on-line reference library which includes a dictionary, an encyclopedia and more.

1,000 fonts: 850 more than Corel WordPerfect Suite 7.

OTHER KEY FEATURES INCLUDE:

Envoy™ 7: The perfect workgroup electronic publishing tool for CD-ROM and the Internet. All on-line documentation for Corel Office Professional 7 applications are in Envoy format. These documents can be viewed electronically or printed.

CorelFLOW™ 3: Powerful business graphics.

Starfish Software's Sidekick™ 95: The most popular personal information manager and scheduler for the user

who wants an easy-to-use, intuitive way to manage contacts, expenses and other personal information.

Starfish Software's Dashboard™ 95: Integrated application and task-automated launcher, as well as a Windows 95 system performance monitor.

DAD™ (Desktop Application Director): This customizable system palette gives users the ability to launch Corel Office Professional 7 applications from the Task Bar, quickly perform file searches and access on-line services in record time.

Quick View Plus®: View over 200 file formats quickly and easily.

IBM® VoiceType™ Control: Use a microphone and your voice to navigate and activate each core application's graphic user interface.

10,000+ clip art images with full color reference guide.

Corel Office Professional 7 for Windows 95 makes the most of 32-bit power with more core application integration (Corel WordPerfect 7, Corel Quattro Pro 7, and Corel Presentations 7) than any other office suite. The following powerful features shared across the core applications provide for exceptional ease-of-use:

QuickFinder™ finds any file from anywhere the user specifies.

A consistent user interface and common tools such as Speller, Thesaurus and File Manager.

OLE support including powerful in-place editing.

Automate work with pre-defined or customized QuickTasks™ and perform complex tasks right from the desktop.

View files and graphics before opening.

System Requirements

Corel Office Professional 7 for Windows 95 requires a 486/25 processor (486/66 recommended), 8 MB of RAM (16 recommended), CD-ROM drive (2x recommended) and a VGA monitor or above. Hard disk space required for minimum installation is 53 MB. Typical install is 157 MB. There is a separate install for Paradox, with minimum install of 9 MB. Value-added applications require additional space.

Corel Corporation

Incorporated in 1985, Corel Corporation is recognized internationally as an award-winning developer and marketer of productivity applications, graphics and multimedia software. Corel's product line includes CorelDRAW™, the Corel® WordPerfect® Suite, Corel® Office Professional, CorelVIDEO™ and over 30 multimedia software titles. Corel's products run on most operating systems, including: Windows, Macintosh, UNIX, MS-DOS and OS/2 and are consistently rated among the strongest in the industry. The company ships its products in over 17 languages through a network of more than 160 distributors in 70 countries worldwide. Corel is traded on the Toronto Stock Exchange (symbol: COS) and the NASDAQ — National Market System (symbol: COSFF). For more information visit Corel's home page on the Internet at <http://www.corel.com>. Corel and WordPerfect are registered trademarks and CorelVIDEO and CorelDRAW are trademarks of Corel Corporation or Corel Corporation Limited. Java and other Java-based names are trademarks of Sun Microsystems, Inc. and refer to Sun's Java technologies. All products mentioned are trademarks or registered trademarks of their respective companies.



EDUPAGE STR FOCUS KEEPING THE USERS INFORMED

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STRONG ENCRYPTION RAISES STRONG DEBATE

Despite opposition from the computer industry and civil libertarians, the Clinton Administration continues to insist that data encryption technology be based on a "key escrow" technique in which the large numbers ("keys") used to decode data each be divided into two parts -- with each part held in escrow by a third party, so that encrypted communications could be monitored by law enforcement officials who've obtained court orders. The government says it will drop restrictions on the export of strong cryptography systems if industry will go along with the key escrow approach. That seems unlikely, however; Netscape CEO James Barksdale's response was: "We are furious. This is a proposal that doesn't do anything to solve the immediate needs of industry jobs." Gore advisor Greg Simon argued that "the President and Vice President took an oath to protect our national security. They feel they have to err on the side of protecting national security." (New York Times 13 Jul 96)

@HOME PLANS @WORK SERVICE

@Home, an Internet cable access service now being tested in California, plans to add work-at-home services to its product mix, through a new unit called @Work. That division will provide both home telecommuting and

business Internet-access services, as well as intranetworking connections for business-to-business communications. "This is clearly a very important initiative for us to work with corporations for telecommuting and LAN access to employees over HFC networks," says an @Home senior VP. Services are currently "in the alpha stage" with 12,000 homes connected to two-way plant in Orange County. A full launch is planned by the end of this year. @Home is a partnership between TCI Technology Ventures and venture capital firm Kleiner, Perkins, Caufield & Byers. (Multichannel News Digest 8 Jul 96)

AT&T HANGS UP PROPRIETARY MESSAGING SYSTEM

Citing competition from the Internet, AT&T has folded its PersonaLink online service that enabled users to shop and send messages via hand-held wireless "personal communicators" made by Motorola and Sony. The company had poured some \$100 million into the venture, which used its own proprietary software. In its place, AT&T will launch a new cellular-phone Internet access service called PocketNet Phone, that uses a hybrid cell-data phone made by Mitsubishi Wireless Communications and Cirrus Logic. Software for the new venture is made by Unwired Planet Inc., a startup company in which AT&T holds an unspecified stake. (Wall Street Journal 12 July 96 B3)

E-MAIL VIRUS SCARE

Experts say that fears of e-mail-borne viruses appear to be overblown, and are urging network users to stop their misguided efforts to warn others of the "non-existent" threat. Panic over unfounded rumors causes another very real problem -- floods of e-mail warnings that can slow Internet traffic to a crawl. Security specialists say that plain electronic mail cannot carry a virus, and that users can best protect themselves by not opening attachments unless they have a good idea of what's inside. (Chronicle of Higher Education 12 Jul 96 A19) Meanwhile, to be on the safe side, Trend Micro Inc. offers a way to protect network servers from nasty surprises. Its InterScan E-Mail VirusWall intercepts each e-mail message and attachment, scanning them for any suspicious-looking code. If an infection is detected, the message recipient and network manager are alerted to the problem before it goes any further. The company claims it works with all popular e-mail systems. (Investor's Business Daily 15 Jul 96 A6)

INTEL CANCELS SCHEDULED PRICE CUTS

Intel is just saying no to the cutthroat price slashing that has characterized the PC market the last few years, and plans to cancel price cuts scheduled for this November on its Pentium microprocessors. The world's biggest chip maker has a long history of aggressively reducing its prices every quarter. The new strategy, which will maintain the company's \$380 price for its Pentium 166 chip through February, is intended to even out customer demand during the key Christmas buying season. Many customers wait until December to buy computers to take advantage of the November price cut. (Wall Street Journal 12 July 96 B3)

COMPUTER HAS "TURNED AESTHETICS ON ITS HEAD"

Author Nicholas von Hoffman says that "for the time being, at least, what the computer can do in art and design has turned aesthetics on its head." Noting that in just a few decades "our strange species has broken out of a millennium of sensory deprivation to live in a condition of perpetual overload," von Hoffman says that "in time, art critics and the wider public may develop an aesthetic standard for judging the new imagery. For now, it is enough to recognize the electronic look to the wild visuals ever presenting themselves to our blinking eyes... With the computer, things are not so much created as they are produced, with the producer-director becoming the star and the controlling force of much that was in other hands at other times." (Architectural Digest Jul 96 p58)

MOVE OVER, CD-ROM

Now that most computer manufacturers have made CD-ROM drives a standard component of their design, DVD-ROMs are poised to take their place. The DVD, or digital videodisc, looks about the same as a standard

CD-ROM but can hold about eight times the data, or about 4.8 gigabytes. Eventually DVD-ROMs will store up to 17 gigabytes. The first ones are expected to hit the market this fall, priced at \$300 to \$500, and will be able to play all your old CD-ROMs, as well as new software, such as full-length movies. (Popular Science Jul 96 p25)

TELESAT WINS AMERICAN POLITICAL SUPPORT FOR SATELLITE DEAL

Telesat Canada won support from a Democrat congressman for its plan to share Canada's direct-broadcast satellite parking slots with two American companies. John Dingell, the ranking Democrat on the House of Representatives Commerce Committee, expressed his support for Telesat's ambitious plan and criticized U.S. officials for elevating the matter into a trade dispute by complaining about Canadian restrictions on American direct-to-home satellite companies. (Toronto Globe & Mail 12 Jul 96 B3)

WORLD WIDE WASTING OF TIME

Sci-Fi author William Gibson, who coined the word "cyberspace," says the World Wide Web "offers us the opportunity to waste time, to wander aimlessly, to daydream about the countless other lives, the other people, on the far sides of however many monitors in that postgeographical meta-country we increasingly call home." Gibson describes the Web as "a procrastinator's dream," which offers the added advantage that "people who see you doing it might even imagine you're working." (New York Times Magazine 14 Jul 96 p31)

FCC REJECTS TELESAT BID

The Federal Communications Commission rejected applications by American cable companies Tele-Communications Inc. and Telquest Ventures to use satellites owned by Ontario-based Telesat Canada to beam TV programming into the United States. Although the denial of the applications was based on a technicality, the FCC also raised questions about restrictions that Canada puts on American satellite services and TV programming. (New York Times 16 Jul C5)

MICROSOFT TARGETS LOCAL NEWS MARKETS

Microsoft's CityScape project is targeting traditional local news markets where up till now city newspapers and magazines have dominated, offering restaurant reviews, local event listings, etc. The software company, which envisions a nationwide network of online community guides, is making offers to publishers across the country to provide news and information content in return for a piece of the revenue pie. Microsoft is in talks with a half-dozen publications, and some are saying its terms are irresistible: "The smart publishers are going to team up with Microsoft," says the CEO of Media News Group. "You can't ignore them. If publishers won't play ball with them, they'll do it on their own." Knight Ridder's marketing VP has another view, however: "To make an alliance based on fear doesn't make any sense. I would look long and hard before I gave them any of our product." Microsoft plans to launch CityScape in New York, San Francisco and San Diego early next year, and eventually cover the rest of the country's large markets. (Wall Street Journal 15 Jul 96 B1)

