

Silicon Times Report



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THE PUBLISHER, STAFF & EDITORS

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From the Editor's Desk...

A quick week for sure.... Even though all five days were there, it seemed like yesterday was Monday. I still can't get the anger and heartfelt sorrow I am feeling about the TWA Flight 800 tragedy. I've already written to my Congressional and Senate Representatives and told them exactly how I feel about the entire matter. I also included a copy of last week's editorial. Now, let's see just how "responsibly responsive" they are.

On another front and one I might add brings great joy... Intel has embarked upon a course to put an end to long distance toll charges. It amazing how AT&T has made the world pay for the Trans-Atlantic Cable since it was put in place before the First World War... and got away with it. Well its all about to come to a screeching halt. Three Cheers to Intel for taking the bold steps to put an end to the greatest single legal "score" modern mankind is witness to. Imagine ... an end to expensive phone call charges that have paid for the lines over and over again. I cannot wait to see it happen. AT&T is restructuring its "rate schedule at this time to offer a flat rate... based on levels of quality, usage and time of usage. It really is about time they came back to earth with a realistic rate structure. Thanks again to the Internet and Intel.

A handwritten signature in black ink, appearing to read "Ralph".

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STREPORT HEADLINE NEWS

LATE BREAKING INDUSTRY-WIDE NEWS

Weekly Happenings in the Computer World

Compiled by: Dana P. Jacobson

IBM TAKES A TUMBLE AT THE OLYMPICS

IBM is being widely criticized at this week's Summer Olympic Games because of delays and errors from its highly-touted systems that were supposed to provide widespread and near-instantaneous access to reams of data. Reporting from Olympic Village in Atlanta, writer Emory Thomas Jr. of The Wall Street Journal says IBM has "scrambled ... to repair the system," adding company officials say they were making progress in fixing the problems "in the face of unprecedented demands for information from the thousands of sports officials and journalists."

A frustrated A.D. Frazier Jr., chief operating officer of the Atlanta Olympic Committee, acknowledged he expected some snags with Transportation, but, "What I didn't expect was this technology mess. That's been a disappointment." The Journal notes technology has eaten up \$223 million of Atlanta's \$1.7 billion budget and still one of the biggest snafus at the Games has been availability of results from competition. "Results from the Atlanta Games are fed directly into computers at competition sites," Thomas writes. "From there, they are sent into Info 96, an internal information system available to media and others... Dedicated networks also provide data directly to major news organizations such as the Associated Press. But the software designed to filter all the incoming data hasn't worked properly, creating big gaps in information."

Meanwhile, IBM says the delays also stemmed, in part, from information getting backed up on some slower transmission lines in its computer network. "In an attempt to keep data from becoming queued up," says the Journal, "technicians increased the speed of some network lines to 38,400 baud, the speed of the fastest standard modems available for PCs. The upgraded lines had been operating at 9,600 baud, slower than the modems supplied with most new PCs." The paper notes IBM paid tens of millions of dollars to become both a U.S. and worldwide Olympic sponsor, adding the company now says its software engineers and systems integration specialists "are working around the clock to address the problems and are making some headway."

IBM STILL STRUGGLING AT OLYMPICS

IBM still is angering national and international journalists and officials at the Olympic Games at Atlanta as the computer giant continues to try to fix its error-plagued results computers. And it appears Olympic officials may be losing patience. "The feed for the world news agencies continues to be very discouraging," spokesman Bob Brennan of the Atlanta Committee told business writer Evan Ramstad of The Associated Press late yesterday. "'Efforts to bring it online have not been successful. ... We're not going to rely on it for the balance of these games." As reported, IBM has tried since Saturday to fix a complex system designed to give the news media results from each Olympic event seconds after the event finishes. "For some events, results are fine, but, for many others, the system produces errors or doesn't deliver," Ramstad notes.

IBM has even started faxing results to the big news organizations, "which, in turn," grumbles AP, "have resorted to the time-honored but tedious method of typing them into their own computers." Six other major IBM systems are performing without a hitch at the Olympics, "but," says AP, "the glitches in the 7th have been amplified because of who it serves. Created for 13 large news organizations, including The Associated Press, Reuters and United Press International, the trouble with the IBM system has spilled over to thousands of newspapers and broadcasters who rely on those firms to pass results to them."

IBM's senior management back in New York is troubled and has demanded regular updates on the progress toward resolution. IBM spokesman Fred McNeese told Ramstad, "This is the largest sporting event in the history of the world and we are responsible for the information technology and we take that responsibility very seriously." Meanwhile, the European Broadcast Union has filed a formal complaint to Olympic organizers, indicated they and other news organizations may seek refunds for their \$3,000 connections to the results system. Adding to Big Blue's embarrassment is the fact the computer maker paid \$80 million to be an Olympic sponsor, "hoping to impress customers with new ideas and skills," AP notes. "Advance promotional materials promised 'bulletproof reliability.'"

Ramstad notes most of IBM's Olympics innovations have worked, including a ticket-selling method that yielded tens of thousands of sales over the Internet's World Wide Web. Also, spectators have had no trouble seeing results on the scoreboards at the events, which are posted straight from the judges who use IBM ThinkPad mobile PCs or the Swatch timing devices that connect through other IBM machines. But that's little consolation to massive news organizations with deadlines to meet and no data coming in to work with.

Perhaps punch-drunk from the frustration, British-based Reuters news service last night filed a story at least trying to play it for laughs, referring to the "fickle mood swings of the Olympic results computer" that were driving its editors crazy. "The multi-million dollar results system which has, by turn, infuriated and -- eventually -- amused journalists with its bizarre offerings, began the day in benign mood," says Reuters. First thing yesterday, "it awarded a track cycling world record to Australian Bradley McGee and then, in a spirit of Olympic generosity, delivered the same accolade to Denmark's Jan Bo Petersen. The track cycling begins on Wednesday."

Later, "it got its bytes and bits in a tangle, turned nasty and spluttered out a waspishly misleading fencing result. Hungary beat Spain in the semifinals of the men's team epee event, it said. Wrong, both Hungary and Spain were eliminated in the quarter-finals about an hour earlier. In fact, the quarter-final results were wrong too, but that's another story."

IBM TAKES HEAT FOR OLYMPICS SNAFUS

IBM is taking the blame for the chaotic information data system at the Atlanta Olympic Games. IBM spokesman Fred McNeese told the French Agence France-Presse International News Service, "We are as disappointed as everyone else. We accept full responsibility. We apologize for the problems." As reported, Big Blue is red-faced as it continues to anger national and international journalists and officials because of its error-plagued results computers.

However, McNeese insists conditions have improved for the 15,000 media representatives using 1,800 computer data screens at Games venues and in the main press centers. "The main problem left," says AFP, "is a special World News Press Agencies results service provided for the four international news agencies -- Agence France-Presse, Reuter, Associated Press and United Press International -- and five other clients, including the BBC and other national agencies and major newspapers."

The agency says it received a letter of apology IBM sent to the nine and admitted the service to them remains

"irregular." IBM said it will carry on working on the service and that its teams had worked hard to fix WNPA. Results are now being distributed by paper. The French new service notes problems of varying degrees continued yesterday with the results service and with background information. "One boxer is said to be 95-years-old," writes AFP, "another is said to be only 50 centimeters (23 inches) tall, while yet another fighter is said to be more than six meters (18 feet) tall."

STATE, LOCAL GOV'TS EMBRACE PCs

In 1996, state and local governments will surpass the federal government in the number of PCs in use, with over 2.8 million desktops and more than 300,000 portables, reports International Data Corp. (IDC). Even excluding education, state and local governments outpaced their federal counterparts in the purchase of desktop PCs by 50 percent during 1995, says the Framingham, Massachusetts-based market research firm. IDC notes that purchases of PC desktops, portables, and servers at the state and local levels are growing at annual rates of 20 to 40 percent. State and local governments have traditionally lagged the PC technology curve, notes IDC. But the following factors are breaking this pattern:

- The transfer of operational responsibilities from federal to state and local governments.
- Explosive growth in the World Wide Web as a means of government-government, government-business, and government-public information access, with transactions clearly on the horizon.
- An experimental attitude among state and local government employees.

"There is major PC infrastructure expansion taking place in state and local governments," says Steve LeCompte, vice president of IDC's government market services. "Two-thirds of PC purchases are going to new users. Industry can capitalize on this strong demand by focusing on the unique mechanisms the public sector uses to acquire PCs."

INTERNATIONAL NET STANDARD URGED

Germany's minister for family affairs says international standards for the Internet may be necessary to prevent pornographers and neo-Nazis from using cyberspace to circumvent national laws. Appearing before the United Nations to discuss ways to protect women and children from violence and sexual exploitation, Minister Claudia Nolte said, "Because the Internet knows no national borders, we will be able to protect youth only through international standards." Associated Press writer Robert H. Reid quotes Nolte as saying the Internet offered "many positive opportunities" for exchanging information worldwide, but adding the Net could be abused by neo-Nazis and pornographers operating outside national jurisdictions. The U.N. could play a role in developing international standards to control abuse of the Internet, she said. Of course, Internet regulations is a controversial issue in the U.S. and many other countries because of the potential for infringing on the rights of free speech. Reid notes publishing or distributing neo-Nazi or Holocaust denial literature is illegal in Germany, "but it is unclear how such laws can be enforced in the free-for-all atmosphere of the Internet."

NEWS ORGANIZATIONS FACE CHALLENGERS

Traditional news organizations are losing their audiences and are in danger of increased competition from online services and other news media providers, warns Digital Information Group, a subsidiary of Stamford, Connecticut-based market researcher Gartner Group. Without a more aggressive stance, traditional newspaper chains and broadcasters will continue to be trounced by technology companies, which are spending hundreds of millions of dollars creating competitive news services on the Web, says DIG researcher Maureen Fleming.

"News organizations should consider dropping their new media distribution alliances until they've fully assessed the risk of each alliance and figured out better long-term strategies," advises Fleming. "Those

strategies include revenue-sharing arrangements tilted in the news organization's favor, push-style distribution, and non-compete arrangements." A complete report, Digital News War, will be available on Gartner Group's @vantage Web site on Aug. 15. (<http://www.atvantage.com>).

ONLINE ADS TO NEAR \$2 BILLION

Advertising revenues from the World Wide Web and the four largest proprietary online services (America Online, CompuServe, Prodigy and Microsoft Network) will total \$200.1 million in 1996 and grow to \$1.97 billion in 2000, according to new research from SIMBA Information Inc. "The Web advertising market is experiencing, and will continue to experience, dynamic growth," says SIMBA analyst Elizabeth Estroff. "The growth of Web advertising revenue, which will account for the bulk of online advertising growth, will be the direct result of the increase in the number of Web user sessions and page views." SIMBA projects that Web user sessions will hit 15.79 billion in 2000, yielding 94.76 billion page views.

The Web advertising market will total \$110.0 million in 1996 and reach \$1.86 billion in 2000, predicts SIMBA. It notes that the greatest growth will occur between 1996 and 1997 when Web advertising revenues are expected to increase 265.8% to \$402.4 million. Advertising revenue growth is forecast to slow between 1998 and 2000 due to the leveling off of Web users. According to SIMBA, the Web advertising market is dominated by a small, but growing advertiser pool. Several new advertisers, including Procter & Gamble, Nissan, Anheuser-Busch and Nabisco, are planning Web ad campaigns in 1996 and 1997.

SIMBA surveyed 38 of the largest national advertisers and found that 33 had one or more Web sites and 20 of the largest national advertisers with Web sites were purchasing or planning to purchase Web advertising. Other findings include:

- Computer and car marketers are early adopters of Web and online advertising. The next categories of advertisers to embrace the Web are information-intensive product and service industries such as travel, pharmaceutical, beverage and retail marketers.
- Future Web site growth will come from established brands.
- Traditional media brands like The New York Times, CNN and ESPN have the financial and marketing resources necessary to make advertising a success on the Web. Startups without the advertising sales expertise or the ability to leverage existing advertisers and audiences face an uphill battle.

