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ou've probably already noticed, but the Amiga games scene is looking bleak to say the least. Releases are becoming few and far between, and it's a worrying trend for both Amiga owners and drop in quality of these games. And the originality. It's as if developers seem to think Amiga owners are just so desperate for games that they will gratefully lap up any old Graphics seem to have taken a step back in terms of quality, and it's little wonder that the average Amiga gamesplayer is left looking envious at some of the high-tech realism offered by the PC. Titles like Ruffian, Akira and Angst all look like games from the early '80s and do nothing but harm the image of

Graphics aren't the only factor on trial here either - originality seems to have been swept to one side as well. Football manageand okay, the good ones do sell well, but they really are becoming a very tested, uninspired old formula that has left the industry looking weary. Other genres need serious revamping too. Dull platformers, dull racing games and dull beat-'em-ups are all categories covered countless times, many with

little or no imagination.

Looking at the back catalogue of Amiga games, you realise just how bad things have got. A few years, even months ago, the Amiga owner could choose from Triple A products like Flashback, Cannon Fodder or and bar maybe four or five, there aren't too many titles on the release schedule that will excite your average gamesplayer.

It's not just a problem isolated to the Amiga though. PC games are falling into the dangerous trap of formulaic 'interactive movies' and while their graphics do astound, the playability has all the depth of a shallow puddle. So, things aren't all that rosy there either. But what explanation can there be for run out of ideas? If so why - there's a great big world out there. Get up from your

Anyway, it's not the PC we should be concerned with here. It's the state of the Amiga market. Developers we could once rely on Please release

Tina Hackett takes a look at the state of the games market and asks. unhere has all the originality gone?-

titles, we want our own, original, quality

for original games have taken their talents Delphine and Builtrog are sadly lacking from are soon to follow, and Escom are going to have to take responsibility for making sure there are good, quality developers out there

And take the Doom clone phenomenon, for example. This is a good illustration of the nervous bandwagon-jumping that is also going on in the industry at the moment. It's have the guts to come up with their own products - they see a trend and follow it. What they should be trying to do is thinking attitude of trying to outdo each other. Why should Amiga owners want to go and buy a game that is trying to be a copy of one on the PC anyway. We don't want second rate PC games and we need our own software that will make the PC owner jealous of us for a

So I'll leave you with these final thoughts. One is for Escorn, who have to ensure there are going to be good, original developers out there that will produce high quality products. The other is for the software companies themselves who must avoid this 'trend following' approach and earn back some respect. Graphics need to feel like they belong in the next decade not the last, and the balance between presentation and playability must also be considered (remen

And the last and most important though is for you, the Amiga owners. Don't give them the opportunity. Don't buy the sub standard products, wait until there are some your time and money

The AC team

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From the M62 junction 17 head towards Bury. We are 50 yards on the right hand side after the third set of lights. The door to our premises is next to the





Amiga bundle revealed

ast minute news from Amiga Technologies revealed that the software to be bundled with the A1200 and 4000T will include the newest versions of some of the most acclaimed productivity packages available for the Amiga.

the Amiga.

As reported in our press conference feature in this issue, there will be a standard A1200 package costing 5399 and a A1200 plus hard weep ackage costing 5399 and a package costing 5499. Up to now, however, the contents of the software pack that will be bundled with the Amigas has been a mystery.

The standard pack will come with three applications from Digita: Wordworth 4SE, a brand new version of the award-winning wordprocessor, Datastore v.1.1. (a database) and Organiser v1.1. their recently released computerised filofax.

It will also include Turbocalc v3.5. an as yet unreleased version of Schtztuhe's spreadsheet program. On the artistic side, an updated version of Cloanto's highly regarded Personal Paint software – version 6.4 – will be accompanied by another Amiga showcase program. Photogenics 1.1 from Almahera. Despite the productivity focus of the package, games players are also catered for with the inclusion of Pinball Mania, a new title by 21st Century, and Whizz from Microvalue Flair.

by 21st Century, and Whizz from Microvalue Hair.

The HD package will include the same bundle of software plus Scala MM300, the leading multi-media authoring package. The same bundle is currently set to ship with the 4000T as well, although there's a possibility that Scala's MM300 will be replaced by the uporade, MM400.

Amiga Technologies clearly hope a strong bundie will put pay to complaints about the Amiga's pricing. Jonathan Anderson, MD of Amiga Technologies UK, claimed that the standard A1200 pack's software had a combined average street value of £497, while adding Scala for the

Anderson also said he was particularly pleased by their success in securing such up-to-date versions of each software product. He commented: "As far as I know, Wordworth, Personal Paint and Turbocalc are brand new products which the publishers do not intend to launch until next vear."

lishers do not intend to launch until next year."