PFEIFFER'S GRAND VISION

Compaq CEO Eckhard Pfeiffer is eyeing fast growing consumer markets, and yesterday launched its new line of home PCs and laptops. But Pfeiffer's vision goes beyond the P-in-every-room scenario; he thinks one of the biggest future opportunities for his company will be in "home automation" -- using computers to control air conditioning, heating and security systems. Compaq is already bankrolling startup Intellon Corp., which is developing chips for controlling household appliances -- from stereos to refrigerators -- using a PC. The company is also working with Mattel's Fisher Price unit to produce PC add-ons for tots, and an alliance with Thomson Consumer Electronics will produce new hybrid computer/consumer electronics products. (Business Week 22 Jul 96 p70)

U.S. GOV'T APPROVES ONLINE ENCRYPTION TOOL DISTRIBUTION

The U.S. government has okayed Netscape Communications' plan to distribute its powerful 128-bit encryption software via the Internet, as long as it's sent only to U.S. citizens. Currently, the company has to ship the software via snail mail. Under the government's terms, Netscape must use a database to verify the names and addresses of people who want to download the software and ask them to sign affidavits stating they are U.S. citizens. Netscape says its 128-bit encryption software requires 309 septillion more times computing power to break the encryption code than its 40-bit version. (Wall Street Journal 16 Jul 96 B2)

CLINTON ADMINISTRATION BACKS BROADCASTERS' DIGITAL TV

In letters to FCC Chairman Reed Hundt, the White House Office of Science and Technology Policy and the U.S. Commerce Department have endorsed digital TV format standards proposed by a "grand alliance" of TV broadcasters and consumer electronics manufacturers, in spite of objections from the computer industry that the proposed standards are already obsolete. A Microsoft spokesman commented: "Ideally, we'd like to see no standard at all. But if there is a standard, we think it should be a minimal one to minimize the real risk of perpetuating obsolete technology... The public debate on this is far from over." (New York Times 16 Jul 96)

MAC OS UPGRADE AVAILABLE NOW

A mini-upgrade of the aging MacOS System 7.5 version is available now, offering a bundle of all the various patches that Apple has released over the past few months to fix bugs in 7.5. The 7.5.3 upgrade also offers some new network communications and Internet access capabilities, as well as better system stability and integration of Apple's QuickTime technology for multimedia and OpenDoc technology for file management and linking. Another interim upgrade, Harmony, is due out in the first half of next year. (Information Week 8 Jul 96 p84)

FINDING FRIENDS ON THE NET

It's getting easier to locate your friend's home page on the Web, thanks to a small California company called WhoWhere?. WhoWhere? has catalogued more than 100,000 personal home page addresses, which are organized based on hobbies, jobs, schools and other criteria. The directory will be added to WhoWhere?'s PeopleSearch service, which is available through Netscape's Netsearch service and Infoseek's search engine. (Investor's Business Daily 16 Jul 96 A8)

CABLE'S BILLION-DOLLAR GIFT

Canada's cable industry received a "billion-dollar bonus" from federal regulators yesterday by "administrative fiat without any public input or participation by the federal government." CRTC commissioners announced cable companies will no longer have to demonstrate significant public benefits such as improvement of infrastructure when they buy control of another cable concern or merge operations. (Toronto Globe & Mail 16 Jul 96 B1)

"NEW THINKING"

Irish consultant /columnist Gerry McGovern says e-mail will change the world more than the phone did because it can be one-to-one, one-to-many, or many-to-many: "With regard to many-to-many, e-mail becomes a foundation upon which the massively parallel society can be built, as it networks many minds to address complex problems." Send mail to newthinking-request@nua.ie with the word "subscribe" in the body of the message, for free subscription. (Washington Times 15 Jul 96)

FTC OKAYS TIME WARNER MERGER WITH TURNER

The Federal Trade Commission has indicated it will approve Time Warner's \$7.5 billion purchase of the Turner Broadcasting System, which will create the world's largest media and entertainment conglomerate. The

final settlement apparently will limit the financial interest that John Malone's Tele-Communications Inc. (TCI) can take in Time Warner, severely reduce various concessions that would have been made to TCI, and would forbid Time Warner from discriminating against competitors in the cable industry. (Washington Post 18 Jul 96)

"ORCHID CLUB" INDICTMENTS FOR PORNOGRAPHY ON INTERNET

A federal grand jury in San Jose, California, has indicted 16 people from the U.S. and abroad for their participation in a child pornography ring called the "Orchid Club," whose members used the Internet to share sexual pictures and conduct online chat during a child molestation. A U.S. attorney says there are no free speech issues involved: "The thing that ups the ante in this case is that allegations of distribution of pornography are coupled with serious allegations of child molestation. It's an issue relating to the protection of children, not to the First Amendment." (New York Times 17 Jul 96 A8)

INTEL, MICROSOFT CROSS-LICENSE AGREEMENT

Intel Corp. and Microsoft Corp. have agreed to cross-license their Internet communications technology in an effort to pursue Internet-based telephone and videoconferencing business opportunities. The alliance, which will exploit Intel's Proshare videoconferencing technology and Microsoft's NetMeeting and ActiveX software, will also develop technology to allow users to find other people to talk with on the Internet via a User Location Service. (Investor's Business Daily 18 Jul 96 A9)

NET RESULTS ON "REINVENTING AMERICA"

The "Reinventing America" online budget simulation game -- co-developed and sponsored by a grant from The Markle Foundation and Crossover Technologies -- allowed Internet users over the past six months to participate in news and discussion groups on the federal budget, and ultimately to vote on recommendations contained in a draft budget bill presented last week. The participants' recommendations, not surprisingly, included more funding for technology and research. Other recommendations included less funding for the military, redirecting drug interdiction funding toward education and rehabilitation, drastically cutting foreign aid, reforming numerous poverty assistance and pension programs, and ending affirmative action. Crossover's president says there were 3.5 million hits, with about 3,390 "core" visitors who participated regularly. He says that although the discussions indicated a strong libertarian streak early on, they moved toward the political center over time. (Broadcasting & Cable 15 Jul 96 p53)

WIRELESS LAN STANDARDS BOOST MARKET

Two rivals in the wireless LAN market, Symbol Technologies and Telxon Corp., have agreed to develop interoperable technology based on a proposed industry standard, the IEEE 802.11. A Yankee Group analyst calls the decision to cooperate "an important step toward opening up wireless LANs to users." The Yankee Group estimates North American sales of wireless LANs rising to \$300 million by the year 2000, up from \$90 million last year. (Information Week 8 Jul 96 p76)

PIPPIN AT PLAY

Bandai's new @World Internet device is based on Apple's Pippin technology, packing much of the company's Macintosh hardware and software into a compact box designed to hook up to a TV or computer monitor. @World comes with a modem for accessing the Internet and a CD player for CD-ROMs. (Popular Science Aug 96 p11)

TELEGLOBE WINS RIGHT TO EXPAND

A subsidiary of Teleglobe Canada will expand into the massive American telecommunications market, after winning FCC approval to sell international switched services and international private lines in the United States. The company also will provide international phone resale services to the United Kingdom and Sweden. (Toronto Globe & Mail 17 Jul 96 B3)

IBM WARNS EUROPEAN ON CONVERSION TO SINGLE CURRENCY

IBM is urging European businesses to delay implementation of a common European currency beyond its planned introduction in 1999, warning that there will be computer chaos caused by a severe shortage of skills needed to cope with such a transition. Many businesses, however, remain skeptical, and think that computing groups are simply seeking business. (Financial Times 18 Jul 96)

EDUPAGE, INNOVATION ... AND HIP HOP

Describing the newsletter you're now reading as "the single best thing I've found on the Internet," journalist Gerry McGovern says that Edupage and Innovation (both written by the same people) are "a bit like hip hop and dance music, which could not have existed without a certain critical mass of old music being already created. Once that was in place, it could take riffs from old musical pieces and make them new by placing them in different environment." If you'd like a free (hip hop) six-week trial subscription to Innovation, send mail to innovation-trial@newsscan.com, and in the subject line type the word: subscribe. Or you can go to <http://www.newsscan.com> >. (Hot Press Magazine Jul 96)

Edupage is written by John Gehl (gehl@educom.edu) & Suzanne Douglas (douglas@educom.edu).
Voice: 404-371-1853, Fax: 404-371-8057.

Technical support is provided by the Office of Information Technology,
University of North Carolina.

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EDUCOM UPDATE is our twice-a-month electronic summary of organizational news and events. To subscribe to the Update: send a message to: listproc@educom.unc.edu and in the body of the message type: subscribe update John McCarthy (assuming that your name is John McCarthy; if it's not, substitute your own name).

INFORMATION TECHNOLOGY CONFERENCE

The CAUSE organization's annual conference on information technology in higher education is scheduled for the end of this month in New Orleans. The conference will bring together administrators, academicians and other managers of information resources. For full conference information check out <http://cause-www.colorado.edu> > or send e-mail to conf@cause.colorado.edu.

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KIDS COMPUTING CORNER

Frank Sereno, Editor

The Kids' Computing Corner

Computer news and software reviews
from a parent's point of view

In the News

New Encyclopedia from The Learning Company

On July 15th, The Learning Company announced the release of Ultimate Children's Encyclopedia™. This complete reference guide is based on the Kingfisher series of children's books. This multimedia CD-ROM includes Children's Encyclopedia, Illustrated Dictionary, Illustrated Thesaurus, Book of Words and Great Lives, and an atlas and historical timeline as well. The disc contains more than 24,000 articles, 3000 photos and illustrations, 100 movies and more than 1700 sound clips.

Ultimate Children's Encyclopedia™ was designed for children ages 7 to 12. Its easy interface includes a friendly on-screen helper named Zak. Zak instructs children on how to navigate the program and offers advice and ideas on best using the program's information. The program was designed to complement The Learning Company's line of Interactive Writing Tools, a line of age appropriate word processors. It is also useful as a research tool for use with other word processor or publishing programs.

Ultimate Children's Encyclopedia™ has a suggested retail price of \$50. The Learning Company can be contacted by phone at 800-227-5609 and you can visit their website at <http://www.learningco.com>.

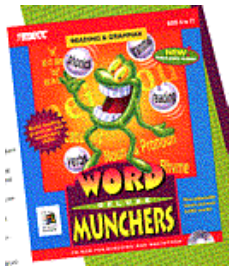
NewView Announces Specs for Kids

Specs for Kids 2.0 is now available. It is a next generation Internet filtering program goes beyond basic blocking. It adds inclusive content filtering, access to ratings provided by a permanent staff, multiple user profiles and claims to have the largest directory of children's sites on the Internet.