IS THE WORST OVER FOR APPLE?

Same analysts are saying that while Apple Computer Inc. still is losing money, the worst of the Cupertino, California, computer maker's financial hemorrhage may be over. Business writer Catalina Ortiz of The Associated Press notes Apple lost \$32 million in its third fiscal quarter, but that's "actually good news because industry analysts expected far more dismal results." Said editor Pieter Hartsook of the Hartsook Letter in Alameda, California, "I'm quite encouraged. When I saw the fax come through I said, 'Yes -- good for you!'"

AP quotes Apple as saying its loss for the three months ended June 28 amounted to 26 cents a share, compared with profit of \$103 million, or 84 cents a share, for the same period of last year. This includes a one-time gain of \$39 million from the sale of Apple's investment in America Online. "Even so, the loss was narrower than expected," Ortiz notes. Revenue fell 15 percent to \$2.18 billion from \$2.58 billion, in line with predictions. "Analysts surveyed by Zacks Investment Research on average had forecast a loss of \$1.12 a share with estimates ranging from 44 cents to \$1.86," AP observes.

As reported, Apple, the nation's No. 3 computer maker, is trying to turn around steep declines in profit, market share and stock price, which recently tumbled to a 10-year low. New CEO Gil Amelio has reorganized

the company and has pledged to trim its product line and focus on such growing markets as computer networks.

COREL LICENSES JAVA CODE

Corel Corp. will add Java support to its Corel Ventura, CorelDRAW and Corel WordPerfect software. The software publisher says it has licensed Java source code from Cupertino, California-based JavaSoft, a move that will eventually allow Corel users to run Java applets in Corel software. Additionally, Corel Will develop a Java-applet viewer that will allow users to view Java applets in any application. Corel says it will provide this technology to JavaSoft for its own use and for redistribution to other licensees for incorporation it into their applications.

"Java is definitely the platform of the future and we've embraced that vision at Corel wholeheartedly," says Michael Cowpland, Corel's president and CEO. "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 QuattroPro for Java," adds 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."

INTEL, MICROSOFT TARGET NET PHONES

Intel Corp. and Microsoft Corp. have signed a cross- licensing agreement that aims to help people place multimedia voice, video and data conferencing calls over the Internet. Both companies say they will work with Internet white page vendors and service providers to make it easy to find other people to talk to on the Internet using the open Usr Location Service (ULS). To help ensure universal interoperability for Internet voice and video calls, Intel will provide Microsoft with its implementation of the H.323, RSVP and RTP standards created for its ProShare family of video conferencing products. Microsoft will provide Intel with its T.120 implementation, the ActiveX Technologies and the Microsoft NetMeeting application.

The agreement also calls for Intel and Microsoft to jointly promote Internet phones standards to the software development, PC OEM, independent hardware vendor, conferencing and Internet services communities. "By aggressively supporting standards-based communications along with Intel and others in the industry, we are making great strides to meld the power of the PC with the global reach of the Internet," says John Ludwig, vice president of Microsoft's Internet platform and tools division."

"Today's announcement reflects solid progress and the expansion of a great relationship with Microsoft on Internet technologies," adds Frank Gill, general manager of Intel's Internet and Communications Group. "With Microsoft, and the more than 120 companies that are supporting our standards effort, we're going to make low-cost voice, data sharing and ultimately video conferencing available to all PC users on the Net."

INTEL GIVES AWAY NET PHONES

Chipmaker Intel Corp. will give away software enabling users to make long-distance phone calls via the Internet. The software is based on a standard used by at least 120 companies, including Microsoft Corp., which will plug a compatible product, NetMeeting, into its operating systems. Writing in The Wall Street Journal this morning, reporter Dean Takahashi notes Net calls cost only as much as the local connection to the global computer network, so that if computer telephony catches on it could eventually make a dent in the profits of phone companies.

"Many experts believe," Takahashi adds, "that in a few years telephone companies may actually abandon

per-call charges for a set monthly fee based on the quality of service rather than the amount of usage." An estimated 30,000 people now make long-distance calls using the Internet, with delays in voice transmission of as much as half a second. "The reason we did our phone," says Frederick Yeomans, marketing manager for Intel, "was that there were a lot of Internet phones out there, but the frustration level was high because the phones didn't talk to each other."

And Internet analyst Jeff Pulver at Pulver.com in Great Neck, New York, told the paper, "The dynamics of this Internet phone market are about to change forever. It's going to change from a hobbyist's toy to something business people and consumers are going to use to get around long-distance costs." As reported earlier, Intel and Microsoft Corp. have signed a cross-licensing agreement that aims to help people place multimedia voice, video and data conferencing calls over the Internet. And the Journal says this morning the product "provides further evidence that Intel has shifted its strategy to become more of a computing and communications company, not just a maker of microprocessor chips for personal computers."

The paper says Intel will make its software available on its World Wide Web site (<http://www.intel.com>) starting Wednesday. It will also make use of a Microsoft technology that helps computer users locate other Internet phone numbers on the Internet. "Thus, once the technology is widespread, a user would be able to access the directory service, click on a particular name, and immediately initiate a call to that person," the Journal adds.

MOTOROLA CUTS MODEM PRICES

Motorola Inc. has cut prices on its SURFR Series V.34 28.8 modems by 30 percent, bringing the cost of its 28.8K bps ModemSURFR internal model to \$99, including a \$20 rebate. All of Motorola's SURFR modems, including the ModemSURFR, OnlineSURFR and VoiceSURFR, are now available at prices ranging from \$99 to \$160, depending on model. "With this move Motorola's SURFR Series modems are now at a price point within reach of all consumers looking to go on line with high-quality, technologically advanced products from an industry leader," says Iain Morris, vice president and general manager of Motorola's information systems group. All of the modems are bundled with communications software, including the Windows version of the CompuServe Information Manager.

MICROSOFT REINVENTS THE MOUSE

Microsoft Corp. has announced IntelliMouse, a new top-of-the-line PC pointing device. Microsoft notes that the unit's intuitive functionality aims to make it easier for users to navigate within the upcoming Office 97 suite of applications as well as Microsoft Internet Explorer 3.0 and the Explorer feature of the Windows 95 operating system. The new mouse features a wheel, located between two standard buttons, that provides Office 97 users with a tool for scrolling, zooming and data zooming.

According to Microsoft, scrolling is as simple as rolling the wheel, or pressing down on the wheel and moving the mouse. IntelliMouse eliminates the need to use scroll bars. An AutoScroll feature provides a "hands-free" way to read documents. This "teleprompter" mode gives users control over the speed at which a document automatically scrolls. Zooming support provides users with a bird's-eye view of the work at hand, making it easier to locate and then zoom in on particular areas of a spreadsheet or document.

Data zooming provides a quick way to collapse and expand Word or PowerPoint presentation graphics program documents in outline views. "The best innovations are often the simplest," says Rick Thompson, vice president of Microsoft's hardware group. "With Microsoft IntelliMouse, users of Office 97, Microsoft Internet Explorer 3.0 and Windows 95 will experience intuitive navigational control, enabling complete focus on the work at hand." IntelliMouse is scheduled to become available in November for \$84.95.

MAC CLONE HITS THE MARKET

The first maker of an Apple Macintosh clone has hit the market with a model that it says features the fastest microprocessor available. Power Computing Corp.'s machines are run by a new PowerPC 604e microprocessor from a joint venture of IBM, Apple and Motorola. The chip has clock speeds of up to 225 MHz, faster than the top 200 MHz speed of Intel Corp.'s Pentium chip, the brand found in most PCs. Business writer Evan Ramstad of The Associated Press says prices for the PowerTower Pro computers range from \$4,000 to \$6,300. "Like Dell Computer Corp. and Gateway 2000 Inc.," adds Ramstad, "Power is a mail-order PC maker, building machines to a customer's custom wishes in a wide variety of configurations."

- NEC Technologies Inc. has new systems for consumers, most of which come with built-in amplifiers and equalizers for better sound. It offers two models in its 7600 series, with prices starting at \$1,500 without a monitor, and seven models in its 9600 series, with prices starting at \$1,800 without a monitor.
- Compaq Computer Corp. is offering business systems, replacing 70 models with 34 united under one brand name, Deskpro, instead of two. The company hopes the move will encourage wholesalers to offer its whole line of business-targeted PCs.

HP UNVEILS NEW LASERJET PRINTER

Hewlett-Packard Co. has unveiled the HP LaserJet 5L Xtra. The new printer combines fast, high-volume, 600 dots-per-inch printing performance with a suite of business- productivity software packages specifically tailored for small-business and home-office users. HP notes that the LaserJet 5L Xtra is also the first printer to be bundled with Netscape Navigator. "HP is working closely with companies such as Microsoft and Netscape to make Internet printing easy and intuitive," says Carolyn Ticknor, vice president and general manager of HP's LaserJet group. "Our investments in setting new Internet printing standards will help drive the computing industry forward as the Internet becomes more ubiquitous." The new printer, which replaces the LaserJet 5L, is available now and sells for about \$479.

CISCO TO BUY TELEBIT CORP.

From San Jose, Calif., comes word Internet service company Cisco Systems Inc. has signed a definitive agreement to acquire Telebit Corp. and the Massachusetts firm's remote access and digital modem products for computer networks. "These high-density digital communication channels will be combined with Cisco's software and wide-area network switching technology to provide customers with scalable, secure network connections," says United Press International.

Cisco officials told the wire service Telebit's modem technologies business -- with about 50 development, product management and customer support personnel -- will become the Dial Technology Division within Cisco's access business unit in Chelmsford, Mass. Terms of the deal call for Telebit to sell its analog modem business, NetBlazer and MicaBlazer products, and other assets and liabilities for a \$31.5 million promissory note and \$3.5 million in redeemable preferred stock.

"These products will create a new entity through a management buy-out, financed by Cisco," UPI says. "At the same time, Cisco said it will purchase the remaining Telebit Corp., which will consist of its patents, intellectual property and personnel." Subject to necessary regulatory approvals, the transaction is expected to be completed by the end of October.

FUJITSU PUTS MO UP AGAINST DVDs

A powerful computer memory disc with massive storage capacity is being promised as early as next year by Japanese computer giant Fujitsu Ltd. and seven other companies, challenging a memory system soon to be launched by a rival group. Reporting from Tokyo, Yuko Inoue of the Reuter News Service quotes a Fujitsu spokeswoman as saying the palm-size memory disc will have greater storage capacity and be "more computer friendly" than digital video discs (DVDs) that will be launched in the United States and Japan later this year by a group of major electronic firms including Toshiba Corp. and Matsushita Electric Industrial Co.

Reuters notes DVDs, "dubbed the most lucrative consumer product since audio compact discs or video cassette recorders," are 5-inch optical discs that can store up to 4.7 gigabytes of read-only data or 133 minutes of film and sound. The rewritable version suitable for computer memories will be launched sometime in 1998, with storage capacity of about 2.6 gigabytes. "The firms in the DVD camp," adds the wire service, "are betting that the huge storage capacity will eventually make videocassette recorders, CD players and CD-ROMs obsolete. But the Fujitsu spokeswoman said their new, same five-inch system based on magento-optical discs will have six to seven gigabytes of rewritable data."

Says the Fujitsu official, "Our system is more computer friendly because of larger storage capacity, faster access speed and unlimited capacity for rewriting data. The two systems, with different strength, would coexist." Reuters says Fujitsu and its partners -- including Sony Corp., Philips Electronics N.V., Hitachi Ltd. and Sharp Corp. -- will finalize the MO format by the end of December. "Smaller-size MOs with about 650 megabytes capacity are already used as PC memory devices," Reuters says, quoting a Sony spokesman as saying improved laser technology will enable denser packing of data.