The only possible bad news is for American users, since this bundle is only confirmed for

European distribution. Whether Amigas sold in America will be standalone or have a different software package is still under discussion.

An announcement is also imminent on the identity of the two trade suppliers to be used by Amiga Technologies. According to CTW, the trade news-

paper, Aniga Technologies have already apport
and Aniga salawars SDL
and they are on the every
up as their other
patrier.

Heathrow press conference

On Wednesday 16 August, Amiga Technologies held a press conference to officially announce the relaunch of the Amiga line of computers in the UK. The day after it was

amounce the relaunch of the Amiga line of computers in the UK. The day after it was followed by a meeting with developers in which the company's UK strategy was outlined. The main news was the amouncement of an A1200 bundle including a 170Mb hard drive priced at £499. For full details read the In The Hot Seat article featured in this increase.

It was also confirmed that the 4000T will initially be without a high density floppy disk drive. The reason given for this was the difficulty in obtaining components following the bankruptcy of the company involved in the production of the drives for the 4000 destation unit.

Amiga exhibitionist

Following our focus on animators in last month's issue, the Amiga is 'due to receive another dose of creative talent following the announcement of an exhibition of work by artist Paul Hamilton on 4-28 October.

Named Artificial Eyes, the event will feature dye sublimation prints of the artist's recent Amiga artwork. His pictures were created using Photogenics, Real 3D



exhibition comes from the idea of looking at artificial scenes with, necessarily, artificial eyes - kind of photos that never

Amigas in America

While Amiga Technologies' plans for the UK are gradually becoming clearer, the strategy for the America market remains less certain. It haben announced, however, that E Goff, former US lawyer for Commodore, will be leading the company's US diffusion.

It was made clear at the Heathrepress conference that Amig Technologies considers the 4000T t have the strongest market in the US although a smaller allocation of 1200 has been made.

The general manager of Amigi Technologies, Petro Tyschtschenko revealed that the 4000T motherboard will be produced in the United Statenear Philadelphia, and computer marked for American distribution will be assembled in the same place.

At the time of going to press, the company was still looking for a North American partner that would be willing to support and invest in their product We hope to bring our US readers full details as they are revealed.

Power to accelerate

Power computing have joined the competition offering Amiga users more speed with the announcement of a new line of accelerators. Though the new Falcon range was developed by Macro Systems, Power Computing have bought exclusive distribution injoints for everywhere, apart from Benelux and Germany. Developed for use with the A1200, the first Falcon accelerator will theature an 040 processor – roughly 14

times faster, the same speed as an 4000 – and a single SIMM socket allowing for FastRAM expansion. It will also have a SCSI 3 interface allowing for greater transfer speeds , and the package will include a fan to cool the board.

An 060 version is set to follow which will give the A1200 a blistering performance, but prices on either option are yet to be announced. For more details phone Power Computing on 01234 273000.

The eyes have it

As well as presenting its strategy for the Amiga's relaunch at the Heathrow press conference, Amiga Tachnologies also unveiled the new virtual reality l-glasses for the first time in the UK.

As reported last month, the Virtual I-plasses are made in America by Virtual I-by Is Econ have each size distribution rights for the product in Europe. Newly revealed, however, was the fact that there will be two different models on the market. The virtual resulty headards forth come cheap frough. The basic video model that allows users to see computer and firm images in 20 and 30 will cost ESgo, while a PC version including a head-tracker for use with 30 games will cost ESG.

Escom stated that the range of applications for the headest is almost unlimited. At the press conference it was claimed that the makers are already in discussions with film moguls like Steven Spielberg, and they have shown great interest in the technology's ordential.

There are also plans to develop a version of the headset for use in dentist's surgeries. Instead of lying with their eyes screwed up in terror, patients will be able to relax watching a film while the dentist drills away at their teeth. Apparently they are already being used in the US for this purpose.

'Our product gives patients an out-of-mouth experisece by taking the focus away from what the dentist is denig,' said 'Virtual i- O President Linden Rhoads. 'They enable people to watch movies, educational programming and even play video games while they have their teath worked on.'

The AT panel went on to reveal that the lightweight headsets made them ideal for the private viewing of erotic movies, but whether this capability will be com-



The video version of the glasses will connect to the Amiga's composite output port. As yet, the headtracker version has no software support on the Amiga, however.