NewView's staff reviews sites at the document level and categorizes them against 15 filtering categories and 35 index categories. Specs for Kids filters all types of Internet applications including the Web, Telnet, e-mail, IRC chat, FTP and Usenet news. You can customize the program for multiple user profiles, time controls, dictionary screening, password logons, tamper protection and more. You can use Specs on a single PC or in a direct-access network.

Specs for Kids is available for Windows 3.1 and Apple Macintosh. NewView will add Windows 95 support within the next 45 days. This program is now available for a FREE TRIAL by downloading the software from the NewView website at <http://www.newview.com>.

MECC Launches Word Munchers Deluxe



MECC, a subsidiary of SoftKey International Inc. announces the newest member of its Munchers software line, Word Munchers™ Deluxe. Designed for ages six to eleven, this CD-ROM program for Macintosh and Windows teaches children grammar, reading, rhyming and phonics. Word Munchers™ Deluxe will retail for about \$25.

Apple Sponsors New School Promotion

Apple Computer, Inc. recently announced a new back-to-school promotion called “Cool Cash Back + Cool Tools for Schools.” Families making qualifying Macintosh Performa and printer purchases between July 13 and October 6 will receive a mail-in cash rebate and earn points for their local schools.

Parents will receive a \$100 cash rebate by purchasing a qualifying Macintosh Performa computer and Apple printer at the same time. Any purchase of a Performa computer or Apple printer qualifies for school reward points. The more expensive the system purchased, the more points for the school of your choice. For example, the purchase of a Mac Performa 6320 qualifies for 300 points. Schools can redeem 50 points for an educational software program, 200 points for an Apple Internet Connection Kit or 4500 points for Apple Color LaserWriter 12/600PS.

More details on this promotion are available by calling Apple’s fax-back number at 1-800-262-0329 or you can visit the Apple website at <http://www.apple.com/promo/coolcash/>.

PrintPaks Magnet Kit
Windows/Macintosh CD-ROM
\$19.95
ages 6 and up
PrintPaks Inc
513 NW 13th Avenue, Suite 202
Portland, OR 97209
503-295-6564
<http://www.printpaks.com>

Program Requirements

IBM		Macintosh	
OS:	Windows 3.1, Windows 95	OS:	System 7.1
CPU:	386	CPU:	68020
HD Space:	10 MB	HD Space:	10 MB
Memory:	8 MB	Memory:	8 MB
Graphics:	640 by 480 with 256 colors	Graphics:	256 colors, 13” monitor
CD-ROM:	Double-speed	CD-ROM:	Double-speed
Audio:	8-bit Windows compatible sound card		
Other:	mouse, inkjet printer	Other:	mouse, inkjet printer

reviewed by Frank Sereno

Have you been looking for a fun, computer-related activity that you can share with your whole family? Do you have an inkjet printer? If the answer is yes to both questions, then I have a great program for you! PrintPaks Magnet Kit is not only great fun, but it makes attractive, useful magnets.

The kit provides special glossy paper for printing your designs. You design four magnets on each sheet. After printing, carefully place the paper on the adhesive-faced magnet material and then cut it into individual magnets. Max, a lovable dog wearing a propeller beanie, guides you through each step of the process. Any time you need help, just click on his nose and he will announce all your options.



I have a few concerns about the program. Magnet Kit includes about 50 graphics. This is offset by the fact that you can import images in TIFF and BMP format so you can put any image you can scan, draw or download into the graphics library. Another problem could be the cost of raw materials. Kids will have so much fun that they will want to make magnets often. Refill kits to make twelve more magnets cost \$9.95 each. I also think that more magnets could be placed on a sheet because there is a lot of scrap when you

finish the trimming process. The large area between magnets was probably designed to make cutting easier for younger children.

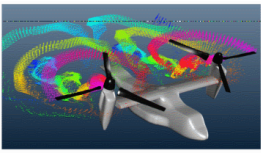
The magnets are great fun to make. I had a blast designing magnets with my sons. I can also see many uses for these magnets. They can be great gifts at a cost of about \$1.00 each. You could make some with your children's photos and give them to your friends and family instead of snapshots. You can make diet reminders to place on your refrigerator. You can make gag gifts for friends. PrintPaks Magnet Kit even includes an option for making phone lists of emergency numbers. Wouldn't that be a handy item to give to your child care provider or baby-sitter? This is more fun (and much more useful) than a barrel of monkeys.



PrintPaks Magnet Kit is designed for children ages 6 and older, but I recommend adult supervision for kids under 10. The process involves loading the paper correctly into your printer and choosing the correct printer options. These tasks may prove difficult for younger children. This is a fast and fun way to get your family involved in computing. It's simple and the whole family can do it. I highly recommend PrintPaks Magnet Kit.



Two of our greatest testers!! Frank's sons, Jerry & Tim Thanks guys



PORTABLE COMPUTERS SECTION

Marty Mankins, Editor



STR EDITOR'S MAIL CALL "...A PLACE FOR THE READERS TO BE HEARD"

Editor's MailBag

Messages * NOT EDITED * for content

Subject: Politics & Constitution - Msg Number: 116237
From: Steve Watkins 74241,3001
To: Ralph @ STReport 70007,4454
Date: 14-Jul-96 8:08

Ralph,

Are you seriously considering this as a weekly/monthly on-line 'zine?

My two cents:

- It would be nice to see another source of information to combat the insanity of the (overboard) liberal mass media and I surely would give it a read
- I don't think it would have an impact, other than being interesting reading for many. Why?

America - and the media that feeds it - is mainly brain dead these days. It's already probably too late to save us. The discontent and anger from the 1994 elections (in which not a single republican incumb. was defeated) is already washed away among the tide of garbage being spewed by the Spin Doctors and the Media that laps it up. The machine is so completely broken - and every part is so out of control - that I doubt it can be fixed.

Though this will sound elitist... Too many completely clueless people have the right to vote. There ought to be a test you have to take to vote. So many people have NO CLUE about any issues at all - yet they THINK they do, because they saw some Spin Doctor advertisement or because someone told them "all about it." People vote on such amazingly important (massive sarcasm) as : age, looks and which politicians "care" the most.
<HINT: NONE OF THEM GIVE A DAMN >

First proposal: If you watch Carnie, Tempest, Geraldo, Maury, Rikkki, etc., etc., etc. - you CANT VOTE. ☺
Second proposal: Free psychiatric evaluations for those that believe anything James Carvel (aka Serpent Head, as named by his own wife <G>) - the talk show darling, Republican basher - says. :)

Exiting Soap Box. :)

Steve

Steve,

Hopefully, there is an impact. Judging from the mail we've received, there is more than a casual interest in the political editorials we've presented from time to time. Also, it would appear that doing two magazines would prove to be counter-productive... so, for the time being, we shall carry the presentations in our current humble publication. Thanks for the interest and for reading.

Ralph



ATARI: JAGUAR/COMPUTER SECTION

Dana Jacobson, Editor

FROM THE ATARI EDITOR'S DESK

"SAYING IT LIKE IT IS!"

Every once in awhile, I feel compelled to take an introspective view of the things that we're trying to accomplish within the Atari section of STReport. Occasionally, and more often than not lately, I ponder what our goals are, and whether or not we are achieving them. To be perfectly honest, I'm my worst critic.

Are we, or more specifically, am I, providing you, as readers (hopefully, Atari readers), the best possible source for current and informative news regarding Atari computers and game machines? The answer is "I don't believe so." Putting together an online magazine every single week is not an easy task. STReport has been around since June of 1987 - longer than any other Atari publication to-date! Over the years, it has meant the devotion and hard work of many groups and individuals to maintain this endeavor. And, it has been you, the readers of STReport, who have provided us with the stamina to continue doing so.

But, our numbers continue to dwindle - both in staff and readership, and Atari users in general (at least in terms of downloads in Atari areas). This is to be expected because of the changes in focus of Atari itself over the past years; and, it's also due to the growth of the PC market. There's no denying that the PC world has had a negative effect on the rest of the computing world. However, this growth does not mean that we, as Atari computer users, need to roll over and play dead!

Are you still with me? Good. I'm looking for your expertise and help. For the majority of you reading this, you're devoted Atari users like I am. STReport has always depended on the users, and readers, for contributions to our magazine to make it a well-rounded publication. Two or three of us cannot accomplish our goals without your help and continue to maintain what we hope will be one that you look forward to reading every single week. And I refuse to kid myself that every week's issue will contain an abundance of news and information even with your support. But, I do realize that there is a lot of potential out there for new information, and articles based on your experiences, past and present. We need to hear from you.

I'm not asking for a full-time commitment nor a pre-requisite that you join our Atari staff here at STReport. If that is something you'd consider - fine. But experience has taught me that most people do not have the time and energy these days to make such a commitment. And I also realize how difficult it is these days to be motivated enough to write something about Atari-related topics. I also realize that most of you still find enjoyment and success through your use of Atari products - computers and games. And yes, many of us also find frustration.

But remember something that I have always found to be a common factor among most Atari users: the meaning of being part of the Atari community. No other platform can make such a claim. Need some help with a particular problem dealing with a particular program, game, or hardware? Just one question posted on your favorite online service, BBS, or Usenet group and you'll receive dozens of helpful replies. You've seen it happen, and likely you've been a benefactor of the answers yourself - even if it wasn't you who initiated the

question.

This is the essence of my involvement with the Atari portion of STReport. This community spirit that has made using Atari computers and other peripherals enjoyable. Wouldn't it be interesting to "harness" a little bit of that community spirit and share it with our fellow-Atarians?

You may be wondering, and asking yourself: "What can I do to help?" There are a number of things that you can do. In all likelihood, you're online sometime, somewhere. If you see an interesting article related to Atari computing or gaming - pass it along to us or point it out in such a way that we can locate it easily. Has someone recently posed a question on [name your favorite online Atari source here] and had it be answered - a topic that you feel would be of interest to many? Capture it/them and forward the item(s) to us. Have a favorite experience, go to an interesting Atari show, find a new program or game, know some Atari trivia, and the list is endless? Write about it and send it along.

Remember, the computing world has expanded greatly. An article that appears in an Atari forum on CompuServe may never reach the users on Delphi or GENie. And, something that appears on the Internet or Usenet may never appear on any of the online services. And your favorite local BBS may be another singular supply of information. Take the culmination of all these interests and bits of news and information - sort through it - put it all together - and organize it into one central source of informative and entertaining reporting. And then have it appear on a weekly basis in STReport.

So, white think? Please, all feedback (pro and/or con) should be sent to me at the online addresses listed below. If you have some ideas that you feel would be of benefit, pass them along. If you have a regular mailing list for Atari-related products, add me to it. If you have an idea for an article but not sure how to go about organizing or writing it, let me know. Your interests are my interests - I want to hear from you all.

