



Atari 8-bit Software Pack

<http://www.dgs.clara.net>



Software Pack

This is a software pack containing commercial software for the Atari XL/XE range of computers published by DGS in the UK, PPP of Germany, and Rabbit UK. The software is supplied in both DCM (Disk Communicator) format for transferring to and running on the original Atari computers (extra software or hardware required to do this, most of which is available free on the internet), and ATR format for use with many readily available PC Atari XL/XE emulators, many of which are free and available on the internet.

This pack contains:



The Quick Programming Language (+ support disks)

```

Quick Editor V2.0 (c) 1998 Raindorf Soft
SPAL=3200
ELSE
SL=85
LADEND=3100
SPAL=3400
ENDIF
OPEN(1,4,0,FILE)
REPEAT
BGET(1,1,24900)
X=T(0)
UNTIL X=254
BGET(1,2,24900)
CLOSE(5)
OPEN(5,8,0,"P:")
IF D=0
DATA(T)
27,64,27,120,0
1
ELSE
DATA(T)
27,64,27,120,1

```

QUICK is a programming language for the Atari XL/XE. It is an extremely powerful language, which allows direct use of the Atari's unique features. QUICK is a very structured language, and looks a little like C, PASCAL, and BASIC. QUICK has built-in functions to: play digitized sounds, move player/missile graphics, handle Blitter, utilize an ST mouse, and more!

QUICK's absolutely unique features also includes the handling of interrupts. You can create both DLIs and VBIs, but you write them as normal procedures in QUICK statements, NOT machine code. No more machine code blues! If you want to use machine code, then that's no problem. You can write machine code directly into your QUICK program.

QUICK is easily expandable by the use of libraries. These are like .H files if you are familiar with C. They contain special extra functions. Four of these are included for: handling graphics, advanced string handling, handling floating point numbers, and a numerical library for things like cos and sine.

QUICK has a built-in text editor which is very easy to use. RAMDISKS are also supported, so you can compile from RAM for amazing speed. QUICK programs are turned into machine code .OBJ files for running from DOS. QUICK is *not* required to run these programs, so you can distribute your own software freely.

QUICK is supplied on a SS/SD disk with the compiler/editor, 4 libraries, and lots of demo programs to look at. You also get a comprehensive manual in PDF format.

The QUICK Support Disk 1 is the first of a series of "support disks" for QUICK. This first support disk is packed with tutorials, demo programs, source code, and extra libraries. Here's what's on this disk:

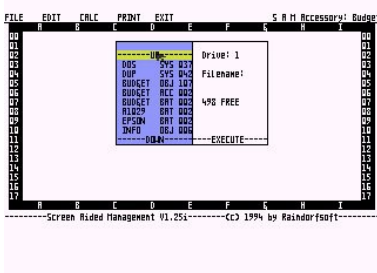
The game of LIFE - a tutorial and full source code in QUICK to implement this well-known game. **Display List Interrupts** - two tutorials and source code. **Character Library** - a new

library file with tutorial for sending single bytes to an output stream. **Header files in QUICK** - a set of special files to quickly implement a set of variables to handle OS, keyboard, I/O, graphics, audio, and interrupt addresses. **Reset resident programs in QUICK** - A tutorial and demo program. **Player/Missile graphics in QUICK** - A tutorial and example source code. **Big arrays in QUICK** - A tutorial on how to implement arrays of over 256 bytes in QUICK, and how to get 2-D arrays. Example source code is also supplied. **Sorting in QUICK** - A tutorial and source code to sort strings. **A special library for Touch Tablet users** - A tutorial and the .LIB files are included. Touch Tablet example drawing program using the new .LIB file described above. Tutorial and source code supplied. A tutorial on variable handing-over in QUICK.

The QUICK Support Disk 2 is the second support disk for QUICK users, and contains more tutorials, example code, and new libraries. This one contains: a Player/Missile graphics library making PMGs and PMG animation easy, a tutorial on using logical operators in QUICK, a printer dump for 24-pin printers, a printer dump for HP DeskJet/LaserJet printers, routines and tutorials on Mandelbrot Sets, a new library for using text on mode 8 screens, and a QUICK analyser program which analyses QUICK programs. All this comes on a DS/SD disk.