Asked if they planned to sell the product in the UK, major retailers Silica replied that they had not made any decision on the matter. MD John Annold would not discount the possibility, however. "If it's a product that supports the Amiga then we will certainty be interested in taking it." he commented.

were," Paul explained. "Also on a literal level, I seem to have an obsession with painting over people's eyes when



working with photos." Paul Hamilton's work has been commissioned for commercial purposes by companies like Quarto Publishing and Plum Productions Ltd. Anyone with an interest can go to the exhibition at the

Anyone with an interest can go to the exhibition at the Reflections Gallery, the Exeter & Devon Arts Centre, Gandy Street,

News briefs

For football fanatics

Football Statistician Professional may sound like another team management game, but it's actually the ultimate football application for use by the home enthuslast and professional club, according to its makers.

Available for the Amiga at £19.95, the League Monitor software will store league results, analyse them in tables and graphs, and follow your favourite team's performance.

The program might just win you a fortune as well, thanks to its ability to make pools predictions on the basis of teams true form. Call OTM Publications on 01827 312302.

Imagine all the objects

The Imagine user group is running a special offer for readers of Amiga Computing. The price of membership has been reduced from £8 to £5 until 2 January 1996, and the first 100 readers to join quoting Amiga Computing will get a 1 red disk containing brush maps, objects and other material for use with the Imagine rendering package.

Members can benefit from a wide

range of services, according to group founder Spencer Jarvis, including an object and attribute finding service, quarterly newslettess, and unimed technical support. The group has a library of 2000 objects, 60Mbs of text, 1000 attribues, and hundreds of brush maps available to members.

Spencer Jarvis on 01375 670036/0585 102633

Apologies to Active

Active software are owed an apology for an error made in the review of their Zoom CD. The telephone number that should have been given was 01325 352260.

Active also report that further enhancements are being made to the time of going to process

Amigas meet the public

On 26 August to 3 September, Amiga Technologies presented the Amiga to the public for the first time since Commodore's demise 18 months ago at the IFA fair in Berlin. The company bought space in which to present not only the Amigas but also the CD32 in different configurations running various excellentions.

applications.

The event is seen as important by industry commentators concerned that the Amiga's relaunch is not gaining a high enough profile. Petro Tyschtschenko previously announced at a press conference in August that there were no plans to advertise the Amiga well 1906.



New web navigator



Amiga web users who are tired of hearing about the wonders of the Netscape Internet software will be pleased by the announcement of a more powerful browner designed solely for the Amiga. Designed by the makers of AMosaic, not only does it promise to improve vasitly on its predecessor, but it also offers features unavailable on the much vaunted PC/ Mac rival.

A brewer in the software that makes margining the internet a margining the internet a margining the internet a margining the internet a margining the internet and the software that softwar

ability to use multiple windows to a greater extent than Amounts commands which will allow for a full viewing of sites previously limited for Amiga owners.

Like Netscape, it will come with a powerful point and click tool bar, but the interface will have the added advantage of being fully configurable which will allow users to customise the package to suit their needs. It will also start up without the need to launch

Perhaps the best news of all is that the program is likely to be released as shareware. We hope to feature the program in Amiga Computing's December issue, but in the mean time readers can get further information at the following web site: http://www.omnipreservoc.com/librowse/



Knight raises standard

White Knight Technologies is continuing to give high-end Amiga users strong support, with announcements this month of new products and services. Recently appointed as Macrosystem's official UK distributor, they will be selling the Draco digital video system featured as this issue's main story.

In the future, they will also be distributing a new 32-bit version of VLAB motion, the acclaimed Amiga editing card for video. WKT claim it will offer far greater video data transfer rates, lower Jope compression ratios and generally far superior picture quality than can be achieved on the current Amiga version.

White knight now have a demonstration suite at their offices in Herifordshire which will allow customers to test out a non-linear video editing system incorporating not card and the Retina graphics board, customers who wish to test these products are invited to telephone for an according to the control of the control of

They are also offering a new product for serious LightWave users. Named T-Net, it will allow users to distribute the task of rendering a number of frames from many

work of Amigas. Made by Interworks USA, it is designed for use with the maker's ethernet software ELAN-DFS 2 and multiple copies of NewTek's acclaimed rendering package.

Using T-Net, all the machines will share the same scene files, objects and image data, and each machine on the network renders its frames to a shared common location. A single Amiga equipped with either the Broadcast Eite, a PAR card, or VLAB motion can then be

used to output the rendered sequences to video tape.