Drop me a line at any of the following online addresses:

Delphi - DPJ (dpj@delphi.com)
CompuServe - 71051,3327 (71051.3327@compuserve.com)
GENie - D.JACOBSON2 (d.jacobson2@genie.com)
Toad Hall BBS - 617-567-8642 or 617-569-2489

Until next time...

NEW ATARI NEWSGROUPS PROPOSED! STR FOCUS

ATARI BINARIES - INAUGURAL MESSAGE

This message inaugurates both alt.binaries.atari and alt.binaries.atari.d

CHARTER:

alt.binaries.atari is for distribution of freeware, Public Domain, and shareware patches, programs, etcetera, intended for Atari and compatible computers. alt.binaries.atari.d is for discussion of the content of alt.binaries.atari and should never contain binary files.

The following are explicitly inappropriate for posting to either alt.binaries.atari or alt.binaries.atari.d:

- Copyrighted software without the EXPLICIT permission of the copyright holder to post the software.
- "Chain letters," "get rich quick" schemes, for sale messages, or commercial solicitations of any kind.
- "My computer is better than your computer" messages, or discussions of the relative merits of any computer system. These discussions properly belong in the various .advocacy groups (or alt.flames in some cases).
- Any posting whatsoever by Peter Sinclair-Day; he does not own an Atari or compatible computer, does not use an Atari or compatible computer, and does not hold the copyright to any known software.

Very large binaries (e.g., in excess of 500k) should be uploaded to an ftp site (or several) first, and the availability (with full path) announced in a.b.a; only in the case of a specific request by a user who has no ftp access should such large binaries be posted to the newsgroup.

It is suggested that a short text message be posted in a.b.a immediately before posting a binary, explaining the purpose of the binary, the copyright status and distribution policy pertaining to the binary, system requirements for use of the binary, and any special information which may assist in determining the desirability or undesirability of downloading the binary.

This is an unmoderated group. However, it will be closely watched by the undersigned, and any blatant violation of copyright law will be immediately reported to the violator's postmaster and the copyright holder. Violations of netiquette will be referred to the appropriate postmaster if it is deemed necessary.

There has been some online activity regarding Syquest's recent price reduction announcements of their EZ135 removable hard drive system. The debate has been on whether or not Syquest has discontinued this item in favor of the EZ230. While the decision hasn't been firmly made yet, it appears from the following item from one of our readers that there's a good chance that the EZ135 will be discontinued later this year.

Below is the exact text clipped from the SyQuest Corporation form S-3 filed with the United States Securities and Exchange Commission on July 1, 1996. You can inspect the document for yourself to confirm the information at site: <http://www.sec.gov> and then select Search Edgar Database and use "Syquest" as your search word. You want the 7/1/96 S-3 filing.

INTRODUCTION OF EZ135 AND EZ230.

The Company's EZ135 products accounted for 16% of the Company's sales in the last quarter of fiscal 1995, 42% in the first quarter of fiscal 1996 and 46% in the second quarter of fiscal 1996. The Company expects that sales of the EZ135 products will account for a less significant percentage of its sales for the balance of the 1996 fiscal year. The Company's EZ135 products commenced commercial shipment in September 1995. Although sales of EZ135 products contributed significantly to the Company's revenue during the last quarter of the 1995 fiscal year and the first half of fiscal year 1996, the Company lost money on the EZ135 due to design-related issues impacting the cost of manufacturing the product (which could not be corrected as the Company originally anticipated), and due to competitive pressures requiring the price to be lower than cost. The Company presently expects to cease selling the EZ135 by October 1996.

The Company introduced its EZ Flyer 230 on June 3, 1996. Commercial shipments of the EZ230 commenced on June 1, 1996. There can be no assurance that the EZ230 will be accepted in the marketplace or achieve significant sales (see "Risk Factors-Uncertainty of Market Acceptance of Products") or that the Company will

be able to sell the EZ230 at a price in excess of the cost of manufacturing the EZ230.

4 YEARS ON

From: Phillip White <flibbet@zip.com.au >

Some years ago I used to be the editor for "Inside Info", the disk magazine for ACE, the Atari Computer Enthusiasts user group in Sydney Australia. Just before the release of the Falcon in this country I wrote an article speculating on the future of this machine. While I don't profess to be totally factual It is interesting to read this now a few years later after I wrote it (in late 1992).

Note that prices are in Australian dollars at that time about .70 US\$ and Australia was in a severe economic recession. I was doing a cleanup on my PC (I also have a Mac) and came across heap of text files I saved when I sold my ST.

ATARI AND THE FALCON

By Phillip White (ACE Editor)

Previous issues of Inside Info have looked at some of the problems associated with Atari, ranging from gross mismanagement, to conspiracy theories. Even amongst dedicated supporters of Atari, there is a high level of cynicism regarding the ability of this company to promote its product.

The Big news in recent months has been the Falcon 030, the successor to the ST and savior of Atari. After an initial flurry of news regarding the specifications and capabilities of this machine, it appears that it will be quite some time before they are going to be available.

A company such as Atari which is making a loss, has a low consumer profile and a diminished market share, is not in a good position to launch a new product in a saturated computer market. The perception of the company is that of an arcade machine manufacturer that also makes "home computers". In spite of the efforts of Atari enthusiasts this attitude still persists, and at times has been reinforced by Atari themselves.

The Atari ST when it was first introduced, was in a good position to be considered by the home computer user. It was much cheaper than the Apple Macintosh and used a similar graphics interface which gave it an edge over the unwieldy MS-DOS machines. The low price of the ST was possible through some ingenious cost cutting measures and allowed Atari to promote the ST as the "Power without the Price" computer.

Atari was to enjoy a period of success with the ST and many new computer users as well as existing Atari owners were attracted to the new model. The inclusion of MIDI ports on the ST meant that Atari had a sizeable representation in the music industry, a position it still holds today. Atari however, was slow to respond to trends in the computer industry and customer expectations which placed ever increasing demands on the performance of personal computers.

Limitations in the flexibility of the ST's design meant that it was difficult to upgrade the operating system, as well as incorporate features such as extra memory and enhanced graphics capabilities. When the ST was released however, such features were seen as luxuries and what the ST had to offer in terms of performance and price was more than enough for the home user.

An attempt was made to rectify some of the design problems with the release of the STe series with an operating system upgrade, easier memory expansion and extended colour palette. The improvements however were largely inconsequential and the STe also came with several curious bugs, as well as Atari's strange policy of soldering in the RAM to disallow user memory expansion.

At the time of the STe release, Atari announced that a 68030 computer known as the TT would be available as a high end Atari platform. Along with the TT, Atari produced the Mega STe which essentially was a high performance STe but without the extra features of the TT. When these impressive machines were finally available in Australia, there were virtually no retailers left who stocked Atari products and very little software which took advantage of the features these computers had to offer.

Atari adopted a minimal promotion strategy for the ST and subsequent products, in the belief that retailers and existing users would attract new customers to the platform. The legacy of this strategy can be seen with the almost total lack of retail outlets for Atari computers and software in Australia. Also, countries like Germany, which showed promising sales figures, received special attention from Atari while their market in the rest of the world was neglected.

A major consequence of this has been the steady departure of 3rd party software and hardware developers from the Atari platform. Many developers who initially were attracted to the ST, anticipating that Atari would get behind their product and improve on it, have abandoned Atari altogether. There is little incentive in developing an application for a computer that is not selling very well and most developers have switched platforms so that they don't starve.

A side effect of this has been software piracy, by no means exclusive to Atari, which has discouraged developers even more. Sadly, many users resort to piracy because of the lack of software available locally. Few users are willing to risk purchasing applications from overseas without evaluation. Many dedicated users who ordered from overseas and demonstrated their purchases at user group meetings, have changed platforms, thus depriving many ST owners the opportunity of reviewing the latest software.

The Plague

Even without the lack of promotion, Atari would still be having a hard time of it along with Commodore, Apple and IBM. The computer market has been saturated with MS DOS compatibles which are sold at extraordinarily low prices, partly because of the recession and partly because of the sheer volume of units. For under \$1500, a 386SX PC can be purchased with 2 Meg of RAM, 85Meg hard disk, Super VGA monitor, mouse and windows. Even better deals are available if one is prepared to shop around.

The early success of the PC relied on its ability to be configured any way the user desired, ranging from that of real estate management to EPROM burning. The command line interface of the MS-DOS operating system although inherently powerful, is not easy to master and tends to discourage multi-application use. This meant that most PC's tended to be used in the workplace in dedicated roles and were generally not considered to be a good choice as a home computer.

Steady improvements have been made to the PC in the form of increased speed, memory expansion, graphics enhancement and an easier user interface in the form of Windows 3. Although the PC is still difficult to configure, these improvements, together with the current low cost, have made the PC attractive to home buyers as well as businesses. The vast number of applications available at reasonable cost has also helped sales of the PC. Many home users can now use the same software at home as they do at work, a situation generally not possible with the ST, due to the lack of compatible applications. For an ST owner who is lamenting the demise of quality software, the PC is a very attractive proposition.

Along with cheaper PC's, the other computer companies have reduced prices and introduced new models. The Apple Macintosh, while still expensive compared to any Atari or a base model PC, is more affordable than ever and worth considering for the features on offer. Soon to come from Apple are even cheaper models. Commodore, while almost in the same boat as Atari, will soon release the low cost Amiga 600 with internal hard drive and the 68040 Amiga 4000.

The impact of all this on Atari can not be underestimated. With virtually no advertising, retailers, software, and customer support in this country, there is little incentive for a prospective buyer to purchase an Atari computer considering what is on offer elsewhere. Many existing ST owners have become disillusioned with Atari as local support for the platform steadily diminishes. Long time supporters continue to abandon the ST and purchase PC's and Mac's.

And so it is that Atari, which is in a dismal position brought about by its own mismanagement and economic factors beyond its control, is seeking to restore its fortunes with the introduction of the Falcon 030. If their past performance is anything to go by then the demise of Atari will be assured. Atari is taking an enormous gamble with the Falcon and it is entirely possible that it may be too late to save this once great company. The fact remains that Atari do make very good computers, but the world is not going to buy them if they make it difficult to do so.