"Still," notes Reuters, "many analysts said DVDs beat MOs in versatility and easy compatibility with CD-ROMs." And Toshiba -- a major player in development of the unified DVD format -- is cool to the MO technology, saying the MO's complicated mechanical structure will make it hard to cut production costs.

HUMAN MEMORY CHIP FORESEEN

A memory chip that could preserve a person's thoughts and experiences could be available in less than 30 years, a group of British scientists say. What they call the "soul-catcher" memory chip "would be connected to the optical nerve in the eye," the Reuter News Service reports from London, "and would store memory and sensual sensations such as smell, sights and sounds in the form of neuron pulses in the brain that can later be downloaded into a computer."

Dr. Chris Winter, head of British Telecom's artificial life team that developed the device, says people then would be able to relive their own experiences or their memories could be transferred to another person's brain, adding, "This is the end of death -- immortality in the truest sense." Said Winter, "By combining this information with a record of a person's genes, we could recreate a person physically, emotionally and spiritually."

Reuters reports Winter and his team compared the memory chip, which will have a memory capacity of 10 million megabytes, to the black box in an aircraft that records flight procedures and information. Said the doctor, an expert in solid state physics and biochemistry, "With these chips, we wouldn't have to rely on holiday snaps and our memories, we could simply play our experiences back to each other." The researchers says the development also could help people suffering from Alzheimer's disease and be useful in criminal cases such as rape and robbery if the event is stored in the victims's memory.

VISA UNVEILS NEW NET SECURITY

A digital coding system that promises to allow safer purchases over the Internet is being unveiled by credit card company Visa International and Internet-security company VeriSign Inc. Writer Jared Sandberg of The Wall Street Journal says the two firms have devised "specially scrambled codes that card holders could use to make purchases, and which would let merchants validate card holders' identities." Adds Sandberg, "Visa and its partner are counting on the new system to close a gaping hole in card security, particularly as it pertains to purchases via the Internet. Many card numbers get stolen at the point when merchants handle the transaction. Such fraud at the merchant level costs U.S. banks several hundred million dollars a year in lost revenue, and Visa wants to use the new system to keep the same problem from hitting Internet purchases."

The ideas of the new system are:

- Merchants never actually get a credit-card holder's full card number. Instead, VeriSign handles most of that information along with the member banks.
- A card thief would have to not only gain access to a holder's credit-card number, but would also have to break the digital keys to make a purchase.

The Journal says an online customer simply transmits a three-tiered computer message containing a special decoder key, a message with the goods that are being purchased and their pricing and a "digital certificate," which contains the user's identity, partial credit-card number and the bank that issued the customer's credit card. The merchant then uses the key to unlock the message, and uses the certificate to verify the identity of the buyer and the buyer's credit. Once the buyer is deemed legitimate, the purchase is put through and a bill is sent.

Sandberg says that of the various Internet payment schemes now under way, the Visa/VeriSign system seems to have the most backing, noting the system is based on technical standards developed by Mastercard International, IBM, Cybercash Inc., Netscape Communications Corp. and Microsoft Corp.

NEW WORD MACRO VIRUS DISCOVERED

The virus experts at TouchStone Software Corp. have discovered a new strain of the infamous Word macro virus that reportedly carries even greater destructive capabilities than its predecessor, Word Concept. The new virus, called "Wazzu," poses a major threat to computer users, says the company. TouchStone notes that the destructive code can be successfully detected and removed with PC-cillin 95, the anti-virus program developed by TouchStone Software and Trend Micro Inc.

According to TouchStone, the Wazzu virus wreaks havoc within infected documents by changing, moving or adding words. In many instances, the virus will insert the word "wazzu" at random points within a document. TouchStone says Wazzu activates faster than previous macro viruses and is much more difficult to clean manually, thus increasing the potential for rapid proliferation. It is primarily transmitted via e-mail attached files and is activated when an attached document is opened.

"Macro viruses have spread like wild fire, and the new Wazzu virus appears to be the most advanced macro virus to date," says C. Shannon Jenkins, TouchStone Software's chief technology officer.

McAFEE FINDS EXCEL VIRUS

Discovery of the first Macro virus capable of infecting Microsoft Corp.'s Excel spreadsheets has been reported by anti-virus software specialists at McAfee Associates Inc. Speaking with the Reuter News Service, Jimmy

Kuo, director of anti-viral research for the Santa Clara, California, software company, said he hoped to have a detector for the virus very soon. The virus "could be far and wide if we don't a handle on it really quick," he said, noting that Microsoft Excel is the world's most popular spreadsheet application.

Called ExcelMacro/Laroux, the virus was discovered at two large unidentified companies, one in Alaska and one in Africa, Reuters reports. The virus can replicate rapidly under normal spreadsheet use but does not appear to damage data, Kuo said. "This virus has no destructive payload," he added, describing it as "an inconvenience." Reuters says Laroux infects versions 5 and 7 of the Microsoft Excel spreadsheet application. Desktop operating systems affected include Windows 3.x, Windows 95, and Windows NT.



For Immediate Release

COREL ANNOUNCES AGREEMENT WITH PACKARD BELL NEC

Ottawa, Canada — July 24, 1996 — Corel Corporation, an award-winning developer and marketer of productivity applications, graphics and multimedia software, has announced a new bundling agreement with Packard Bell, the world's largest consumer PC manufacturer. Packard Bell will pre-install a special build of Corel® WordPerfect® Suite 7 on all Packard Bell PCs distributed worldwide. The bundling agreement includes Corel® WordPerfect® 7, Corel® Quattro® Pro 7, Corel® Presentations™ 7, CorelFLOW™ 3, 150 fonts, and 10,000 clipart images. Each PC will also ship with a copy of the suite on CD-ROM.

“This agreement represents a huge leap forward in our efforts to increase our share of the productivity applications market,” said Dr. Michael Cowpland, president and chief executive officer of Corel Corporation. “With more than 30 per cent of retail shelf space and in excess of 15,000 North American display units highlighting Corel WordPerfect Suite 7, Packard Bell has offered us an incredible opportunity to showcase our new offering.”

This relationship will enable Corel to take advantage of Packard Bell's vast, worldwide marketing channel, as well as to participate with the computer giant at upcoming trade shows.

Packard Bell NEC

Based in Sacramento, California, Packard Bell NEC, Inc. designs, manufactures and markets a broad range of PC-compatible desktop and notebook computers and network servers. The company's major manufacturing operations are in Sacramento, California; Fife, Washington; and Angers, France. For more information on the company regarding news releases, technical support contacts, product updates, etc., visit <http://www.packardbell.com> on the World Wide Web.

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>.

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EDUPAGE

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U.S. OFFICIAL WARNS OF "ELECTRONIC PEARL HARBOR"

Deputy U.S. Attorney General Jamie Gorelick told a Senate subcommittee last week that the possibility of "an electronic Pearl Harbor" is a very real danger for the U.S. She noted in her testimony that the U.S. information infrastructure is a hybrid public/private network, and warned that electronic attacks "can disable or disrupt the provision of services just as readily as -- if not more than -- a well-placed bomb." On July 15 the Clinton Administration called for a President's Commission on Critical Infrastructure Protection, with the mandate to identify the nature of threats to U.S. infrastructure, both electronic and physical, and to work with the private sector in devising a strategy for protecting this infrastructure. At an earlier hearing, subcommittee members were told that about 250,000 intrusions into Defense Department computer systems are attempted each year, with about a 65% success rate. (BNA Daily Report for Executives 17 Jul 96 A22)

ANYTIME, ANYWHERE CASH -- BUT WHERE?

Autoteller machines are ubiquitous, but finding one in a strange city can be a problem. Visa customers (who carry their laptops with them) can now locate the nearest ATM machine using Visa's GlobalLocator interactive directory of all domestic and international Visa/Plus ATMs. The service also offers detailed maps for each machine located in the U.S. Visa operates more than 280,000 ATMs in 102 countries.

< <http://www.visa.com> >. (Investor's Business Daily 22 Jul 96 A6)

NIELSEN COUNTS ON THE NET

After triggering controversy last year over its Internet user counting methodology, the A.C. Nielsen company is back -- with even higher figures. The company was roundly criticized when it projected some 24 million North American Internet users, but after going back and reinterviewing 2,800 of the original 4,200 survey participants, Nielsen now says that the only problem with the first numbers is that they were a little low. (Broadcasting & Cable 15 Jul 96 p16)

HELP WANTED: CIOs WITH VISION

"Money is no object when it comes to finding a CIO with vision," says a managing partner with an Atlanta headhunting firm. "At forward-thinking companies, if there's a \$50,000 to \$100,000 premium to get one of these guys, they'll pay it." Indeed, the top technology visionaries are raking in \$750,000 and up, says the president of an IS executive placement and consulting firm in Santa Monica, Calif. A recent survey shows this level of salary is certainly not the norm, however. Information Week's May poll shows more than half of the IS executives questioned earn no more than \$100,000, and a third report \$75,000 or less. "Business people hear about Java and the Internet, and they want to know where these things fit into the company," says a VP and CIO for Coty Inc. "To be successful, you have to have a strategy that can shepherd existing technology investments with emerging technology." (Information Week 8 Jul 96 p46)

CLINTON LOSES SILICON VALLEY SUPPORT

Because of the positions President Clinton has taken on such issues as securities litigation, capital-gains taxes, R&D tax credits, and political reform, he seems to have lost the support of many of the information technology industry executives who gave him enthusiastic endorsements in the last election. But an advisor to Vice President Gore suggests that they'll change their minds because "I don't know any political leaders in the world who have invested more time in promoting the future of information technology than President Clinton and Vice President Gore." (San Jose Mercury Center News 21 Jul 96)

DATABASE USED FOR NEIGHBORHOOD EVALUATION

A U.K. company called Answers is offering house hunters who might want to know a little more about their potential neighbors a "house investigation package" that includes a check of computer databases for information on the neighborhood's house prices, movement of people, its history and good and bad points. It also searches newspapers and journals for any incidents involving the area or residents. The head of the company says the information gathered is all in the public domain. "It is just that we have the professional experience to know what to look for and where to find it. We do not invade anyone's privacy," he says. (Financial Times 20 Jul 9)

ACLU CHALLENGES VA. LAW ON COMPUTER USE

The Virginia chapter of the American Civil Liberties Union will challenge a new Virginia law that bars the use of state-owned computers to "access, download, print or store any information infrastructure files or services having sexually explicit content." The ACLU is protesting the statute on constitutional grounds, saying it restricts the freedom of speech rights of professors at state colleges and universities. University of Virginia VP and CIO Polley McClure points out that staff members in her office often get requests to check out Web sites, and "they don't always know what they're going to find. We have requested a blanket exemption for the information-technology staff." The ACLU plans to file its lawsuit this month. (Chronicle of Higher Education 19 Jul 96 A25)

VISA TEAMS WITH VERISIGN ON ENCRYPTED PAYMENT SYSTEM

Visa International and VeriSign are launching a new system that will allow Visa credit card users to make secure purchases over the Internet. The new system handles the transactions by allowing the would-be buyer to fill out a three-part e-mail message containing a special decoder key, a description of the merchandise to be

purchased and cost, and a "digital certificate," which contains the user's identity, partial credit card number and the bank that issued the credit card. The merchant uses the key to unlock the message, and uses the other information to complete the transaction. The merchant never actually gets the full credit card number - rather, that part of the transaction is handled by VeriSign. "This is probably 100 times safer than what's done off-line in the mail-order and telephone-order businesses," says VeriSign's president. (Wall Street Journal 22 Jul 96 B2)