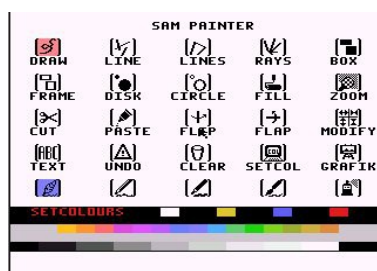
The tutorial files can be viewed and printed (on Epson and Atari printers) directly from the menu on the disk. A joystick is required to select items from the disk menu.

Screen Aided Management (SAM)



Screen Aided Management (SAM) is an 80 column desktop environment for the Atari XL/XE. SAM is very much like some other systems of this type found on computers like the ST.

SAM is based around a main environment, where you have standard DOS functions (such as DIRECTORY, FORMAT, DELETE, etc.), but also contains some special utilities. The SAM system can be controlled by using a joystick, or (even better) an ST compatible mouse.



SAM is supplied with monochrome and colour character set editors, a card filing system, a monitor (for looking into memory), an 80 column word processor, a 128-colour paint program, and a game called FireBall which runs under SAM. Although SAM uses 80 columns, *it does not need any extra hardware to do this*. The SAM system is extendible by special accessories which are also included (see below).

SAM is supplied on a SS/SD disk which contains everything mentioned, along with a full manual in PDF format, which also explains how to use SAM routines in your own programs.

SAM BUDGET is an accessory disk for use with the SAM 80 column desktop system. Budget is a spreadsheet program having many excellent features found on more expensive systems. Budget takes full advantage of SAM's 80 column display, and mouse and joystick input. Features include Direct Calculations, Indirect Calculations, and Functions (single or multiple parameters). Budget also has advanced editing facilities, including column and row copying and deletion, and easy movement around your spreadsheet. Budget is able to print to both Epson compatible and 1029 printers. Budget is

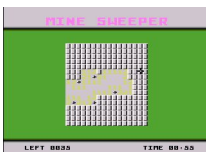
supplied with a comprehensive jargon-free manual in PDF format, which is helpful for those who haven't used a spreadsheet before.

SAM UTILITY EXTENSIONS 1 is another accessory disk for use with the SAM 80 column desktop system. This disk actually contains two accessories: SAM Convert and SAM Creator. Convert will convert text files to and from the SAM Texter format. Convert will convert from ASCII, AtariWriter, StarText, and AustroText to SAM, and from SAM to ASCII. Creator will convert SAM Painter format files to Micro Painter format and vice versa. These two accessories are an extremely useful tool for SAM Texter and Painter users. Supplied with a user manual in PDF format.

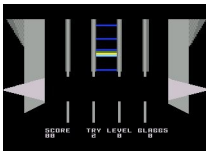
SAM DESIGNER is a powerful drawing and design package for creating mode 8 high resolution graphics. As well as all drawing features, Designer can import text from SAM Texter (which comes with SAM), and has a set of schematic icons for creating circuits. These icons can be easily edited using the SAM character editor (which comes with SAM) to whatever icons you want. All options are icon operated, and the package works with both joystick and ST mouse. Screens can be printed on Epson and 1029 printers. You can write drivers for other printers using the instructions given in the manual. The package comes with an easy-to-follow manual in PDF format.

PPP Games

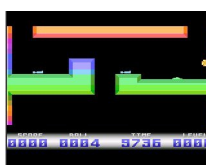
These excellent games from PPP Germany have been written in QUICK, but run on any XL/XE and do *NOT* need QUICK to run.



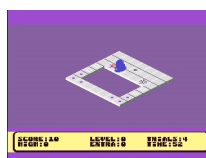
MINESWEEPER is a brain twister with an easy aim: find the hidden mines and disarm them. This game works with both mouse and joystick. Good graphics and game play.



GLAGGS IT! is a puzzling game for one player. Tubes of different colours are falling down to be sorted by you in rows of 3 to 5 pieces. Great strategy game with lots of on-screen colours!