On A Wing and a Prayer

The Falcon is by all accounts an impressive machine and has features which would significantly add to the cost if included on other computers. The digital signal processor, video and graphic modes, audio processing and networking capabilities would conceivably consist of several thousand dollars worth of plug in cards if they were to be implemented on a PC or Macintosh. Yet the Falcon in its most basic configuration will sell for approx AU\$1000 (converting from announced US prices). Add a cheapie monitor and Hard Disk and the one Megabyte Falcon weighs in at around \$2000.

Atari have indicated that this will be their "low end" computer, with the implication that other more powerful models are planned along the same lines as the Falcon. There are some interesting questions as to what the new Atari range will consist of as there will be an overlap of computers with varying features and prices. Atari can ill afford to spread its budget to include all models in its catalogue.

It is entirely possible that Atari would be in a less precarious position today if they had concentrated on improving the ST range, instead of diverting resources into projects such as the ATW, Hotz Box, STacey, ST Pad, and ST book. Atari wasted much time, energy and money with these products which in some cases never eventuated or were unmarketable. In attempting to cover all bases, Atari failed to appreciate that the ST was and is the computer of choice for many users simply because of its excellent performance, ease of use and price.

Atari have now returned to the power without the price concept with the Falcon. A departure from the past can be seen in the options available in terms of freedom of choice and acceptance of industry standards. No longer is the buyer forced to accept an Atari monitor or a hard disk with custom host adapter. Any industry standard VGA monitor and SCSI hard disk can be connected if so desired. The operating system is now largely disk based, making TOS upgrades much easier than before. Memory expansion with the Falcon however, is a worry, instead of commonly available SIMMS, Atari have devised propriety memory modules. It is expected that 3rd party modules will be available as an alternative.

Atari intends to focus attention on the multimedia features of the Falcon. This rather nebulous term means different things to different people and can be as diverse as quicktime movies on the Mac', 24 bit color Opalvision for the Amiga and a slideshow with sound on a PC. A loose definition of a multimedia system is one that can record and play, digitally processed image and sound for entertainment and educational

purposes.

This is something that most computers, including the ST, are capable of in some form but is generally accepted that to be viable, multimedia must be able to record video and sound, process it and replay it at near broadcast quality. There are many variables associated with this ideal, but the Falcon would appear to be the only computer that has this function built in. Most other comparable multimedia systems are either expensive dedicated workstations or pricey plug in cards for the high end Macs, Amigas and PC's.

Atari is almost certainly going to face an uphill struggle in marketing the Falcon. Its multimedia capabilities will no doubt result in rave reviews of the machine, but there is limited demand for this capability at the present time. Most computers are purchased for the less esoteric tasks, of word processing, maintaining databases/spreadsheets and a bit of DTP. For these jobs, a cheap PC will do.

Speculation Corner

In the tight economic climate, the Falcon may well be seen as too frivolous, rather like Commodore's CDTV. There is however a push within the computer industry to accept Quicktime as the standard for multimedia presentations. It is anticipated that most computers will be able to replay Quicktime, but recording movies requires relatively expensive video processing hardware. If Quicktime is adopted for the Falcon it could well find a niche as a creator of Quicktime presentations.

With Desktop Video, The Falcon is certainly light years ahead of anything Atari has had to offer before. Atari is also light years behind in this area, with the clear leader being the Commodore Amiga. Both the Amiga, Mac and PC's can be fitted with Video cards which offer Desktop Video at varying budgets. As impressive as the colour and video capabilities of the Falcon are, Atari has made a grave mistake by not providing slots for graphics cards. Paint, animation and modelling software has lagged behind with Atari and it is unlikely that established videomakers will switch over to the Falcon unless the applications exist. It is possible that as an interim measure, software will be ported over from other platforms to fill the gap.

Probably the most astounding feature of the Falcon, which will guarantee sales is the audio processing capabilities. The inclusion of 16 bit CD quality 8 track direct to disk recording is amazing. To have it in a computer for a thousand dollars is revolutionary. True, a big hard disk is required, and appropriate software, but for under \$3000 a musician can have the recording quality and creative control of systems in the \$10000 to \$15000 range. Unlike MIDI which appealed to electronic musicians, hard disk recording is also of value to acoustic musicians thus opening up a large market for the Falcon.

There are many possible uses for the Falcon, based on the capabilities of the DSP chip. Some of these are useful, some are not. The notion of plugging one into a phone line as a fax machine will either be extremely handy or just plain silly. Wild speculation on what the Falcon is capable of, will do nothing but foster suspicion and until the Falcon is readily available, it is too early to say how it will perform and whether it will prove to be the amazing machine that Atari wants us to believe it is. Atari not only has to attract new customers, but has to bring back those enthusiasts who have left the fold.

JAGUAR SECTION

The "Telegames" List
The Underground Jaguar "Shareware"
Effort A Great Innovative Idea, or A Wrong Choice in the Works??

FROM THE EDITOR'S CONTROLLER - PLAYIN' IT LIKE IT IS!

It never ceases to amaze me that when Atari falters, a number of individuals band together in unity to move forward in a manner to continue the life cycle of "discontinued" Atari products. We have seen this happen with the Atari 8^{bit} machines through the Falcon computer. It continues to occur now that the Jaguar has been all but abandoned.

There's currently a drive, as mentioned in past issues, to petition Telegames to publish some of the games that have been finished but never published by Atari. The impression that we've seen is that if there are enough "signatures" (i.e. interest and potential buyers), Telegames will consider publishing some of those games. There are currently almost 400 signatures, but many more are needed.

Personally, I like to see this kind of enthusiasm. It may turn out to be a fruitless cause, but at least people are making an effort to try and convince 3rd party publishers that the Jaguar userbase is still interested in new games. If you're interested and haven't already signed the petition, do so. If you'd like, send me your name and/or online address and I'll pass it along to the proper people.

Another potential plus for the Jaguar userbase lies with the ongoing efforts of a small group of people that formed the "Underground". While I don't profess to fully understand their plans, it is my understanding that they are trying ways to bring new games to the userbase by alternate means (non-traditional).

The "traditional" method for getting a Jaguar game published is to develop a game, get it approved by Atari, encrypted by Atari, and then have it published. I'm sure there's more to it than that, but the generalization holds true.

However, my initial concerns, as evidenced from the online message activity and recent interview by the staff at GameWire (see below), are that there may be steps taken in this effort that appear on the surface to be inappropriate, or illegal. As you'll see below, there has been no contact with Atari with regard to the Underground's plans - something that would seem a logical step to take before any effort was undertaken. This strikes me as a backwards way of doing such a project. They have stated, however, that they intend to follow through with Atari's blessing. But, without all of the details of the Underground's efforts from their point of view, my imagination can really go wild and lead me with the idea that these efforts could be bordering on impropriety.

I have recently left a message with questions for two of the members of the Underground pertaining to my concerns, and of others. As of my deadline, I have just received a response but will not have time to include it in this week's issue; it will appear next week. As I learn more, I will bring that information to you in subsequent issues of STReport. As mentioned in my opening remarks, the idea of seeing new games published for the Jaguar is terrific. However, I hope that this will bear fruit in a manner that is proper. In the meantime, I'll leave you to make up your own minds.

On the Atari/JTS merger front, I just learned (Thursday evening) that the SEC has approved the proposed merger. All that remains for this merger to occur is for a stockholders vote, a legal formality. Sources at Atari have remarked that the outcome of that vote will be successful. If you're interested in attending, I have advance information that the stockholders' meeting/vote will be held on July 30th, at 9:00 a.m., at the law office of Wilson Sonsini in Palo Alto (CA).

The question remains, now that the merger is all but official: What will become of Atari Corporation? What

will the focus of JTS Corporation be and what will they do with the Atari portion of the new company, if anything? It will probably be some time before we learn just what those plans might be.

Until next time...

[INDUSTRY NEWS STR GAME CONSOLE NEWSFILE - THE LATEST GAMING NEWS!](#)

SEGA OF AMERICA NAMES NEW CEO

Shoichiro Irimajiri has been appointed the new chairman/CEO of Sega of America Inc., replacing Tom Kalinske who says he is leaving Sega after six years to join Education Technology LLC. From Sega's Redwood City, Calif., headquarters, The Associated Press reports Kalinske will remain at Sega until Sept. 30, and will remain a member of the corporation's board of directors. Before joining Sega Enterprises, Irimajiri served almost 30 years at Honda Motor Corp.

[JAGUAR ONLINE STR INFOFILE](#) [ONLINE USERS GROWL & PURR!](#)

From CompuServe's Atari Gaming Forums, member Randy Baer comments about the recent MiST show last weekend:

I attended the MIST Atarifest show here in Indy on Saturday and got to look at TWO new, unreleased Jag games. The first was the incredible Battlesphere. To all the doubters out there on this one: it lives up to the hype. The variety of ships is incredible, the gameplay is great, the graphics (especially the ship selection screen!), and music are phenomenal. It LOOKED finished, although Tom Harker at ICD said they wanted to implement a few more features before releasing it. To all those who have called this game "BS", and I'm not talking about an abbreviation of the title...you'll soon see how wrong you are.

Also, I was finally able to see the final version of Breakout 2000; I had tested early versions but never the final. Again, wow! The gameplay on this one is SOOOO good...anyone who has even a passing interest in Breakout would really enjoy this one. Right at the end of the show, a little kid (about 10 or so, I would guess) came up to Mario Perdue (one of B2K's programmers) and said, "I think this is the best Jag game I've seen." I think it brought a smile to Mario's face, as well it should have.

BTW, they also had the petition there to Telegames; perhaps Atari will get on the ball and RELEASE BREAKOUT 2000 NOW!!!!

All in all, a really good show; I picked up (finally!) Paperboy, Warbirds, and Ms. Pac for the Lynx, as well as Myst for the Jag CD (\$25!). Now if I could just get B2K and Battlesphere life would be complete!

Randy

JAGUAR SHAREWARE - A LEGITIMATE EFFORT OR, A MISDIRECTED PIPEDREAM?

From CompuServe's Atari Gaming Forum and GameWire's Web Page:

[Editor's note: content edited (spelling) for clarity]

Sb: Shareware on the Jag?!?!
Fm: Joshua P. Arnold 102073,1613
To: all

Hello all,

Shareware on the Jaguar is definitely a possibility that we can't ignore. Atari has obviously given up on the Jaguar at this time (and haven't shown one lick of marketing experience), so the underground feels that it's about time that the gamers took things into their own hands. Yes, the format would be CD, which would be possible to produce and distribute via the Net if the encoding could be broken (which is almost finished). Previously, the underground has wanted to remain anonymous due to possible legal problems, but now they are "spilling their guts" to us here at GameWire. We'll have an exclusive interview online later this week!