INTEL DEBUTS NET PHONE SOFTWARE

Intel Corp. is now marketing Internet phone software developed by Microsoft, which, unlike competing products from VocalTec and Camelot, can be used over a broad array of software. VocalTec customers must buy two pieces of software in order to talk to each other over the Internet. "Intel is seeding the market. They're going to get people to do more things with their PCs so they can sell more Pentium processors," says a Forrester Research analyst. The new program will be available on the Internet <<http://www.intel.com/iaweb/cpc>>. (St. Petersburg Times 23 Jul 96 E1)

MICROSOFT'S PC WEB

Saying that the content of the Web now becomes a fundamental part of your computing environment," a Microsoft vice president that version 4.0 of the company's Explorer software, which is designed for navigating the World Wide Web, will be extended with multimedia capabilities allowing the integration of video, audio and animated graphics into a single document, which can be hyperlinked to make it available anywhere on the Web. John Seely Brown, the director of Xerox's Palo Alto Research Center, expressed excitement about the development, which he sees as the end of the file-and-folder metaphor for managing information: "We're moving into a new world; we now have a new metaphor. The beauty of the World Wide Web hyperlink notion is that everything is represented by a document." Explorer 4.0 will be bundled into the Microsoft's Windows 95 operating system later this summer and will also be made available in a standalone version for Apple and other computers. (New York Times 22 Jul 96 A1)

PROBLEMS WITH OLYMPIC INFORMATION SYSTEM

The "Info'96" IBM computer system designed to deliver instantaneous results of Olympic competitions to the worldwide press is working for journalists in Atlanta but not for the journalists worldwide who are supposed to be getting information from the World Press Feed. Some journalists are angrily referring to the "Info'96" system as "Info'97." An IBM spokesman said that "we expect people to judge us from our performance over the long haul of the games, instead of the first two days." Results are available quickly over the site maintained by IBM at <<http://www.atlanta.olympic.org>>. (Atlanta Journal-Constitution Atlanta Games p25)

NEW THEORIES ON PRODUCTIVITY AND COMPUTERS

A Stanford University economist has some new ideas on why investment in computers doesn't necessarily translate into identifiable economic growth. The Stanford Computer Industry Project has interviewed more than 80 mid-level managers in large companies, and findings indicate several reasons why effective use of technology lags well behind its invention:

- 1) Information technology must be localized before it has its greatest impact, and
- 2) Technology often isn't used to lower costs, but to improve quality. For instance, ATM machines allow people to bank around the clock, but don't necessarily lower costs.

The good news, according to the director, is that research suggests many companies haven't put technology to its fullest use, which means potentially large benefits may still be reaped. (Investor's Business Daily 23 Jul 96 A8)

SYSTEM MANAGERS SAY INTERNET IS OVERHYPED

A Computerworld magazine poll of 100 senior systems managers found that 36% have diverted resources to Internet projects as a direct result of top management reading media reports about the technology; 28% spend "more time than I should" responding to inquiries prompted by other employees exposed to media coverage of technology; and 16% feel that that "overinflated expectations about the Internet have caused us to waste money." (Computerworld 22 Jul 96 p1)

CANADIAN INTERNET USE

The number of Canadians surfing the Internet more than doubled last year, according to a new survey by Andersen Consulting. The study reveals 29% of Canadians have used the Internet at least once in the past year, compared with 12% in 1994, with the majority using the Internet less than 10 hours per month. It also showed a variety of other new media on the Infobahn -- including the Internet, electronic banking, online systems, interactive voice-response systems, interactive TV and electronic kiosks -- are being used by 70% of companies to deliver customer service and support, and by 40% to sell goods and services. Among the companies surveyed, 25% have a Web site. (Toronto Financial Post 23 Jul 96 p5)

IBM AND XYLAN WILL MAKE NETWORK SWITCHES

IBM will buy \$30 million in network switches from Xylan Corporation and will jointly develop with that company new switches that they will each sell independently. (New York Times 23 Jul 96 C2)

FCC WANTS 23 CHANNELS BACK AFTER TRANSITION TO DIGITAL TV

The Federal Communication Commission wants to achieve the 10-20 year transition from analog to digital television by assigning each television station a digital frequency between channels 7 and 51, and then requiring all stations to yield the analog channels back to the FCC for auctioning off for other uses. The television industry is anxious to have digital capability (which will allow transmission of multiple streams of data along with superb TV picture and sound quality), but says the FCC plan would pack too many channels into two small a spectrum, causing interference and reducing the range of local stations. (New York Times 25 Jul 96 C2)

COMPAQ CUTS COSTS WITH TEAMWORK

Compaq Computer is taking a new approach to computer building, and saving money at the same time. Instead of the traditional assembly line manufacturing style, the company now uses "cell manufacturing," where a group of four workers collaborate to build the entire machine from scratch. "It's like having a whole bunch of little factories on the factory floor," says Compaq's senior manager, who notes the new process means greater accountability for defects and bolsters worker pride and incentives to produce quality machines. In addition, cell manufacturing has resulted in a 17% reduction in the cost of producing the machines, which is passed on to customers, he says. (Investor's Business Daily 25 Jul 96 A8)

INTELSAT TO OFFER FREE SATELLITE TIME FOR EDUCATION

Intelsat, a consortium of 139 countries banded together to launch and operate communications satellites, is planning a "Distance Education and Training Network of the Americas" pilot program that will donate free satellite time to educational and medical institutions in North, Central and South America for one year. The organization hopes to charge for the time in subsequent years. The group must receive a waiver from the FCC in order to operate in the U.S. Intelsat's effort is spurred by the high prices educators are paying in the satellite time "spot market," where many nonprofit users must buy their satellite access. (Chronicle of Higher Education 19 Jul 96 A25)

CISCO BUYING SPREE CONTINUES, TELEBIT TARGETED

Cisco Systems, which has made three notable acquisitions in just the past six months, is buying Telebit Corp. and some of its technologies for about \$200 million. The purchase will give Cisco access to Telebit's line of high-speed digital modems and other telecommunications technology. Cisco is the world's biggest maker of networking equipment. (Investor's Business Daily 23 Jul 96 A9)

MASTERCARD AND GTE ARE BANKING ON CYBERTRUST

Following Visa's announcement this week that it will work together with VeriSign to offer consumers a secure system for making electronic purchases over the Internet, MasterCard International and GTE say they are planning a new system dubbed CyberTrust that will provide MasterCard customers with the same capability. Both systems will use "digital certificates" that protect users from unauthorized use of their credit cards. (Wall Street Journal 24 Jul 96 A6)

POINTCAST -- TOO MUCH OF A GOOD THING?

The PointCast Network, which markets its up-to-the-minute online news service to businesses and individuals, is catching flak from corporate network operators who say PointCast uses up too much of the bandwidth available, causing other functions to slow way down. PointCast is working on the problem, but several companies have issued restrictions on how and when employees may use the service, which functions as a screen saver, providing the news when PCs are idle. "The main problem with PointCast is that it is so popular that it has grown very rapidly," says an internal Unisys consultant. To alleviate demand overload, PointCast's I-Server, which will be available this fall, will act as a local broadcast facility, allowing companies to send internal company news, as well as the external stuff, across an intranet. That way, "Instead of employees all going against our central broadcast, the data will only have to be sent once to the I-Server," says the company's marketing VP. And next month, PointCast will release new technology that includes data compression to reduce the network load by 50%. (Information Week 15 Jul 96 p24)

E-DATA'S PATENT CLAIMS UNDER SCRUTINY

New Jersey-based E-data Corp., which purchased a patent originally filed in 1983 by inventor Charles Freney that covered the way digital information could be downloaded over telephone lines, has sued more than a dozen software and publishing companies over activities it claims are covered by its patent. Ex Machina, one of the companies sued, is claiming, however, that E-data's patent was issued in error - and that Telephone Software Connection, which is no longer in business, was doing the same thing in 1980, three years before E-data's patent was filed. The defendants are now arguing that E-data's patent never should have been issued in the first place, and is based on technology that should be considered "prior art." IBM and Adobe have already settled with E-data over their claims, and say their agreements prohibit them from discussing the terms. (Business Week 29 Jul 96 p65)

SHAW FILES SATELLITE APPLICATION

Calgary-based Shaw Communication plans to launch two high-powered satellites at a cost of \$750-million to provide direct broadcast TV service to consumers. Since its plan requires only one orbital slot, the second would be available to other players, leading to a competitive satellite industry. (Toronto Globe & Mail 23 Jun 96 B2)

CALDERA SUES MICROSOFT ALLEGING ANTITRUST VIOLATIONS

The Provo, Utah-based software company Caldera Inc. has filed a billion-dollar federal lawsuit for antitrust violations against Microsoft, charging that Microsoft's "predatory acts and practices" have shut out competitive products including DR DOS, an operating system Caldera bought from Novell on the same day the lawsuit was filed. Caldera is backed by Ray Noorda, the former CEO of Novell. The lawsuit charges that Microsoft acted to keep DR DOS from gaining market share by generating false error messages indicating the product

was incompatible with Microsoft's Windows interface. (San Jose Mercury News 25 Jul 96)

SYSTEM TESTING BEGINS WHEN SYSTEM IS TESTED

Complaining about the computer system that failed in the opening days of the Olympics to provide timely and accurate information about competitive events, journalists asked Billy Payne, the president of the Atlanta Olympics Organizing Committee, "Why wasn't the technology system tested?" Payne replied that "there is no way to duplicate the totality of the Olympic condition before the start of the games." (Atlanta Journal-Constitution Olympic City p34)

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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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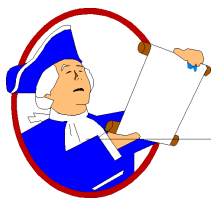
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INVERSE INK ANNOUNCES TITLES FOR FOX KIDS NETWORK BASED CD-ROM COMIC BOOKS

- THE TICK: "The Tick vs. The Uncommon Cold"
- EEK!STRAVAGANZA: "The EeX Files"
- LIFE WITH LOUIE: "Lake Winnibigoshish"
- BOBBY'S WORLD: "One Clump or Two?"

7/24/96 -- MOUNTAIN VIEW, CA -- Inverse Ink, a Division of TAO Research Corporation, today announced four new multimedia comic book titles starring characters from Fox Kids Network's highly acclaimed Saturday morning animated lineup. Inverse Ink and Saban Entertainment, the worldwide licensing and merchandising agent for Fox owned properties on the Fox Kids Network announced a deal to bring the award winning shows "THE TICK," "EEK!STRAVAGANZA," "LIFE WITH LOUIE" and "BOBBY'S WORLD" into the digital comic book era two months ago at the Electronic Entertainment Exposition in Los Angeles.

Clever story lines and sophisticated humor are at the heart of these titles, which have been children's favorites for the past several years and received top ratings in their time periods. Now, these witty animated yarns are being presented in a classic comic book style. User activated animation, morphing, and new computer style art add to their broad appeal, captivating kids to adult comic fans.

Each CD-ROM multimedia title will support both the Macintosh and Windows formats on a single disk. They are planned to ship this October and will have an expected retail price of \$9.99 each.

THE TICK: "The Tick vs. The Uncommon Cold"

For the first time this 400-pound blue crime fighter is in his native medium, the comic book, gone multimedia. "The Tick" can now leap out of the comic book page while bouncing across rooftops, fighting the world's most "unusual" super villains. Along with his trusty, mothy, smaller sidekick Arthur, "The Tick" fears no man or beast, so, not to worry.

In this episode the evil Thrakkozog, uses DNA to clone our super hero to help him in his attempt to take over the world. The Tick and Arthur must recall their biology lessons and make use of some extra bodily fluids to help defeat the DNA monster Tick twin on the rooftops of The City.

EEK!STRAVAGANZA: "The EeX Files"

This cat's motto is "it never hurts to help." And that is the beginning of most of his hilarious troubles.