According to WKT, the software's pow-

According to WKT, the software's powerful features will allow users to efficiently manage and delegate the distribution of trames across the network. It will be possible to monitor the progress and status of each system on the user's render farm' at a glance using a graphic representation of each node showing its current rendering status.

The price is set for £299 for a T-Net

with a 5 user license. For further details or to arrange to see a demonstration, call White Knight on 01920 822321.

New world order

Another company reasserting its support for the Amiga market is Bittlersoft, with the announcement of a number of products to be released in the near future.

Fans of virtual world designers will be pleased to hear World Construction Set 2 is likely to be reviewed in the next issue of Amiga Computing. The terrain modellertainmator will use a normodal interface, allowing users to work in multiple windows to lay out motion paths, adjust colours, and modify ecosystems. The receipt next for \$119.05

out motion paths, adjust colours, and modify ecosystems. The price is set for £119.95. Bittersoft are also releasing ATAPI.device for £89.95, a product that allows users to attach the extremely cheap ATAPI.OPHOM drives to their Adoptions and A600Ts IDE controller.

CD-HOM drives to men requote any vector's rule combined with new Picasso III graphic board bundles available with prices ranging from just under £300 upwards, plus the fact that they're making AmTCP available directly in the UK, Bittersoft are bringing some much needed activity to the Amiga market. For are bringing some much needed activity to the Amiga market. For the price of the pric

Amigas for Uganda

Or Andrew Basden, inventor of the NCA Expert System featured in or September issue, is starting a new in Stative to send Amigas to Uganda for Stational purposes.

the best machine for the job because can just be plurged into a TV without opining a monitor. He is hoping the copie with unwanted Amigas or even openents will send them in feet pipeal. Those with the remnants of a nussed 4500 at the back of a cupboa momewhere should write to Dr Batch 124, Penrith Close, Frodshar beshirs. WA6 TND.



bit Vlab Motion, soon to be shipping from MacroSystems





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Extracting CouerDisk files

f you have already booted this month's CoverDisks, you may have noticed a slight change to normal. We are now using Commodore's installer utility to try and make extracting the archives as easy as possible for you. To extract any single archive, simply screen instructions. If you want to quickly extract the program to RAM, select the NOVICE level on the welcome screen and press proceed once on the current screen. and then again on the next. The program can now be found in your RAM disk.

floogy disk. If you pick this option make sure you have a blank formatted disk at the ready, and if you only have one disk get ready for lots of disk swapping and a long wait.





Louei

Ed'able goods

EugnusEd

Author: CygnusSoftware Workbench: 1.3

A good text editor is essential for every Amiga owner. From just being able to alter your user-startup to writing your emails, you cannot get away from the need for this essential utility. Let's face it, the standard Ed that comes with Workbench is pretty feeble in both the power and looks department, with Commodore doing a typical good job of ignoring all its own style guides.

CygnusEd purports to be the fastest text editor available for the Amiga, and tried it I am sure you will agree that whether you are writing a ten line email or need to view a 10,000 line manual, CygnusEd will let you happily jump to any point in the text, read, write and modify the file in a blink of an eye. Even your basic A600 will handle kilobytes of text without breaking into a

I am sure most of you are quite proficient with using a keyboard and the language of your choice, and with these basic skills you should find CygnusEd a doodle to use and should be able to produce reams of text in no

As CygnusEd has evolved over the last eight years it has picked up some pretty impressive and very useful features along its way. Potentially one of the most useful or lifesaving functions is the extremely comprehensive undo/redo option. Basically, CygnusEd has an unlimited undo buffer, only restricted by how much memory you want it to be

Most editors at the most only allow you to undo/redo the last action or line worth of text. Well there's none of this you have a big enough undo buffer you could delete every line from a text, and then simply by pressing right Amiga u you can watch as the entire text magcally reappears line by line in front of your very eyes.

ADJUSTMENTS

The Environment menu in CygnusEd menus, letting you adjust almost every aspect of the editor - from the typical options of screen size, font type and word wrap to the more unusual ones such as letting you adjust the screen scroll borders and the exact tab

Another unusual feature is the way CygnusEd handles multiple files. If you choose to open another document the CygnusEd screen will split into two. allowing you to view and edit both at the same time. This is very handy if you need to look at some reference material while doing some writing, and is better windows.