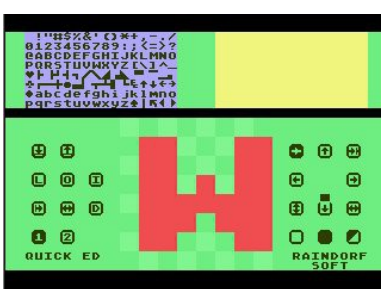


RUBBER BALL is a tricky game for one player demonstrating perfect fine scrolling on your 8-bit Atari. You have to move a rubber ball through the cornered corridors of an air conditioning system. Great fun game, with lots of complications to look out for as you play. Great fine scrolling effects and lots of on-screen colours!



BOMBI. Guide Bombi around a 3D platform defusing bombs without getting killed! Excellent 3D graphics and digitized sounds.

QUICK Ed Character Editor



QUICK Ed from PPP is the only character set editor which supports joystick, mouse, and touch tablet input! QUICK Ed is an advanced font editor, with many useful features. The system allows you to create new fonts or edit existing ones using a simple coloured grid on the screen. There are also facilities for inverting fonts, shifting characters left and right, flipping characters, and lots more! You can save your fonts as a

standard 9 sector character set, for loading into your own programs using any of the many programs around for doing this. Issue 12 of the News-Disk contains a very useful set of programs for doing this. QUICK Ed is fully icon driven. All functions are selected using a pointer on the screen, which is controlled by the input device of your choice. You will also receive a special template for your Atari touch tablet (in PDF format), which allows you to use QUICK Ed without looking at your screen! QUICK Ed comes on a SS/SD disk with lots of example fonts, and a manual in PDF format. Quick Ed does not need QUICK itself to run.



Digi-Studio is a set of programs for the 8-bit Atari (XL/XE) for creating music using "real" sounds, which have been digitized. The Digi-Studio package contains everything you will need to create and play music using digitized sounds.

Here's a list of the features included:

Keyboard Player. Allows you to play music live by using the computer's keyboard like a piano keyboard. The sounds produced are, of course, digitized. This program has fully responsive keys, so that sounds only play for as long as you hold the key down.

Tune Player. This program plays Digi-Studio tune files using digitized sounds.

Sample Editor. This program allows you to edit sound samples by using a joystick. It also has "cut and paste" facilities, so you can also create your own samples.

Tune Compiler. This program allows you to play Digi-Studio tune files in your own Basic or Turbo-Basic programs.

LIDS Compiler. This program allows you to create your own Digi-Studio tune files by use of a language called LIDS.

Also included are 55 sound samples, and 47 ready-to-play Digi-Studio tune files. The Digi-Studio system comes on 2 DS/SD disks. Disk one contains the main programs and a starter pack of sounds and tunes. Disk two contains more samples and sounds for use with Digi-Studio.

The Digi-Studio system is also supplied with a manual in PDF format. This manual has sections describing all the programs listed, and also has a lengthy section on how to read music. An appendix has also been added containing music along with the corresponding LIDS programs.



The News-Disk was the DGS on-disk Atari 8-bit magazine that was published during the early 1990's. They include many specially written articles, which you may not have seen before. Also included are lots of specially written programs, along with a few PD programs. All 14 issues are included.

News-Paper Issues 15-19

After issue 14 of the News-Disk, we transferred the magazine to a traditional A5 sized printed magazine format for 5 issues. All 5 issues are included as scans of the original paper magazines in PDF format.

News-Paper on-disk Issues 20-26

After issue 19 of the News-Paper, we decided it was not economical to continue publishing on paper. We decided to revert back to disk, but in a new format. All the pages of the magazine we pre-formatted into text files which people could then print straight from DOS 2.5 (or equivalent) to create a printed magazine. For 20-24 we included a paper front cover, which are included as scans in PDF format.

Yearly Disk



This disk is designed to go with the News-Paper. The yearly disk covers issues 15 to 19 of the News-Paper. It contains all the QUICK programs from the magazines, demos, games, and more! Lots of QUICK source code is on the disk, making this disk essential for QUICK programmers!

Print-Filer



Print-Filer is a very powerful printer utility, which opens new avenues in the use of printed composition, offering an easy way of printing fancy letter headings and other graphics in your text.