In this spoof on The X Files and E.T., Eek! finds himself on the way to England when an unscheduled side-trip out of the bottom of the plane lands him in a Nevada secret alien spaceship testing ground. Commanded by Captain Amelia Eirheart, a group of bungling bureaucrats are out to see how much they can learn from this newly discovered alien. Some quick thinking and luck is required for Eek! to make it out of the base and on to England.

LIFE WITH LOUIE: "Lake Winnibigoshish"

Louie Anderson, the popular real life comedian, is the likeness for which this title is based. "Life with Louie" takes Anderson back to his adolescence in Wisconsin, where his animated character experiences all the hilarious and heartwarming misadventures of a young boy, mixed with a seasoned professional comedian's view of the world.

In this episode, Lake Winnibigoshish is the destination when mom, dad and brother Tommy pack the station wagon and leave for summer vacation at 4 a.m. Fishing for the monster Husky Musky, flirting with Kelly Bassett, swimming and diving was the order of the day until the Lanza triplets befriend Louie. Will he betray his friend Kelly to hang out with the coolest kids at the lake?

BOBBY'S WORLD: "One Clump or Two?"

Howie Mandel is the voice behind four-year-old Bobby Generic ("That's GEN-uh-ric") as he experiences life through a preschool alter ego that offers vivid fantasies and unique observations about life. In this episode, Bobby must help a friend out of a sticky situation when he gets framed for throwing clumps of dirt.

Inverse Ink, a division of TAO Research Corporation, is a developer and publisher of multimedia comic books for Windows and Macintosh computers. The company brings comic books to life through a process that morphs comic art panels into live action video or animation. The products are available nationally through major distributors, retailers and mass merchants, as well as comic book stores.

Fox Kid's Network is currently the top-rated children's programming service in the United States. Its 19 hours of weekly (Monday-Saturday) programming are seen by more than 35 million kids and teens each month. Saban Entertainment, Inc. is devoted to the development, production, acquisition, distribution and merchandising of children's products and the development of other entertainment areas, including publishing, video games and live events.

NOTE: BOBBY'S WORLD and (c)1996 Fox Kids Network, Inc.; the character "Bobby" is a trademark of Alevy Productions. LIFE WITH LOUIE and (c)1996 Fox Kids Network, Inc.; EEK!STRAVAGANZA and (c)1996 Fox Kids Network, Inc. THE TICK and (c)1996 Fox Kids Network, Inc. and Ben Edlund. All Rights Reserved.

Quiet On The Set!! ... Rolling!!

Children Create Their Own Movies And Develop
Reading and Expressive Writing Skills with
Write, Camera, Action! From Brøderbund Software

Fifth Addition to the Active Mind Series™ empowers kids to finish and promote a blockbuster movie

NOVATO, CA (July 23, 1996) - Lights! Camera! Action!! The radiant Fann Fatale skips joyfully into Sam Shovel- Private Eye's office, reaches into her purse and pulls out a macaroni collage picture frame of her precious and furry feline, Malcolm. CUT!! You have just entered the studio for the filming of a scene in Brøderbund Software's (NASDAQ:BROD) new Write, Camera, Action! The newest member to the Active Mind Series offers rich animation, a colorful cast of characters and exciting dialogue in a new CD-ROM focused on improving literacy through integrated reading and writing activities.

Write, Camera, Action! encourages children ages 8 to 12 to develop their reading and expressive writing skills on an interactive and comical Hollywood movie set. Golden Fox Studios is the setting for the "The Case of the Maltese Malcolm," a mystery about a well-to-do and precious cat that is missing. The player, hired as the new director, must finalize the film and bring it to its blockbuster premiere. Children edit scripts, direct rehearsals, write news stories and movie bits and record dialogue to create box office success and see their film rise on the Billboard charts. The product encourages vocabulary growth and breaks down storytelling and character development into easy to understand activities and offers a gentle introduction into the world of creative writing.

"I can't think of a more entertaining way to develop children's reading and writing skills than by writing, directing and creating their very own movie," said Laurie Strand, Executive Publisher Brøderbund's Education Studio. "Write, Camera, Action! encourages children to have fun with movie-making, but more importantly, enables them to explore the possibilities of their writing and creative expression."

Product Features

The Back Lot - On the Back Lot of the Golden Fox Studios, kids expand their creative expression by writing, editing and directing their Hollywood film. Their input on the dialogue, mood, set, sound effects and character action of the film will be immediately played back to them as they direct the rehearsal and shoot the scenes. Because it is a mystery, children must place clues and target them, consistently, towards a specific character.

The Studio Office - This area is the writing center for Write, Camera, Action! As the premiere approaches, children promote their film by writing and creating movie synopses, news stories and publicity posters which they can print out in their very own newspaper. Also included are dozens of script starters and movie ideas that encourage kids to write their own scripts from scratch. The more writing activities that the child completes, the more fanfare she will have at her premiere and the higher the product will move up the Billboard charts.

Audio Dubbing Booth - Write, Camera, Action! allows children to step into the Audio Dubbing Booth and re-record dialogue, music and sound effects using their own voice or that of their friends. It also lets children change the dialogue and narrations so that they can create their own original script.

The Screening Room - Children can check closeups, quick cuts and music by previewing finished scenes from their film in the screening room. Using the play, stop, rewind and fast forward interface, kids can double check their selections before they finalize the scene.

Box Office Success and the Billboard - Box office success is based on a variety of factors. Children must align the clues, finish the script editing and premiere the film - and a minimal box office success will follow. Increased success is based on participation in the writing activities and recording new dialogue. When players release their film, their points are internally tallied, the review is generated and their film is ranked on the Billboard.

Help is always available - Throughout the production of the film, help is always available. Bailey, the Assistant Director, pops up at various times throughout production to let the child know that there may be a problem with his script consistency or to encourage the child to complete more writing exercises. Along with Bailey's help, the child is also assisted by a Director's Notebook. This notebook is filled with information about the film, such as which scenes need to be filmed or edited, which clues have been placed in the script and to whom they point, and what writing exercises have been completed.

Active Mind Series

The Active Mind Series is an innovative line of software that motivates children to develop essential learning skills. Each product is developed in conjunction with educational specialists to provide an enriching educational experience. Write, Camera, Action! is the fifth title in this series. Other titles in the series include the recently released Logical Journey of the Zoombinis™, James Discovers Math™, The Playroom®, Reading Galaxy™ and Math Workshop™.

School Version with Teacher's Guide

The school version of Write, Camera, Action! was prepared by Brøderbund's Educational Marketing Division, classroom teachers and educators. This edition will release in September as a Windows/Mac hybrid disk. The educational version and teacher's guide are designed to provide numerous ways to integrate the program into school curriculum. Eighteen activities have detailed plans for further learning away from the computer, as well as activities to support learning while on the computer.

Reading Galaxy becomes the sixth member of the Active Mind Series

Reading Galaxy helps children ages 8 to 12 develop their reading comprehension and problem solving skills through a game show format that incorporates excerpts and synopses from 30 favorite works of children's literature. The player's goal is to outsmart a panel of "Alien Guest Celebrities" on an interstellar game show by using knowledge of the books and authors in question. The product features over 400 passages from children's classics and Newbery award winners, including The Adventures of Tom Sawyer, The Wizard of Oz, Charlotte's Web, and more. Initially released as Alien Tales, the product remains unchanged and true to the critical acclaim it originally received. It becomes the sixth member of the Active Mind Series because of its emphasis on reading comprehension, literary appreciation, spelling, vocabulary building, reading strategies and logical thinking.

Availability, Pricing and System Requirements

Write, Camera, Action! and Reading Galaxy are currently shipping for approximately \$40. Both products require at least Windows 3.1 or Windows 95, 486SX 33Mhz, 8 MB RAM, 3 MB hard disk space, double speed CD-ROM drive, SVGA and Windows compatible sound device. Reading Galaxy is also available for Macintosh and requires System 7.0 or higher, 68030 25Mhz or Power Macintosh,

8MB RAM, 6MB hard disk space, double speed CD-ROM drive. Recording features require use of a Windows/Mac compatible microphone. Printing features require use of a Windows/Mac compatible monochrome or color printer.

Brøderbund Software, Inc. develops, publishes and markets a diversified line of consumer software for use in homes, schools and small businesses. Since its founding in 1980 Brøderbund has pioneered innovative award-winning products that take advantage of the latest technologies. Brøderbund has a successful track record of identifying and capitalizing on emerging trends through its studio development approach. Brøderbund's web site is located at: <http://www.broderbund.com>.

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Brøderbund Unveils the New StoryQuests™ Line of Children's Adventure Stories Featuring Gregory and the Hot Air Balloon™ and Darby the Dragon™

New Line Of Challenging Quests and Fun-Filled Games That Captivate, Entertain and Teach

Novato, CA (July 23, 1996) - Brøderbund Software (NASDAQ: BROD), introduces its new StoryQuests line of kid-activated adventure stories with the simultaneous releases of Gregory and the Hot Air Balloon and Darby The Dragon. Developed in partnership with Capitol Multimedia, the StoryQuests series allows children ages 4-8 to embark on challenging adventures through enchanted worlds while helping them obtain essential learning skills, such as logical reasoning, problem solving, phonics, creative arts, letter recognition and counting. As the stories unfold, children encounter whimsical characters who guide them on their journey and help them discover clues and play fun-filled games. Exquisite animation, graphics and original music enhance the experience by bringing the stories to life.

"The StoryQuests line offers kids exciting story adventures which challenge them to think and have fun," says Laurie Strand, Executive Publisher of Brøderbund's Early Learning Studio. "Now kids will be able to control the action in the story and will be asked to use their problem-solving skills to move along the plot."

Gregory and the Hot Air Balloon

Gregory and the Hot Air Balloon stars Gregory Chuckwood, a precocious young woodchuck, and his trusty pet lizard, Newt, who live in the make-believe town of Acorn Hollow. This adventure story for children ages 4-7, begins when Gregory and Newt take a wild ride in a hot air balloon and are whisked away to a far-off land. It's up to the player to help Gregory and Newt find their way home by solving puzzles and searching for objects to help them accomplish that goal. The keys to the solution lie in a local carnival Gregory finds near the balloon landing site..

The program is filled with fun activities kids can explore for hours including challenging games, musical interludes and clever clues to help them solve their quest.

Great Mentallo's Guessing Game: Children build their phonic skills by coupling letters with pictures that begin with those letters in this fun matching game.

The Fun House: The Fun House offers three exciting rooms for kids to explore and have fun. The scary room provides a variety of musical ghosts and goblins; the trampoline room is where Gregory can have fun jumping on a number of trampolines; and the mirror room provides an amusing game, where kids can create their very own image of Gregory by changing the reflections in the mystical mirrors.

MacMoo's Ice Cream Parlor: Mrs. MacMoo invites kids to join in and create their own ice cream sundaes. By choosing their own flavors of ice cream and quantities of nuts, candy and some gooey toppings, children can construct their ice cream creations.

The Great Maze Home: Help Gregory and Newt travel back to Acorn Hollow by guiding them through a maze of mountains. Different puzzles allow kids to play the game multiple times.

Ferris Wheel: Kids can observe the sights and sounds of the Carnival by taking a ride on the ferris wheel.

Acorn Hollow Bookstore: Children are encouraged to read along with the narrated storybooks that are on display in the town's bookstore. Three stories can be accessed, including Gregory and the Giant, Gregory Goes Fishing and Gregory Cleans His Room.

Darby The Dragon

Darby the Dragon is a friendly dragon prince who lives in the enchanted kingdom of Dragondale with his father, mother and big sister, Sparkle. Upon discovering a magic wand, he mistakenly casts a spell on Sparkle which shrinks her to a small size.