I ask all of you to read the interview before posting any discussion against the Jaguar and the Underground. Oh yes, and be sure to sign the Telegames petition while you're visiting. You can find the Jaguar report in the center stage section of GameWire's Web site. Our URL is: <http://www.gamepen.com/gamewire/>.

Thank you,
Joshua Arnold
GameWire Editor-in-Chief

Sb: #115895-Shareware on the Jag?!?!
Fm: Joshua P. Arnold 102073,1613
To: Don Thomas 75300,1267

Ok, about the encoding; they are using the "Jaguar Server," a cheap version of the Atari development kit. And I recently found out that they are able to publish on CD-Rom and on cart.

The Underground is publishing their own games; they are in no way pirating any existing ones. I suggest reading the material, and then possibly emailing the Underground.

Joshua Arnold
GameWire Editor-in-Chief

Sb: #116302-Shareware on the Jag?!?!
Fm: Joshua P. Arnold 102073,1613
To: Don Thomas 75300,1267 (X)

Hello again,

The interview with the Underground is now up at our Web site (<http://www.gamepen.com/gamewire/>). I'd like to stress the point that GameWire is in no means involved with this movement, and that we are not promoting

piracy, simply covering the ONLY Jaguar news at the moment. According to the underground, they will not go into final stages without Atari's blessing, and have no intention to break any laws. And, this is not Piracy (stupid comment), it is programming games for a system, not selling illegal copies. If you have any questions, I suggest following the instructions on the report/interview, not going through GameWire.

Also, the petition to Telegames has more than 200 people on it already, with more coming every day. Atari has obviously given up on the Jag, and a lot of people in the community feel "let down" because of this. I don't think Atari is in the position to refuse an offer like this if they want the Jaguar to live.

Thank you,
Joshua Arnold
GameWire Editor-in-Chief

Sb: #116311-Shareware on the Jag?!?!
Fm: Don Thomas 75300,1267
To: Joshua P. Arnold 102073,1613

Joshua,

>> Ok, about the encoding; they are using the "Jaguar Server," a cheap
>> version of the Atari development kit. And I recently found out that
>> they are able to publish on CD-Rom and on cart.

Atari has protected their right to license developers through an encryption process. Atari has to be involved with that and no one at Atari has been approached about it as far as I know.

>> The Underground is publishing their own games; they are in no way
>> pirating any existing ones.

It doesn't matter what they publish, if it's done without proper licensing, it's pirating. They would have to steal Atari's encryption process if they don't go through Atari to publish the software.

I'm all for them doing it, as long as it's legal.

--Don Thomas
Atari Corporation

Sb: #116310-Shareware on the Jag?!?!
Fm: Don Thomas 75300,1267
To: Joshua P. Arnold 102073,1613

Joshua,

>> The interview with the Underground is now up at our Web site
>> (<http://www.gamepen.com/gamewire/>). I'd like to stress the point
>> that GameWire is in no means involved with this movement,
>> and that we are not promoting piracy, simply covering the ONLY
>> Jaguar news at the moment.

Understood AND I'm glad you are. Thanks.

- > > According to the underground, they will not go into final stages
- > > without Atari's blessing, and have no intention to break any laws.

That's what confuses me because I've checked and I can find NO one at Atari that knows anything about this except what I have brought up. What confuses me is why someone would go so far to work on such a project and/or announce it publicly without contacting the company that must be involved to license them to do such a thing. Unless, of course, they intend to violate technological proprietary rights through some reverse engineering process and they have no intentions to include Atari in their plans at all. Also, why would they need to reverse engineer if they are responsibly working with Atari on the project?

I hope, as responsible editorial people, GameWire is asking these obvious questions and including the answers with any reports they make on the subject. Otherwise, in my opinion, GameWire is involved with this movement by simply reporting the information which is advantageous to the illegal developers. In other words, if GAMEWIRE is freely publishing what amounts to promotional data about a piracy ring without a balanced reporting effort to expose the illegal nature of the ring, I think that's as being involved as it would be to do the reverse engineering yourself.

- > > Also, the petition to Telegames has more than 200 people on it already,
- > > with more coming every day. Atari has obviously given up on the Jag,
- > > and a lot of people in the community feel "let down" because of this.
- > > I don't think Atari is in the position
- > > to refuse an offer like this if they want the Jaguar to live.

Atari has every right to do with the Jaguar and licensing for it as they please. I understand people feel "let down". Many of those same people felt let down with Coleco when out of business or when the TI/994a was discontinued, or when Mattel abandoned the Intellivision, or that Nintendo doesn't do much with their original NES system, or when the Vectrex bit the dust. Soon a lot of people will likely feel "let down" by Sega I suspect and lord knows how many times Nintendo has promised the U64 with nothing to show for it yet. I know the U64 is coming, but people felt convinced the CD-ROM for the SNES was coming too.

Atari never was a charity. We never pretended to be and I dare anyone to find a company that is willing to develop, manufacture and distribute sophisticated video game equipment without the primary object being to make money doing it. I understand Atari has withstood and continues to withstand criticism on how they went about things, but that none of that ever takes away their right to negotiate, sell, retain or dispose of the properties they own in a manner most advantageous to them and the shareholders.

I don't what the Telegames petition is all about, but I can tell you in an industry where tens to hundreds of thousands of something have to be made and sold to make the investments in it worthwhile, 200 does not seem to me to be a very long list to convince a company to make any large investments.

Don't get me wrong, I am NOT saying that no one cares, but I don't think it's irrational to expect that a company must find a way to care in a way that makes them money. I don't know of too many pharmaceutical companies making insulin available to diabetics for free.

--Don Thomas
Atari Corporation

Sb: #116314-Shareware on the Jag?!?!

Fm: [ICD, Inc.] 76004,1600

To: Don Thomas 75300,1267

>> Ok, about the encoding; they are using the "Jaguar Server," a cheap
>> version of the Atari development kit. And I recently found out that
>> they are able to publish on CD-Rom and on cart.

> Atari has protected their right to license developers through an
> encryption process. Atari has to be involved with that and no one at
> Atari has been approached about it as far as I know.

Don, Since you have been following the history of the market, perhaps you could comment on the lawsuit that Atari had with Nintendo over Nintendo's right to do just that by controlling who published what for their 8-bit game system. I wasn't following the game market that closely at the time but I believe that it was over a lockout type chip that was required to make cartridges run on a stock Nintendo system. Atari reverse engineered it thus breaking their encryption.

I completely agree that developers should approach Atari and work with them on encryption which is what we have done and are planning for BattleSphere. But there will always be the fringe developer groups out there... the hackers... like Dave Small and Magic Sac... people who find ways around the lockouts while remaining legal or at least at the fringes of legality.

>> The Underground is publishing their own games; they are in no way
pirating any existing ones. <<

That is very good to hear.

> It doesn't matter what they publish, if it's done without proper
> licensing, it's pirating. They would have to steal Atari's encryption
> process if they don't go through Atari to publish the software.

Respectfully, this is where I really don't agree. It is only pirating if they have stolen and/or are using Atari's code.

> I'm all for them doing it, as long as it's legal. <

I think that we all agree on this one. Let's have more Jaguar games!

- TOM -

Sb: #116313-Shareware on the Jag?!?!

Fm: [ICD, Inc.] 76004,1600

To: Don Thomas 75300,1267

>> I hope, as responsible editorial people, GameWire is asking these obvious questions and including the answers with any reports they make on the subject. Otherwise, in my opinion, GameWire is involved with this movement by simply reporting the information which is advantageous to the illegal developers. In other words, if GAMEWIRE is freely

publishing what amounts to promotional data about a piracy ring without a balanced reporting effort to expose the illegal nature of the ring, I think that's as being involved as it would be to do the reverse engineering yourself. < <

It is a good thing that Gamewire has the first amendment to protect them. :-)

Respectfully Don, I get upset with most of the news coverage in the world these days. Much of it is unbalanced. But that doesn't make the news media partners in crime. When BET was reporting about the OJ trial, I didn't think that they were guilty of murdering Nicole.

I don't know what these shareware guys are up to and it is probably just a pipe dream on their part but I will give them a chance to do their work and rally the user base. You can always sue them when you feel they are doing something illegal.

The Telegames petition is falling short of the 10,000 signatures they want/need/expect but at least they are trying to generate interest.

Remember the Atari Revolution? :-)

- TOM -

Sb: #116331-Shareware on the Jag?!?!

Fm: Don Thomas 75300,1267

To: [ICD, Inc.] 76004,1600

Tom,

> > Don, Since you have been following the history of the market, perhaps
> > you could comment on the lawsuit that Atari had with Nintendo over
> > Nintendo's right to do just that by controlling who published what for
> > their 8-bit game system.

As I recall, that was related to Tengen Games which was (is) a division of Atari Games (now owned by Williams) and pretty much unrelated to us at Atari Corporation other than how the decision sets a precedent for other issues later.

> > I wasn't following the game market that closely at the time but I
> > believe that it was over a lockout type chip that was required to make
> > cartridges run on a stock Nintendo system. Atari reverse engineered it
> > thus breaking their encryption.

It sounds like you did follow it pretty well. Nintendo sued Atari Games over the issue and Atari Games lost the fight.

> > I completely agree that developers should approach Atari and work with
> > them on encryption which is what we have done and are planning for
> > BattleSphere. But there will always be the fringe developer groups out
> > there... the hackers... like Dave Small and Magic Sac... people who find
> > ways around the lockouts while remaining legal or at least at the
> > fringes of legality.

I realize that. There are also fringe groups that sell T-Shirts with unlicensed copies of Disney characters on them too. When they become known, they are dealt with. I believe very strongly in the rights of companies to protect their rights to make money on technologies they design. It's not right that I would design some technology, protect it's design in every legally appropriate manner and have someone else exploit it for profit and finding ways to cut me out of it. As I understand it, many of the emulators out there (not being an attorney, I dare not be specific) were 100% illegal, however, there's also the issue of being practical to sue someone who does so little business, there's nothing to gain.

Also, many of the emulators out there were (are) legal because the boards they developed include the essential chips purchased legitimately. I think if anyone has any questions on these issues, they should contact an attorney to make sure they conform to the law. Doing something against the law simply because they don't like it does not justify what they do.

> > Respectfully, this is where I really don't agree. It is only pirating
> > if they have stolen and/or are using Atari's code.