Print-Filer is loaded before you load the graphics software/ word processor of your choice and will appear not to be there until you instruct your software to print. At that point Print-Filer will spring into action and offer you the choice of printing as usual, or re-routing the printer output to a disk file. The disk file will then contain all the necessary commands output by the print software to create the picture or the text document. The file will simply contain everything intended to go to the printer. By having this file, you can later print it without the need for the original print software being present. But that's not all!



Print-Filer also comes with an editor, which will allow you to load in a combination of outputs from any number of print software packages. These can then be combined into one file which can simply be printed from DOS. Imagine it, graphics and text together in one file which can simply be printed from DOS!

Print-Filer is also a useful tool for word processor users who need to have a fully formatted file which can be printed without the need for the original word processor. This is perfect for creating document files for disks and such like.

Print-Filer will only work with print software which uses a maximum of 48K. However, a special version has been included for Printshop users.

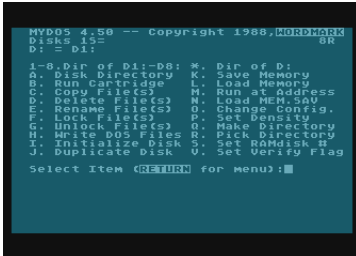
Print-Filer comes with a very extensive on-disk manual which explains in detail how to use

Print-Filer, along with hints and tips on how to get the most out of the software. This manual comes in two formats: an Epson version which will only print on Epson compatible printers, and a standard text version for any printer.

You will need any XL/XE machine with 64K RAM or above, any disk drive, and any printer.

Bonus Software

MyDOS 4.5



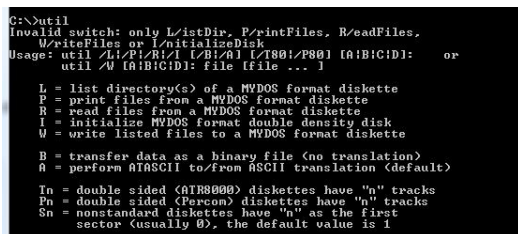
A popular independent DOS for the Atari 8-bit, with many features not found in standard Atari DOS.

Discomm32



A utility to turn DCM files into Atari disks. DCM files were useful back in the day because they had an element of compression to them, making them easier to send electronically at the time. All disks in the pack are supplied in DCM and ATR format, so if you need to create disks from the DCM files, this is the utility you'll need.

UTIL (PC utility to read/write 180K MyDOS Atari disks)



This is a very old utility to read and write to MyDOS format 180K disks (so only for Happy, etc., modded drives) on a PC. You'd need to have a 360K 5.25" drive on a your PC for this, so probably not of much use now, but here for completeness if nothing else!

Further information about the package & Ordering

The pack will be sent to you electronically as a ZIP file by a secure file transfer service (WeTransfer) for you to download. The size of the ZIP file is around 53Mb. Note that no physical product will be sent to you, only the ZIP file electronically.

Note that this pack is the only legal way of buying this software, and the only way you'll get the user guides/manuals.

All products (except the News-Disk/Paper mags and Yearly Disk) come complete with full manuals which are scans of the originals, or newly edited versions. They are supplied in the pack in PDF format (the Adobe Acrobat Reader is required, free from [Adobe](https://www.adobe.com)). Print-Filer has the original on-disk manual. Manuals are in English only.

The PPP products are the International English versions, which vary slightly in content from the German versions. They also have the re-worked English manuals. The cost of this pack, containing all the products listed above, is just **US\$7** (for electronic delivery by secure file transfer service). You can order this pack right now using your Credit/Debit/Charge Card using PayPal at: <http://www.dgs.clara.net>

A video showcase of the products in use can be viewed on our YouTube channel: <http://www.youtube.com/watch?v=r5vsQpCkUgk>

Note again that no physical product will be shipped to you. The ZIP file containing all the software listed above will be sent to you via a file transfer service for you to download. An email will be sent from them with a link for you to download the pack, and I will also send a separate email informing you that it has been sent and to keep an eye out for it.

The PPP products do not run on the relatively rare 1200XL model. They do run fine in all PC emulators. The Digi-Studio package may not run on all emulators, but does run fine on all original Atari XL/XE machines.

The products are offered without support, but are all mature versions and have no known problems.

©1993-2017 DGS