Children, ages 5-8, must find the wizard to learn of the reversal potion and then set off on their quest to find the magical ingredients. Traveling throughout the streets of Dragondale, Dag's Desert and the enchanted forest, kids will interact with traveling minstrels, street vendors, a variety of trolls, fairies and giants.

As kids explore the kingdom in search of magical ingredients and secret gold coins, they are challenged with thought provoking puzzles and problem-solving activities. The program also teaches valuable life lessons about cooperation and helping others and features original music, sung by a variety of characters.

The Wizard's Magic Spell Hut: Kids can enter the wizards hut and create their very own magic spells. Choose from a variety of ingredients and place them into a boiling cauldron to see the results of the potent potion.

Singing Minstrels: Wandering minstrels sing playful songs throughout the tale that provide important clues.

Amanda's Puppet Theater: Kids can design the stage for their very own puppet show and then watch the exciting show played out before their eyes.

Mask Maker's Hut: The Mask Maker's Hut is a fun activity which lets children create their own magical masks by picking from a variety of eyes, nose, mouth, ears and much more.

Dag's Desert Hut: Children discover an arcade style game that exposes the player to counting while strengthening hand-eye coordination. Kids fill a basket with a variety of flowers as they pop up and then disappear quickly.

The Desert Oasis: Take a trip to the oasis and create pictures of Dragondale and beyond. Choose a letter and a character or setting will appear which begins with the letter of choice to offer kids a creative way to learn to recognize letters.

Tales of Dragondale: The castle's library houses a collection of narrated storybooks about the colorful

characters of Dragondale in which kids can read along. Three stories can be enjoyed, including A Tale of Dragondale, Jethro Giant and the Honeybees and The Two Trolls.

Pricing and Availability

Gregory and the Hot Air Balloon and Darby The Dragon are available on a Windows and Macintosh hybrid CD-ROM format for approximately \$30.

Hardware Requirements

Windows CD-ROM: Windows 3.1 or Windows 95, 33Mhz 486 or faster required, 8MB RAM for Windows 3.1 and Windows 95, (Gregory and the Hot Air Balloon requires 12K hard disk space) (Darby The Dragon requires 1.2MB hard disk space), 2x CD-ROM drive or faster required, SVGA monitor/display card 640x480, 256 colors, Windows compatible sound device

Macintosh CD-ROM: Macintosh and Power Macintosh, System 7.1 ore higher, 33Mhz 68040 processor or faster, Power Macintosh requires 8MB RAM, 3MB free, (Gregory and the Hot Air Balloon requires 12K hard disk space) (Darby The Dragon requires 1.2MB hard disk space), 2x CD-ROM drive or faster required, Monitor: 13 inch or larger color, 256 colors.

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Capitol Multimedia, Inc. (NASDAQ: CDIM, CDIMW) is a Bethesda, Maryland-based createor, producer and licensor of high quality entertaining and educational CD-ROM software for the children's consumer market. Capitol Multimedia, with additional offices in Concord, MA and St. Petersburg, Russia, employs more than 175 professionals including, animators, artists, producers, software and audio engineers, writers and game designers. St. Petersburg- the home of many well-known art and technical universities and the historic cultural center for the arts in Russia- lends itself well to development of animated adventures such as Gregory and the Hot Air Balloon and Darby the Dragon.

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Math Workshop
Dual format CD-ROM for Windows and Macintosh
street price around \$30
for ages 6 to 10
Broderbund
500 Redwood Blvd.
Novato, CA 94948-6121
415-382-4740
<http://www.broder.com>

Program Requirements

IBM

OS: Windows 3.1, Windows 95
 CPU: 386DX/33
 HD Space: 4 MB
 Memory: 4 MB
 Graphics: 640 by 480 with 256 colors
 CD-ROM: Double-speed
 Audio: 8-bit Windows compatible sound card
 Other: mouse, printer optional

Macintosh

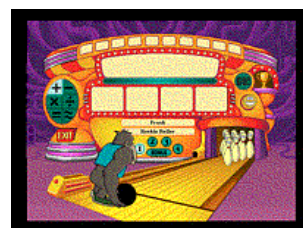
OS: System 7.0.1
 CPU: 68030/16
 HD Space: 1 MB
 Memory: 4 MB
 Graphics: 256 colors, 12" monitor
 CD-ROM: Double-speed
 Other: mouse, printer optional



Broderbund has been a leading name in the edutainment field for many years. Math Workshop carries on this tradition of excellence with the breadth of its content and its engaging activities. With an easy-to-use and friendly interface, the program will be a joy for any child to use as he learns a multitude of math facts and skills.

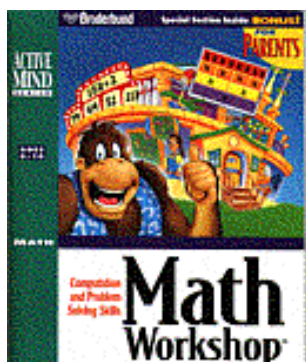
Poly Gonzales is the animated host of Math Workshop. She provides verbal assistance with a click of the help button. She will also provide competition in the Rockets game. Her control room is easy to operate. Poly will help your child get the most of the program.

Math Workshop consists of seven activities. Bowling for Dollars is a fun drill exercise that teaches basic math problem solving and estimation skills. Players solve math problems by choosing from multiple answers. After correctly answering a number of questions, Gus the bowling gorilla will roll a strike in several amusing ways. Players are encouraged to get more strikes and to advance through twenty-five levels of competition. They can even print out certificates of achievement!



Hidden Picture Puzzles is a modified tangram puzzle. Children will be given a number of shapes that they must fit into a rectangle. As they rotate and fit pieces, they will uncover a picture within the rectangle. This activity promotes increased comprehension in the areas of pattern matching, spatial organization and problem solving skills.

Puzzle Patterns is an activity that will teach pattern matching, problem solving skills and spatial orientation. Fit the pieces into the puzzle with only the border serving as a clue. Some parts must be rotated to the proper orientation. This challenging game has three levels of play.



Super Sticklers is another puzzle activity. An image is displayed on the sticky easel while beside the easel are the sticky lines that will outline the image. The object is to place the sticky lines on the image. Children may need to rotate parts to get the proper fit. This activity places an emphasis on pattern matching, shape recognition, spatial orientation and problem solving.

Your child will build cool tunes while learning to work with fractions in Rhythm Shop. The Fractionaire 2000 is all-purpose woodworking machine that cuts, glues and melds fractions to create short tunes. The tune will be represented by one length of wood divided into various fractional blocks. Your child must duplicate those fractions by cutting another block and then make more cuts or combine smaller pieces to complete the

puzzle. Children will learn equivalencies, fractions, problem solving and a bit of music appreciation.

Pattern Windows is a creative activity. Your child can make “stained glass” windows by painting the geometric tiles of each pattern. Children can save three windows from each pattern and print their completed masterpieces. They will learn pattern recognition, shape recognition, spatial orientation and symmetry. Including a few example windows might have provided children with some inspiration.

Rockets is the final activity. This is a competitive game in which the players take turns firing a number of rockets. To win, the player must fire the last rocket. You can play with different numbers of rockets and the maximum launch number can range between two and five when playing Poly and up to ten when playing a friend. This game teaches addition and subtraction, strategy and problem solving.



The program benefits from sharp, colorful graphics that will grab your child’s attention. The sound and music portions of the program are excellent also. The user interface is wonderful in both its simplicity and user friendliness. With several skill levels, gratifying rewards and fun play, Math Workshop provides high play value. The educational value is great too.

Math Workshop provides an excellent value to consumers with its modest street price and fantastic 90-Day moneyback satisfaction guarantee. It’s tons of fun to play and offers an abundance of learning opportunities. If you’re looking for a math program for your kindergarten through third grade student, you should give serious consideration to Math Workshop.

Ratings

Graphics	9.0
Sound	9.0
Interface	9.5
Play Value	9.0
Educational Value	10.0
Bang for the Buck	9.5
Average	9.33



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

Editor's MailBag

Messages * NOT EDITED * for content

Date: Tue, 23 Jul 1996 07:58:40 -0700
From: Charles Manske <cmanske@netscape.com>
Reply-To: cmanske@netscape.com
Organization: Netscape Communications Corp
X-Mailer: Mozilla 3.0b5Gold (Win95; U)
MIME-Version: 1.0
To: rmariano@streport.com
Subject: Arrogant attitude
Content-Type: text/plain; charset=iso-8859-1
Content-Transfer-Encoding: 8bit
X-UIDL: b2d736c6ff86e74297b4e6d90d95b5e3

Yea, I can tell you real unbiased:

- > The users hold the solution in their hands. Let them decide which
- > browser is the top banana. There is no doubt that Microsoft's
- > Internet Explorer will dominate.

And I love the way IE associates every graphics file extension with itself and destroys my associations with my graphics editing programs.

--

Charles Manske
NetscapeGold programmer cmanske@netscape.com
or at Third Eye Multimedia cm@third-eye.com
We are such things as dreams are made on.

Netscape SPEAKS! ??



ATARI: JAGUAR/COMPUTER SECTION

Dana Jacobson, Editor

FROM THE ATARI EDITOR'S DESK

"SAYING IT LIKE IT IS!"

Whoever invented vacations was a genius! However, the person who invented having to return to work should be exiled somewhere far away! <g> It was a relaxing two weeks, and I'm ready for another one!

I got quite a few responses to my editorial last week in which I was "soliciting" people to contribute to this section within STReport. A couple of them were of the "why bother supporting Atari computers?" variety, but the majority of mail was very supportive. And, we did get a number of offers to contribute - I'm currently putting together a list of article topics and going over those that were offered. I hope to hear from more of you in the coming weeks.

This week's news is limited. However, on an off-topic note, if you get a chance to view some of the events at the Atlanta Summer Olympics, I recommend that you do. This year's competition has been very enjoyable. I'm not a big summer games fan, but I found myself drawn to this year's games, especially the women's events that have started to equal those of the men. The women's swimming and gymnastics teams have shown us the true spirit and excitement of the Olympics! Best of luck to all of the athletes at this year's competitions.

Until next time...

TOAD COMPUTERS STR FOCUS!

TOAD COMPUTERS, MIST, AND GEMULATOR 4.15M!

Toad Computers was pleased to be a part of the 8th annual MIST show in Indianapolis, held last weekend. It was a great success! One of the great things we were able to bring back from the show was a very special offer on Gemulator 4.15m, the latest and greatest Gemulator from Branch Always Software.

Gemulator 4.15m offers unprecedented flexibility in Atari ST emulation. Run the MagiC OS from hard disk, or run TOS 2.06 off of a Gemulator ROM card -- it's your choice! That's right, the Gemulator ROM card is now OPTIONAL! And to celebrate this, we've got some special deals you just can't refuse! Removing the card makes things significantly less expensive, and we can pass those savings along to you!! And Gemulator 4.15m works GREAT on NOTEBOOK and DESKTOP computers, just the same!!

Gemulator 4.15m + MagiC 2.0 -- JUST \$99.00!!

That's right, for just \$99, you can take advantage of Atari emulation on your PC. Includes the Gemulator

4.15m software with MagiC 2.0! Runs fast, multitasks, and is great for publishing and many other applications!

Gemulator 4.15m + MagiC 2.0 + Gemulator Gold CD -- JUST \$129!!

The best just got better! Get Gemulator 4.15m, MagiC 2.0, and the Gemulator Gold CD ROM, featuring over 500+MB of ST and 8-Bit public domain software. Also includes the PC Xformer 3.5 software -- run 8-bit titles on your PC at incredible speeds! A GREAT PACKAGE!

PC Xformer Cable -- JUST \$29!!

For use with the Gemulator Gold CD ROM and its PC Xformer 3.5 software, now you can attach 8-bit 1050/810/Indus disk drives to the parallel port of your PC!! That's right! Boot Atari 8-bit disks right from an 8-bit disk drive! It's incredible!