Workbench 2 or above you are going to be able to take advantage of CygnusEd's comprehensive ARexx port Now, most people might be wondering text editor? Well for starters, any



Disks

Rmiga Computing brings you another full commercial product -LygnusEd, the fastest text editor you can buy. Also included is the best selection of this month's Aminet downloads

programmers out there will be able to get CygnusEd to automatically save and compile the current program they are working on, all from the comfort of CygnusEd. If you wanted, you could get it to save off different versions each time you compile.

Possibly of more interest to Joe Blogs is the fact that CygnusEd has a vestalle macro function which lets you record a number of different keystrokes and menu functions which can then be rejeated over and over again. What is me point in that? Well, I will tell you. If you have a long list that needs reformating, why should you have to do the same thing for every line? All you have to do its record a marco, showing what to do its record a marco, showing what

you want to be repeated for each line. Once that is done you can then get CygnusEd to do all the hard work by it repeating the macro for each and every line.

TOTAL SUPPORT

Included with the CygnusEd package are a number of support programs – Ed, MacEd and RecoverCED files. Ed is a small program that can be used to is a small program that can be used to submit the summer of the summ

Faulty CoverDisks



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CED it will appear straight away. Using Ed, it is also possible to load a file directly into a copy CED that is already up and running. MacEd has nothing what so ever to

do with Macs, you will be glad to know.
It lets you create and modify
CygnusEd's macros away from the main
program.
Finally RecoverCED fine is

Finally, RecoverCED files is a handy little program which, if your machine crashes while you are working on a document, will try its best to recover those files. It is not guaranteed 100 per cent, but any chance of getting lost files back is better than none at all.

If you are having problems with any of CygnusEd's functions then there is an extremely comprehensive Amiga Guide document detailing every aspect of CygnusEd. Other than that, the best way of finding out about CygnusEd's functions is just to try out all of those lovely menu items.

Mand2000

Author: Cygnus Software

Mand2000 has to be the best fractal exploration program available for the Amiga computer, it provides a super simple interface combined with a stupfyingly fast screen update.

Exploring a fractal in Mand2000 is simply a matter of double-clicking where you want to go and you will instantly zoom into the area you chose. If you want to decrease the zoom amount just press the D. key, and you zoom staight out. Also, if you want to move to a slightly different position, simply click on the Mandelbrot and slide the area to where you want it.

One of the Impressive parts of Mand2000 is the whode approach it takes. You can iteratly have dozens of separate fractal windows open all abowing different parts of the Mandelbrot set you can even have a separate window open showing what part of the Mandelbrot you are currently looking at. The program is not restricted to only the Mandelbrots as it will also allow you to explore the Julia set.

If you own an AGA machine, Mand2000 lets you access a bewildering number of screen modes, supporting Ham8 and Ham6 screens



resolutions all the way up to 1280x512 - allowing every window you open to have its own separate palette.

The real problem with trying to explore fractals is that the deeper you go into them, the longer it takes to produce each screen. Mand2000 give you an unmber of options to allow you to preview or speed up the screen drawing process. Firstly, you can change the number of iterations the computer will perform – decreasing the number of iterations.

the best Mandelbrot explorer in the world even works on graphics cards

increases the screen speed, but reduces detail. The other option you can use is the number of passes Mand2000 will make to draw the screen. The effect is that on the first pass the picture is highly pixelated, with each successive pass adding more detail to the screen. If you only want a rough idea of what you are looking at this is an excellent feature because you can interrupt the drawing process and keep on moving around the



PicBoot 6 4 1

Author: Magnus Holmgren

Every one must have seen the seem a trivial point but it's quite nice to while you wait for Workbench to load.

Commodore may not have seen a reason for including some sort of boot pop up on the Aminet, most of us seem

PicBoot was one of the earliest boot picture utilities I can remember. This latest version provides you with load of options. For starters, it can handle both GIF and IFF files, and the routine that unpacks them is extremely fast - so the is not changed too much

If you use the xpk compression libraries. PicBoot will even handle IFFs that have been compressed. It is also possible to fade in and out your chosen even fade in Workbench if you so wish. AGA owners will also have the benefit of a silky smooth 24-bit fade.

All you people with a collection of difpleased to know that PicBoot can use a the pictures. So you will never get



flouds

programs, or alpha channel information – to mention just a few possibilities." Blimey, sounds pretty impressive does it not?



Text Read

Slagging off the standard Commodore utilities is always a favourite hobby of mine and it has to be said that 'more' is pretty dire. What you need is a decent text reader. Well to and behold, it looks like Martin Blom had the same idea.