Which they will have done if they sell something that runs on the Jaguar that has not been properly licensed. The encryption process will require the purchase or theft of specific proprietary codes to accomplish that.

> > I think that we all agree on this one. Let's have more Jaguar games!

ditto.

--Don Thomas
Atari Corporation

Sb: #116333-Shareware on the Jag?!?!
Fm: Don Thomas 75300,1267
To: [ICD, Inc.] 76004,1600

Tom,

> > It is a good thing that Gamewire has the first amendment to protect them.

:-)

> > Respectfully Don, I get upset with most of the news coverage in the
> > world these days. Much of it is unbalanced. But that doesn't make the
> > news media partners in crime. When BET was reporting about the OJ
> > trial, I didn't think that they were guilty of murdering Nicole.

Many issues of moral responsibility are not addressed by written law. While your argument may have legal protection, it doesn't change my opinion that a publication showing inferred endorsement of a product or service by providing it a lot of coverage, but purposely ignoring other pertinent issues makes them morally responsible.

If I make and sell clothing and ask the press to print my press releases, what should the press do if they find out the clothing is made in child detention sweat shops? Are they legally wrong not to report it if they know it? Probably not. But, in my opinion, they have a moral responsibility to reveal what they have discovered.

> > I don't know what these shareware guys are up to and it is probably

> > just a pipe dream on their part but I will give them a chance to do
> > their work and rally the user base. You can always sue them when you
> > feel they are doing something illegal.

I have no desire to sue them at all. I do think if they are telling the public what they are doing and making it sound like they have Atari's blessing, support, endorsement or otherwise, it's my responsibility to point out that we officially know nothing about it and no one has contacted us with what they have in mind. I also still think it's silly not to consult an attorney or, at least Atari, with what their plans are before spending/investing a lot of resources doing something they may likely not be able to use or implement. To me, that's just common sense. Now, if they are doing it just for personal fun, then why are they trying to raise everyone's hopes that that they're doing will benefit them?

> > Remember the Atari Revolution? :-)

Yes, and I also recall being in touch with Atari with everything I did. In fact, when I was hired by Atari, I was asked to sign a document primarily designed to protect them from any potential I would steal trade secrets. I appended the document to include protections for me and Artisan Software as well. I also became a legitimate developer before marketing Artisan Software products although that scenario was different and I really didn't have to.

I know you go out of your way to do things right with ICD also. I've seen you do it over and over.

I don't think you and I really disagree on this, but I am obligated to have at least 51% of my feet planted on the side of protecting Atari's interests first. You on the other hand, while I know you don't want to take unjust advantage of Atari, probably don't view our interests with the same priority as your own. Hopefully you have at least 51% preferred interest in ICD. <g> I know if the Underground was finding ways to embed crucial Battlesphere code into a project they were working on behind your back, your ears would probably perk up? No?

--Don Thomas
Atari Corporation

Interview:

RHINE STACKEN AND STEVE SCAVONE/THE UNDERGROUND

Conducted by: Brian C Bessemer

[Courtesy of the GameWire Web Page]

As everyone involved in the video game industry knows, in the past 6 months, Atari has basically screwed all its loyal customer's by failing to support the 64-bit Jaguar. Luckily for those same consumers, the Atari community has no intentions of letting this system die. During the past many months, an organization of

hackers and programmers from around the world have been busy trying to learn the secrets of this machine. The Underground is now in a position to consider the possibility of programming and marketing options for 'shareware' on the Atari Jaguar. In recent weeks I have been in contact with members of The Underground, and have recently conducted an interview with 2 of its main members, Rhine Stacken and Steve Scavone.

An interview with "The Underground"

GameWire: First of all, for those people who don't already know, what is The Underground?

Steve: A thought mostly in my mind and pretty much based on the fact that the Jaguar Server exists. Roine Stenberg created the Server originally to allow us hackers out here to play around with 64 bits of power. I hope to move it into a shareware movement.

Roine: The underground is a group of people all over the world that are interested in programming the Jaguar without spending money on Atari development tools. Programming the Jaguar without Atari's tools are possible with a cheap development system called "The Jaguar Server".

GameWire: Which people are most responsible for this organization?

Steve: Roine, Nat!, Kluas, Sven (not Christian Svensson), and myself.

Roine: I would not call it an organization, as it only consists of people around the world hacking the Jaguar. But key people are myself (Jaguar Server development system), Nat! (Jaguar underground technical docs), and Steve Scavone (initiated the Shareware concept.)

GameWire: How many people are currently involved?

Roine: I would guess that the Underground consist of about 20 active at the moment.

GameWire: Are they all coding games, or are some mainly involved in graphics, sound, etc.?

Roine: The majority are just hacking around at the moment, as there currently no special project that we are working on.

GameWire: How long has this been developing (how 'old' is The Underground?)

Steve: Almost a year maybe even less. It is more a hope than a reality at this point. If I see the interest grow like it has been, it will be more than real. Trust me on that one.

GameWire: What state, or stage, is The Underground in right now?

Roine: Hacking into the Jaguar and at some point hopefully having some shareware releases for it. There are currently two games by people out. A Tetris and a Quix clone.

GameWire: So, from what I understand, The Underground is currently dependent on the Jaguar Server. Which came first... did the formation of The Underground necessitate the Jaguar Server, or did the existence of the Server spawn the creation of The Underground?

Roine: The Jaguar Server was first. It inspired the ugd-jag mailing list, and now with the aid of Steve Scavone, is beginning to open up a shareware market.

Steve: The server inspired me to get info out to Jag owners to let them know us Server Underground folks are out here and would love to see their support of us. SO I guess Roine is the ultimate guy to thank here.

GameWire: For those unfamiliar with the Jaguar Server, could you offer a brief description?

Roine: The Jaguar Server project started my me in August '94. The goal was to make a cheap developer kit for anyone that wanted to program for the Jaguar. Atari's own developer kit was \$5500 and that was WAY to much if you just wanted to hack and program the Jaguar just for the fun of it.

The very first prototype was built around the Atari Mega ST's 'MegaBus' All of it was hand wired together using a total of 21 IC's. I can tell you that this board had VERY little empty space on it... the prototype was soon scrapped as I began working on the "Rev A board," using a different approach this time. It was built for the cartridge port and could then be used on all Atari computers not just the ones having a 'MegaBus'. To keep the cost down, I also decided to use the Jaguar's 2MB main memory and not include any expensive RAM chips in the Jaguar Server hardware.

The Rev A board was up and running with very simple software in February '95. As the Rev A board had some small flaws, I made some changes to the layout and came up with the Rev B board. More serious work now began on the Software - The Shell running on the Atari computer and the JagOS - Running on the Jaguar. With this solution, it's possible to upload and download programs and files between the computer and the Jag.

Steve: Only Atari ST/STE/TT030/F030/Mega2/4 e (are currently compatible, though) PC versions are being seriously considered. The server is a modification to your Jag that includes a card that plugs into the Atari computer and then into the modified Jag. You use a compiler on the host to write code for the Jag which gets uploaded and ran.

GameWire: Are the people involved with The Underground the same people on the JagServer list?

Steve: Mostly.

GameWire: Where can people find more information concerning the JagServer?

Roine: All information needed, including how to order, can be found at the Jaguar Server Page:
<http://www.edu.isy.liu.se/~z94patsa/jsdata/jserver.html>

GameWire: If someone is interested in writing games for the Jag, who should they contact and what do they need to do?

Steve: Have them email Roine for a server.

Roine: They should buy the Jaguar Server Development kit , then develop whatever they want and release it in any way they want.

GameWire: Roughly how many titles are being developed, or are planned for development at this point?

Steve: Unknown.

GameWire: Which types of games? (you can leave you names, just give a few descriptions)

Steve: Various stuff is in the works. You will have no such premature promises from this group.

GameWire: What major milestones and/or limitations have you encountered so far?

Roine: Milestones are definitely Nat's Underground documentation on programming the Jaguar. They are very good, getting better every week. Another milestone is Klaus RISCY assembler, for the Jaguar DSP and GPU risc processors. No debugger is available, and that's a limitation for finding complex bugs.

Steve: That is a whole other interview. ;)

GameWire: I know legal procedures are an issue. Have you asked for cooperation from Atari or any other companies yet? If so, have you gotten any favorable responses?

Steve: We haven't even gotten that far. I hope Atari will work with us. We would rather they cooperate with us as much as possible. We just want games for the Jag and since they are no longer willing, someone needs to take over.

This can ultimately be another consumer program exchange prospect for the Big Fuji. :) The old C.P.Ex. was an excellent deal. I believe Star Raiders was born from that setup.

GameWire: Designing a successful medium for 'shareware' on a console is a little tricky. Do you have any idea how you'll be able to do it?

Steve: We are working hard on that now. We will fill you in as things progress.

GameWire: Are you planning on cartridge development or CD development, or which would you prefer to do?

Steve: Anything is possible at this point.

Roine: At the moment a Jaguar Server is a must, however discussions continue of how to make the best format available to Jaguar owners.

GameWire: If cartridges and CDs can't be done, would it ever be conceivable to produce a less expensive JagServer package for purposes of simply playing these titles?

Roine: No, I don't think so. The design are rather simple and straightforward and that makes it hard to be any cheaper than it is.

GameWire: Could it be possible to setup download areas where consumers could obtain the shareware versions of these titles?

Roine: Yes, there are already two games to download from the Jaguar Server WWW pages.

Steve: We are not at all looking to violate anyone's rights. WE simply want more games for the Jaguar than Atari has given us. I do know there is a version of Tetris you can play on your Jaguar. It's pretty good too! WE may develop a cart(with Atari's blessing) that would allow any computer with a parallel port to upload and download games to and from there Jaguars. The cart would have its own parallel port so a simple cable between host and Jag would do it. The cart may have extra ram(possibly expandable) and a small OS for uploading and downloading. Who knows? We may finally see that web browser after all. :)

GameWire: When do you think the soonest game can be completed (any estimate will do?)

Steve: Your guess is as good as mine. We have very little info about the Jaguar's chipset and are in the deciphering stages now.

Gamer would like to thank Steve and Roine for taking their time to answer these questions. 'Best of luck to The Underground.