The GEMULATOR 4.15m FAQ!

Q: What's MagiC? Why don't I need TOS?

A: MagiC is a reverse-engineered clone of TOS from Germany. Atari's assembly code in TOS was so poor, it was possible to de-compile it to get a good approximation of the original 'C' source code. A group of skilled German programmers optimized it, added features like multitasking, and then further optimized the assembly code. The result is a multi-tasking TOS that's faster than TOS. It's disk based and acts as a replacement for OS on ROM. So TOS is not required. MagiC is all that's needed for Gemulator to run TOS programs!

Q: What's new in Gemulator 4.15m?

A: As always, it's the latest and greatest, and it includes support for MagiC as well as TOS ROMs that current Gemulator owners may be using.

Q: Can I use it on a desktop? What about my notebook?

A: Gemulator 4.15m works on desktop machines or on notebook computers.

Q: How compatible is MagiC?

A: Very. Because you're already running an emulator, you won't be able to run programs that access ST hardware directly. MagiC is fully compatible with those programs and is great for publishing (Pagestream, Calamus) and all the programs that people use Gemulator for most!

Q: Is it in stock?

A: Yes! Gemulator 4.15m, MagiC, and the Gemulator Gold CD are all available NOW for immediate shipment!

To order, send email to "orders@toad.net" or call (800) 448-8623 in USA/Canada, (410) 544-6943 (international), or (410) 544-1329 FAX. We accept VISA, Mastercard, American Express, and Discover.

THIS OFFER GOOD ONLY THROUGH 7/31/96!

Gemulator 4.15m -- it puts the "Atari" into your PC!!

Thanks,

Dave Troy
Toad Computers



STR ATARI MAIL CALL "...A PLACE FOR THE READERS TO BE HEARD"

Editor's MailBag

Messages * NOT EDITED * for content

True, there has not been much Atari stuff in STR, but there is enough of interest to fill the space. While I notice that atari.archive.umich is getting not as many weekly uploads as it used to, it is still much easier to get in there as amiga.archive or msdos.archive, and change directory, than to try atari.archive, which is all filled up almost every time I forget to use another door.

Atari never was a mass market machine, and never will be. I am not a mass-market person, and have noted that the clue-level in Atari groups is higher than in other groups. It does not seem to be widely known, but the two original monitors, the 96 dpi mono and the RGB color, were also being used on NCR bank machines. Thus, if you screw up a tube, it can get re-gunned if you can find a crt re-gunner shop, because there are a lot of spare guns around for the bank machines.

In other words, they were and are professional monitors, not toys for the average consumer. Atari is not a machine for the average consumer, so Atarians are necessarily badly outnumbered. But there seems to be a lot of new activity, with four TOS machines being produced, even though Atari got out of the computer business more than two years ago.

Oops, that's five: Hades, Medusa, two from Computer Direct, and the German Falcon.

So, we are not doing too poorly, and perhaps just a bit better than when Atari invented the concept of "vaporware". We are just in the numerical minority, with so many new people using computers at work, and buying one like that to pirate programs.

jimd1
jimd1@primenet.com

JAGUAR SECTION

Jaguar Shareware Movement Continues

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

Last week's focus on the Underground's Jaguar shareware effort netted a number of responses, both online and private mail. I also received responses from both "primary" supporters of the Underground which I will also include this week along with various other online activity.

I also understand that there has been an initial conversation between the Underground's Steven Scavone and Atari's Don Thomas. I would imagine that there will likely be further discussions on this project. At least we can say that there's an attempt for all involved parties to move forward in a responsible fashion, and see what happens.

Until next time...

JAGUAR ONLINE STR INFOFILE - ONLINE USERS GROWL & PURR!

The Jaguar Shareware Topic Continues...

[Editor's note: some editing has been made for clarity]

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 what 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 an 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

Sb: #116310-#Shareware on the Jag?!?!
Fm: Lloyd E. Pulley, Sr. 72637,745
To: Joshua P. Arnold 102073,1613

Joshua,

I just got off of your webpage (a nice looking and laid out page) and read the article that you've been discussing. After reading the article (and the info on the Jag Server site), I find that much of what you've said here to be misleading - at the least.

Also, I would expect the editor-in-chief of a game magazine to have a better understanding of what piracy really is. From the comments in the interview and the Jag Server site, it is obvious that they created the Jag Server by reverse engineering. That is illegal (without permission of Atari - which they didn't and admitted they didn't). It doesn't matter that they had nothing but the best intentions in mind, it's still illegal. Having "no intention of breaking the law" is irrelevant - it's the actual act that is important.

In fact, they're selling the Jag Servers (want a list of the prices?).

You said, "According to the underground, they will not go into final stages without Atari's blessing". That was a very misleading statement on your part. Here's what was really asked and said...

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. :)....

Hmmm...they haven't even talked with Atari yet. (But there are already two games that you can download from their Jag Server site. Since they haven't talked with Atari, that means those programs were created illegally.) All they say is they hope Atari will work with them - but they don't say they'll stop what they're doing if Atari won't work with them.

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 their 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. :)

Nothing was said about not going into the final stages [of producing Jaguar shareware] without Atari's blessing. They said they MAY develop a cart with Atari's blessing that would allow any computer with a parallel port to upload/download games to and from their Jags. That is entirely different from what you said and implied.

From reading the article (and the information on their website), I get the impression that Atari's blessing would only be 'icing on the cake' and isn't what will be the deciding factor on whether they continue with their shareware plans or not.

Personally I don't care one way or the other, I think they're 'beating a dead horse' and wasting a lot of time and money. But to claim what they're doing isn't illegal (or bordering on being illegal - if you want to be generous) is ignoring the facts. I'm sure they have only good intentions in mind, but you know what they say about that - "The road to hell is paved with good intentions."

Portions of the interview were reprinted under the Fair Use Doctrine.

-Lloyd E. Pulley, Sr.

Sb: #116347-Shareware on the Jag?!?!
Fm: Albert Dayes 70007,3615
To: Lloyd E. Pulley, Sr. 72637,745

Lloyd,

Reverse Engineering is not illegal. If you take the clean room approach one should not have any problems. The only other issue would be patents. Chips and Technology, Cyrix, NexGen and others have reversed engineered Intel Cpus without too many problems.

-- Albert

Sb: #116352-Shareware on the Jag?!?!
Fm: Don Thomas 75300,1267
To: [ICD Inc.] 76004,1600 (X)

Tom,

The other technical aspect is that attaching any unlicensed product to the Jaguar is inappropriate. I've looked into this Jaguar Server these programmers are using and it requires an internal modification to the Jaguar (illegal) and the attachment of an illegal board that fits to the cartridge port of an Atari 16-bit computer as well as the Jaguar cartridge port (illegal). It actually sounds pretty cool. If I had time to play with it, I'd probably buy one.

Now mind you, I don't always drive the speed limit either. My pointing out that these things are technically illegal doesn't mean I personally don't think they're cool. I own a copy of T-Tris for the Lynx and they not only broke the Lynx encryption illegally, but they have pirated Star Trek sound effects and music in the game. I think what they did was wrong and I especially don't endorse it as an Atari employee, but that in no way changes the fact that it's a very cool game and very well done. <g>

--Don Thomas
Atari Corporation

And from the Underground, in response to some recent questions that I had forwarded to them last week [some spelling corrections have been made for clarity]:

> Steve/Roine,

> I've seen a posting on CompuServe from GameWire's Joshua Arnold pertaining to your endeavor to achieve "shareware" games for the Jaguar. He also mentioned an interview on the Web, which I have just read. I've also seen message traffic on CompuServe pertaining to Joshua's comments.

I am glad to see it is getting around. :)

> With GameWire's initial posting and the subsequent message traffic (and the interview), I have a question or two that I hope you can answer.

I'll do my best.

> It's my impression that the Underground intends to follow through their plans with approval from Atari in order that you do not violate any copyrights or other legalities. According to my contacts at Atari, no one at Atari knows anything about your plans.

This is because we haven't contacted them just yet.

> Why wouldn't the Underground approach Atari before going through the > trouble of doing a lot of work getting this project underway?

It is better to approach someone with a more concrete project than just an idea. We are not at all rich but are hackers not willing to see the Jaguar perish. We feel we need to show Atari the still possible potential in Jag technology(potential they know exist.) The machine has potential that is just waiting to be properly tapped. We have Battle Sphere(tm) as a testimony to that. There are four other games in Atari Limbo right now that should have been released that would have show what Jag technology can do. What I hope this can turn into is a rebirth of Atari's old consumer software exchange program. They would [not] need to produce anything. They would get a cut of all the software we sell via shareware. The hardware for this would be minimal and simply require Atari to encrypt the rom for it for us.

I also have a list if any Jaguar user want to join. It is a list to encourage Tele Games to pick up those just about finished titles sitting at Atari. They are willing to see where the petition goes. In less than a month of simple net contacts, I have managed to get nearly 400 signees so far. The list is growing exponentially.

> If Atari doesn't give its approval, wouldn't you have wasted time and effort from all of the work you've done thus far?

It is our hope that we can work something out with Atari. If they are not willing, I doubt it will completely stop us. We will still not violate any of Atari's rights.

> And, if you do have Atari's blessing in this project, why would you need to "reverse engineer" the Jaguar to achieve your goals?

We do not have Atari's blessing as of yet. Atari does not know about this fully yet.

> It's also my understanding that any game that gets released for the Jaguar must be encrypted by Atari before going into production. How do you folks plan to get around that process?

If you go about using carts, this would be true. We are looking into ways to make it possible to "download" games to your Jaguar via a PC/ST parallel ports.

> Any other comments that you can provide would be appreciated.

We are simply working to protect the investments we all made when Atari promised us the best machine ever. Unfortunately, Atari broke those promises to us and now we only want them to allow us to at least let us make games if they want any more. They should have come to us "underground hackers" in the first place. If they simply gave a few of us kits at first, they would have had some really happening apps. Now we have to figure all this shit out ourselves unless they give more info. The faster we know the sooner you will see results. They need to let some one else take a shot at management of Atari. The loyal users deserve this shot this time. It is the user that gives the name Atari any real life, not the Tramiels.

Thanks,

Steve

I forgot to mention there are 2 games out. Tetris and Painter but you need a server to run them for now. If Don Thomas could get in touch with me, I think I can interest him. Atari has a potential consumer software exchange possibility.

> With GameWire's initial posting and the subsequent message traffic (and
> the interview), I have a question or two that I hope you can answer.
> It's my impression that the Underground intends to follow through
> their plans with approval from Atari in order that you do not violate

Nothing is decided yet. Right now, the Jaguar Server exist and that is enough to make games and spread them in any way possible. However, the Jaguar Server needs slight rebuilding of the Jaguar, and that is not that good

if we are aiming for a big market. We need something like a cartridge with a serial or parallel interface to up and download programs. And this cartridge isn't even in the design stages yet, and perhaps never will be. So, I think that before we can have a mass market sellable system, some engineering has to be done. But remember, if you want to modify the jaguar right now, the Jaguar Server fits every need.

> any copyrights or other legalities. According to my contacts at Atari, no one at Atari knows anything about your plans. Why wouldn't the

Really, this shareware thing has blown big without any real good plans from our side. The shareware idea might work, but at the moment no structured plan exist. What started out as a idea among others became "national news" all of a sudden.

> Underground approach Atari before going through the trouble of doing a lot of work getting this project underway? If Atari doesn't give its approval, wouldn't you have wasted time and effort from all of the work you've done thus far?

The work already done (the jaguar server) is working since about a year, without Atari's blessing. With it, two games are available, a Tetris and a Quix clone. But if we are to go big, with some form of cartridge, we need Atari's blessing...

> And, if you do have Atari's blessing in this project, why would you need to "reverse engineer" the Jaguar to achieve your goals?

As it is now, pretty much has already been reverse engineered in the previous year. We have very good programming guidelines to program the Jaguar. A RISC assembler is available and another one coming. Atari UK was contacted about 1.5 years ago. We asked if they where interested of a cheap dev. system. They where not, they already had two (ST and PC), and wasn't interested of a third. Then Atari where skipped, and all was reverse engineered and tested out to this point today.

> It's also my understanding that any game that gets released for the Jaguar must be encrypted by Atari before going into production. How do you folks plan to get around that process?

Yes, if we where to release a cart to an _original_ Jaguar, this would be the case. Now, with the Jaguar Server a game are uploaded to Jaguar main RAM memory. In RAM, there is no encryption. Releasing a cart without encryption is possible with a slight rewrite if the Jaguar bootROM, but then requires some soldering to change the chip inside the Jaguar.

> Any other comments that you can provide would be appreciated. As you know, I am the Atari editor for STReport. I want to be able to keep my readers up-to-date on this project so I will be publishing material that I've gathered from message activity as well as GameWire's Website. I'll also want to include your answers to these questions.

I've been reading STReport longer than I remember. Very good. I'm suggesting that you look at this text file and the WWW page mentioned below...

/ Roine@stacken.ct.se

----- 960427 --
- Info about the Jaguar Server Development Kit. -

- Current Hardware Revision B. -

- BootROM B001, JagOS/Shell Version 1.08 -

-

- A "|" means new stuff typed since last file... -

The Jaguar Server project started out 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 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.. This prototype was soon scraped, as I begun work 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 begun on the Software - The Shell running on the Atari computer and the JagOS - Running on the Jaguar.

General Info.

- * Use the Jaguar Server Kit to develop Jaguar programs !
- * The Jaguar Server runs on all Atari ST/STE/Falcon/TT computers.
- * The hardware plugs into your computers cartridge port. From the cartridge hardware goes a 40 pin ribbon cable into the Jaguar.
- * Uses a slightly modified standard Jaguar. Modify your own Jaguar or send it to me, and I'll send it back to you.
- * You can change between 'modified' and 'original' Jaguar by the flick of a switch. A reset button is also installed.
ABSOLUTELY _NO_ compatibility problems with Jaguar games.
- * No programming restrictions apart from a 2Mb main memory limit in the Jaguar. Future software updates will be able to upload data at the command of a running Jaguar program.
- * You use the Jaguar Server software to upload programs/data to the Jaguar. The software looks best in resolutions over 640*400.
- * Software updates to JagOS (Jaguar Operating System) are possible without burning a new EPROM chip simply by using newer software.
- * Upload transfer rate is currently 83 Kbytes per second on a 8 MHz Atari ST and 131 Kbytes per second running at 16 MHz.

- * Use the Devpac 3 assembler or any other code generator to write programs.
- * A remote debugger and RISC assembler is under development.
The RISCY assembler are available for RISC assembler programming.
- * Software updates and info are available on Internet World Wide Web at <http://www.edu.isy.liu.se/~z94patsa/jsdata/jserver.html> and by file request with any FidoNet compatible mailer to STacken BBS on FidoNet 2:204/219 under the magic name JSERVER
- * A Jaguar Server Developer Mailing list are available for programming discussions. NOT open for anyone.
E-mail to nat@zumdick.rhein-main.de for more info on how to join.

* The Jaguar Server development kit contains this...

- + Jaguar Server cartridge (hardware)
- + Jaguar Server Shell & JagOS (software)
- + Switches, ribbon cable, connectors and everything else that you need to start programming right away.
- + A few Jaguar (*.JAG) programs, utilities and example source | code.
- + Klaus RISCY assembler.
- + Nat!?'s excellent Underground Jaguar Technical Documentation.

* IT DOES _NOT_ CONTAIN THE FOLLOWING... You have to get these things yourself....

- No 68000 assembler.
- No Atari corp. Jaguar utilities or RISC assemblers.

* 'Hacker' experience and good knowledge of assembler programming is STRONGLY recommended. Programming the Jaguar is done almost in 100% assembler.

* The Jaguar Server is NOT connected to Atari Corp. in ANY way.

* The Jaguar Server Development Kit price is :

Jaguar Server Kit, do modification by yourself.
1300 SKr, 290 DM, \$190, GBP 125

Jaguar Server Kit, Send Jaguar to me for modification.
1800 SKr, 400 DM, \$260, GBP 175

Jaguar Server Kit, Including new PAL Jaguar.
3200 SKr, 720 DM, \$470, GBP 310

All prices includes shipping anywhere in the world. (Well, almost!)

[Editor's note: technical info and Jaguar modification info deleted]

Misc. Info.

If you have more specific questions or want to order,
write me by E-Mail...

Roine@stacken.ct.se

ONLINE WEEKLY STREPORT ONLINE

THE WIRES ARE A HUMMIN'!

PEOPLE... ARE TALKING

On CompuServe

compiled by
Joe Mirando
CIS ID: 73637,2262

Well folks, it's finally here: The vacation that I've waited for all year. I wish you could see me right now; sitting on a sugar-white beach watching the waves roll caressingly over the Caribbean shore, sipping a tropical drink as I watch a beautiful young bikini-clad woman coming toward me with a smile as warm as the mid-afternoon breeze....

Ahhhrrrr! My wife just smacked me in the head and told me to get up off the couch and fix the livingroom window before I waste my entire vacation away. Well, it was nice while it lasted. It seems that I'm always looking for an Oasis! That's a little inside joke for those of you who know how hard I've been trying to get Oasis v2.05, the Web Browser, to work on my MegaSTE.

I've had no luck yet but, with the state of support that the authors and others affiliated with the program provide, I'm sure that it's only a matter of time. Well, let's get on with 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

When Dennis Bishop mentions the modem he saw that would only work under Windows95, Dave Hudspeth asks him:

"What modem is that--the USR Winmodem? I believe it'll work with any computer that has a standard serial port--only it's plug 'n play features would be disabled. BTW, a lot of "Windows" printers are starting to appear as well--the manufacturer saves a few bucks by not putting any native printer fonts in it..."

On the subject of CompuServe moving from a proprietary interface (HMI) to something more standard (HTML, the WWW format), Dave adds:

"You might be surprised to know that the Microsoft Network is moving from a proprietary interface (that worked only in Win95) to an HTML interface, a lot faster than CIS or AOL or Prodigy are... In fact, the switchover might be completed by September, from what I hear."

Yves Debilloez asks:

"Will we finally get connected to the internet using the PPP compuserve connection?"

Our own Atari Section Editor, Dana Jacobson, tells Yves:

"My impression is that is quite possible. Personally, I don't have the expertise/knowledge to do so. I'm hoping that some of my fellow users here are successful, and pass along that information so more of us can access the net. <grin> "

Actually, it's more than possible... it is a reality. I've spoken with two people who have used Oasis to access the internet (including the World Wide Web) via CompuServe. I haven't found out exactly what the trick is, but once I do, I'll pass it on here and we can all meet in CyberSpace!

Patrick Wong posts:

"I know this is the Atari forum but I also know that a lot of Atari owners (like me) have a PC too so I thought I'd write here first before going to the IBM forums. Does anyone know what BinHex4.0 is? It's supposed to be some sort of PC program that lets you translate their picture (done on a Mac presumably) into a GIF or JPG format? Anyway someone sent me a JPG of herself and I need to convert it to a GIF or JPG format before my PC can view it. I think she went to one of the film stores that'll make a GIF for you for a price. I can't believe they would use a Mac to convert the picture. Anyway, can anyone help?"

Albert Dayes of Atari Explorer Online Magazine asks Patrick:

"What type of picture file is it? I assume on the Mac it is a PICT type graphic file? I would think there should be something on the PC that can read most MAC graphic files directly. I believe PaintShop Pro (shareware) or CSHOW (shareware) would work. The other issue is if the file has a MAC binary header on it or not. I have not used BinHex4.x it sounds like the name of a unix program but I would think it is not the same thing. Have you tried using the shareware graphic viewers and see if it can read it?"

Patrick tells Albert:

"When the file was downloaded it was saved (by the computer) as "noname.dat". When you try to view the program with a GIF or JPG viewer it'll tell you there's a format problem. Opening the program (in the notepad) will tell you that you need BinHex 4.0 <frown> ."

Michel Vanhamme tells Patrick:

"Binhex is a Mac file format for encoding binary files to be sent over the internet (kinda like uuencode). You need a program to decode it. I am almost sure I have seen references to such programs running on PCs, but I don't know them. A PC File Finder search here on CIS should probably find it."

Sysop Jim Ness adds:

"BINHEX is one of the formats used to send binary files over the (ASCII) internet. There are several encoders/decoders available in the internet forums (GO INETNEW) for this and the other formats." The word is out that the SyQuest EZ135 is now selling for \$130.00 and under... That's a 135 meg removable hard drive. And cartridges for it are around \$25.00 each... the mind boggles!

When someone asks about the legitimacy of a particular ad in a newspaper, Dana Jacobson tells them:

"The \$30 rebate at CompUSA is legitimate. I also know someone who is selling them at \$115 and offering the rebate coupon (\$85 final cost). Great deal!"

Robert Aries asks Dana:

"So who is selling them for this price? I'm ready to buy..."

Dana tells Robert:

"The \$115 price? The company is Corporate Computer (1-800-975-1955). Ask for Kevin and drop my name. He's a former Atari dealer (back in the "good" old days!)."

Robert Courtney asks for help:

"I've had my atari ST 1040 for about 5-6 years. Yesterday the built in disk drive stopped reading. Does anyone know a reliable repair service preferably East Coast /greater Phila area? My greatest need is to be able to get much of the data which is now on 3.5 disks in what would be "regular" atari mode written by WordWriter. I own a PC with 3.5 floppy drive available for I/O if there is a way to read the atari disks in and somehow convert them to Windows Word Perfect form but I truly would like to get the Atari fixed - Please help!!"

Albert Dayes of Atari Explorer Online Magazine tells Robert:

"You can try the shareware product Marcel (in the library) it can convert word writer, st-writer, and other Atari ST formats to RTF which you can load into most MS Windows word processors. This programs runs on the Atari ST. Toad Computers is on the East Coast and should have what you need. There is a file of Atari dealers in the library called NADEALER.TXT which has the phone of Toad and others."

Dennis Bishop adds:

"Just find yourself a DS/DD floppy drive from some ibm user and most times they'll work in the 1040. I've replaced my that way."

Robert Glass asks for help from a friend:

"A friend of mine has just recently bought an Atari Falcon and has heard that the original drives that Atari used in the Falcon were prone to break down. My question is: What is the recommend replacement drive and where can it be found? From what I understand this is a 2-1/2 inch drive. Also, can any PC style 1.44 meg Floppy be used to replace the floppy drive? As a side question, can anyone tell me approximately how many Falcons were sold world wide by Atari?"

Albert Dayes tells Robert:

"The IDE drives in the falcon are 2.5 but there was an adapter that can handle 3.5 inch drives. You should should try an Atari dealer for a suggestion on which IDE drive would work best. Toad Computers is one such dealer and there are others listed in the file (in the library) NADEALER.TXT. That file is a list of Atari dealers in North America. Almost any PC style 1.44 meg floppy drive should work as a Falcon030 replacement. No idea on the number of Falcons sold in the US."

Well folks, that's about it for this week. I think I'll just go back to that Caribbean dream. In the meantime, tune in again next week, same time, same station, and be ready to listen to what they are saying when...

PEOPLE ARE TALKING

EDITORIAL QUICKIES

“We hardly find any persons of good sense save those who agree with us...”
Francois De La Rochefoucauld

“There is no conversation more boring than one where everybody agrees..”
Michel De Montaigne

STREPORT INTERNATIONAL ONLine MAGAZINE

[S]ilicon [T]imes [R]eport
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