PEOPLE... ARE TALKING

On CompuServe

compiled by
Joe Mirando
CIS ID: 73637,2262

Hidi ho friends and neighbors. Well, in one fell swoop (what exactly does that mean, anyway?) I got my Portfolio and STacy up and running again, so I'm a happy camper right now! Isn't it amazing how easily we take things for granted? I've been using my STacy and Portfolio for years. I used them almost every day until they broke down. It wasn't until that moment that I realized how much I had come to rely on them. My wife even made fun of me, saying that the way I was moping around, I looked like I'd just lost a best friend. I tried to tell her that she was crazy, but I lost my train of thought when I put my hand down in the spot where the STacy normally sits and got all choked up. < grin >

Anyway, they're both back from the "inactive bin", so everything is great. I'm on vacation this coming week, so I'll have plenty of time for getting re-acquainted with my old friends. I'll also finally have the time to write to those friends and neighbors who have been wondering why I haven't replied to their email lately. Have faith folks. I haven't forgotten, I've just been working insane hours.

I've also just received Suzy B's 2 CDRom library. This thing is incredible! There are things on these CD's that I had never seen before. I've been online for almost 9 years and have, at one time or another, downloaded lots and lots of things yet somehow I missed lots of "STuff". I haven't added them all up yet, but the cover says that there is more than a gigabyte on the two CDs. I think I'll take their word for it. < grin > If you've got a CDRom player, take my advice and get this CD set. It's well worth the cost! If you don't have a CDRom player, get one!

Well, let's get to the reason for this column: All the great news, hints, tips, and info available every week right here on CompuServe.

From the Atari Computing Forums

Don Whitton asks about the availability of a networking device for Atari computers:
"Does anyone know the availability of a mega talk board?"

Albert Dayes of Atari Explorer Online Magazine tells Don:
"Your only choice for Mega Talk is find a used one. Since the company that made them is no longer around."

Don tells Albert:
"Thanks for your help. [I'm] hoping to find a used one. If you know [of] any... please advise."

Albert replies to Don:
"You might contact an Atari dealer and see if they know of anyone who might be interested in selling a Mega Talk."

Rob Rasmussen asks for help with his modem and terminal program:

"I had installed Stalker on my ST, and in the program 19200 bps was the highest setting. On the ST I know I can't use higher than that anyway. I was alarmed prematurely though, because when I installed it on the Falcon today, all of a sudden 153600 bps is available. My new Supra 28K faxmodem is connected to the Falcon, so it looks like this will work! Can anyone tell me if it costs any more to connect at 28800 bps than 14400 and lower if I have the super value billing method? I seem to recall something about 14400 and lower all being the same price when rates went down a few years ago, but don't know if 28K still costs more per hour."

Albert Dayes tells Rob:

"It should be the same cost for any baud rate up to 28800. The only price is for time."

Sysop Jim Ness adds:

"[It's the] same price for anything up to and including 57.6 (ISDN) nowadays."

Albert Dayes mirrors my own thoughts:

"Wow 57K!"

While we're on the subject of telecommunication programs, Michael Robillard asks for info:

"I've tried the following tell me if I'm wasting my time I run Storm connect to my local internet provider. I then exit storm without hanging up. I then run CAB.APP. When I try to load an URL I end up seeing the wwwcache directory I created for CAB.APP. Do I have to use STIK in order to use CAB?"

David James tells Michael:

"As far as I am aware it is necessary to use either STIK or Mint/Mint Net to get CAB to work."

Every once in a while I get a thought that won't let go of me. I then proceed to make myself crazy trying to get whatever it is to work. This has been the case with using a Web browser on an Atari ST connected to CIS. Finally, I ask:

"Assuming that one of the available PPP-enabled browsers was capable of accessing the Web via CIS, would someone be able to post a list of the necessary settings (node#/name, domain, and all the miscellaneous things) that are necessary to get a browser to work on CIS? I've tried to get OASIS205 to work and, so far, it'll dial the number and realize that there is a carrier present, but after that it just hangs there like a two dollar picture frame on a motel room wall. (nice image, huh?)

I'm sure that I'm missing or mis-using at least a few of the necessary names and numbers, but I'm still trying. Perhaps one of our Internet-literate Sysops could provide a quick primer on what these settings are and what they mean? (Sorry for the extra work guys but, let's face it, you love it! <grin>)"

Sysop Jim Ness tells me:

"First of all, you need to log in either manually, or via a script, and O PPPCONNECT. That's the area in which PPP is supported; a set of Web servers at CIS. Once you arrive there, CIS begins to try to confirm a PPP session with your browser. I am not sure what your browser needs. The network protocol supported is TCP/IP, and there are several host DNS numbers supported by CIS. I tell my browser to look for 149.174.211.5 as primary and 149.174.213.5 as the fall back. The IP number is assigned by CIS upon login."

Michel Vanhamme adds:

"There probably is a logon script to be edited somewhere in Oasis... Basically, my logon procedure (on my Mac) is as follows (discard the quotes):

- Send a [CR] (= carriage return)
- Wait for 'Name:'
- Send 'CIS' +[CR]
- Wait for 'ID:'
- Send 'your user id/GO:PPPCONNECT' +[CR]
- Wait for 'word:'
- Send 'your password' +[CR]
- Wait for: 'PPP'

From then on, a little bit of negotiating occurs, and after a few seconds, you should have a PPP connection."

I tell Michel and Jim:

"Thanks for the help! I noticed that a lot of folks have had problems with errors in the PPP "packets". I've also noticed that there are several options within OASIS for PPP packet size... 512, 1024, and 3'something'. Is there a specific packet size that CIS requires? I'm really hoping that someone comes out with a browser that actually works with a minimum setup and without having to use anything other than TOS.

One nice feature Oasis has is that it will run on a 1 meg machine... Of course you have to run a special program that switches between the browser and the dialer/mail program for you, but heck, it'll still run on a 1 meg machine! Now, if we can only get it to run on a 1 meg machine connected to CIS! <grin> "

Sysop Jim tells me:

"CIS will adjust to whatever packet size your end says it supports. So, you might as well go for the largest."

Richard Lawson posts:

"I've managed to get it to connect to CIS and everything but I'm not too sure what it does after then. CompuServe's IP address is 0.0.0.0 You get allocated a dynamic IP address, so there's no need to specify one. ICE seems to work, but it doesn't do anything after it's connected. I'm probably not waiting long enough; I've only got a 2400 modem :-) If anyone wants more info on my setup or has any tips, mail me."

Status update, folks: No luck yet on getting my computer to talk HTML to CompuServe... I'll keep you informed though.

Scott Graham posts:

"A friend of mine is using an Atari 1040ST. I recently gave him a modem. I found several telecommunications program here but here's the question: how can I transfer the files to him? Can an Atari 1040ST read a dos formatted disk?"

John Raymond tells Scott:

"Yes an atari can read dos formatted disks provided that they are double density (that is not HD high density disks) but of course the atari can only use Atari telecom programmes."

Clay Moore posts:

"I forgot how to determine the version of TOS in my MEGA 4. is version 1.4 the first tos version to cycle the colors through the logo? Ie 'Rainbow TOS'?"

David James tells Clay:

"There are a number of programs which will identify the TOS version. Two that come to mind are GEMBENCH and PROFILE. I don't know if either are in the file area on CICS but it could be worth having a look."

Jack Hughes adds:

"A freeware program from The Netherlands called, appropriately, "Sysinfo" will tell you more about your system than you really want to know. I do not know if it is the Library here, but I will u/l it if not and it is desired. The author is, H. W. A. M. deBeer. As an aside, I just looked at it and discovered the source of the 4-6-89 date I keep getting reset too after logging on to CIS. It is the date of my TOS v1.4!!! Now if I could just find out why the date gets reset, sigh."

Matthew Beasley asks:

"How do you get [a file with] the lzh extension to work?"

I jump in and tell Matthew:

"LZH is a method of compression that can also combine several files together into an 'archive'. Before these files can be used, you must decompress (or unLZH them). In library 4 (Utilities) there is a self-extracting file called ARCLZH.PRG. Download and run this program. It will extract into ARC version 6.02, LZH version 2.01L and ARCSHELL version 3.1.

The last is a shell program which allows you to easily manipulate the ARC and LZH compression/Decompression programs. After this is done, you can run ArcShell, choose the LZH option, select the LZH archive you want to decompress, and sit back for a moment while the programs do the work. If you have any problems or questions, feel free to ask... the folks in this forum are the best!"

Tom Harker of ICD posts:

"If you have been putting off getting a hard drive for your Atari computer, you might want to look at the Syquest EZ135 SCSI drives that are being blown out right now.

Toad is selling them for about \$129 which includes the drive in a nice compact case with power supply. These drives use removable 3.5 inch cartridges which each hold about 135 megabytes and are nearly as fast as a high quality fixed SCSI drive. They are also being sold at Best Buy, some of the Office Depot and Office Max stores, Computer City, Comp USA and other computer stores for similar prices.

The EZ135 uses a standard SCSI connector on the back of the case and an ICD Link 1 or Link 2 works just fine as the interface to an ST computer or plug directly in to a TT or Falcon. Syquest is closing them out in favor of their new 230 MB drive which costs \$300 but I expect carts to be available for many years. Carts cost about \$30 each."

Julian Church asks Tom:

"You wouldn't happen to know if they're banging these out worldwide, or just in the US? I'm in the UK and a cheap removable SCSI drive would be ace for my sampler."

Tom tells Julian:

"Try System Solutions/Atari Workshop in the UK. I talked with them recently and they were planning a promotion on EZ Drives. They have been able to secure them at the lower price. In the USA it has been reported that Comp USA is offering the external SCSI EZ 135 for \$129 with a \$30 rebate (\$99 end cost)."

Julian replies:

"\$99! I know you can't really translate prices directly using exchange rates (especially with any kind of technology - the market is so much smaller here), but that's about L60 ie just silly. The EZ drives are going for about L130 normally which is more than reasonable so I'm looking forward to finding out what the new prices are going to be. I'll guess it's going to be about 80 or 90 pounds once all the tedious mucking about in customs and stuff has added to the cost. Anyway I've got SS's number at home so I'll try them tomorrow or something.

Albert Dayes of Atari Explorer Online Magazine tells Julian:

"Iomega just lowered the price of the JAZ drive (1 gigabyte removable) to \$399 (for internal scsi version) so I am sure that puts a great amount of pressure on smaller sizes such as ZIP and Syquest EZ-135 megabyte drives."

Well folks, that's about it for this week. Tune in again next week, same time, same station, and be ready to listen to what they're saying when....

PEOPLE ARE TALKING

In solemn Remembrance of TWA Flight 800

May They Rest In Peace



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STR ONLINE! "YOUR INDEPENDENT NEWS SOURCE" JULY 19, 1996

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