Text Read is a powerful style guide compliant text reader and will happily handle xpk'ed and power packer files. Some of the nice features of Text Bead are the search facility. jump to line/percentage, and a handy scroll bar to let you quickly scan through any document. It is also possible to specify what font and screen mode you want, and print and



A decent text reader is an invaluable addition to anyone's utility

Pir Ilipuu

Author: Holger Papaiewski Workbench: 3.0 Magic User Interface

This could be just the thing for anyone with a large catalogue of pictures on their hard drive, or any of the picture CDs that are floating around the PD house at the moment.

Pic View allows you to produce a catalogue of all your pictures. It is very simple to operate as you use the file requester to select which pictures you wish to cata-

This powerful picture cataloguer will let you quickly access all your collection

logue, and go. For each picture a thumb nail, grey-scale representation is produced. Once the catalogue is made, you scroll through the list of images and double-click on an images to display that particular picture, or just get certain information about the picture - such as its size, name and where it is. If you have a large collection, it is possible to group related pictures together, making finding a particular image much easier. Pic View uses datatypes to import the various pictures, so whatever picture datatypes you have, pic view will handle. Currently, that could include IFF, PCX, BMP, Joeg, Targa, Mac Paint, Tiff, PNG and even Klondike card sets

OTE

Author: Gordon Fecyk

Amiga Type Engine allows you to use the plettora of outline forts that are available in the commercial and public domain. Essentially, it allows you to access Adobe type 1 and 3 outline fonts just as though they were normal Amiga bitmap or

All you need to do to use ATE is copy any postscript fonts you have into the PSFont drawer and voila, next time you pop up a font requester there will be a host of new fonts available for you to use, in any of your art or writing packages, or

just by Workbench.

The only font provided with ATE is called furly fort – it's not too useful but will give you an idea of how ATE works.

There are plenty of disks and CDs that we shareware PStonts on them, and if you got our cover CD there was a complete section devoted to fonts, so you should now have a completely new selection of fonts at your disposal.

BMP Datatupe

Author: Gunther Nikl

its another BMP datatype, but you probably have one already so why would you wast a new one. Well, the old BMP datatype only handled the Windoze BMP dreat, and would only load 16 and 256 colou pictures. When IBM released OS/2, they decided they wantled their own specul version just to keep things nice and incompatible. This new version will handle both the IBM and OS/2 version of BMP.

Font Datatype

Author: Michael Letowski Workbench: 3.0

As we are a friendly bunch down here at Amiga Computing we talk to each other, and seeing as we mentioned the Font

Tiff Uiew

Author: Bert Wynants

If you remember, last month we had a Tiff datatype on the CoverDisk. Well, from the same author we now have Tiffiven. The title of the program is a fittle misleading because as well as being able to view Tiff files, there are a whole host of options and functions available for you.

For starters, Tithriew directly supports IFF, Tiff, Jpeg, GIF and MacPaint picture formats, as well as any datatypes you may have. You then have a whole choice of display options. Firstly, you can choose what screen mode you want the picture to be displayed in – obviously AGA and graphic card owners have a nice adventage here.

You can then choose from five dithering methods which improve the visual quality, along with how many colours the image should be dithered to. This is helpful if you do not have a 256 colour display because it greatly improves the image quality.

datatype in the publishing page, I thought it might be nice to have it on the CoverDisk - aren't I a gent? What do you mean, no? Anyway, this datatype will let you view

anyway, ins calasippe will will you view any installed system fonts in MulhView. All you do is drop load the blar.font file and the next thing you know, you will have a large picture with all the available characters in that font. If you want, it is then possible to save off the picture so you can do any number of nasty things to it.

Flick

Author: Peter McGavin Workbench: 2.04

With more Arniga owners getting access to the Internet and CD-ROMs, you are more likely to come across other picture and animation formats. One of the widely used animation formats on the PC is FLI or FLC. Animations in this format are mainly produced by Autodesk Animator (Pro) and Autodesk 3D Studio, as well as

Pick is an excellent EU player, and to

Another levely MUI program, IFF Master Is

erent information about the file. For example, an ILBM file has a bitmap he disclour map chunks. IFF master knows about these, so can show you stitle used by an ILBM, and also the dimensions and other information about

0.00



will handle many different formats

Once an image is loaded, Tiffview can act as a min image converte, letting you save off a picture either as an IFF. Tiff or Joeg, If you choose to use Joeg you have a choice about the quality of the saved image. As Joeg is a losey picture format, a high compression ratio means lower image quality, while a low compression ratio leads to better image quality.

Hraui

Author: John Bickers

To continue with the animation theme, TAPavi allows you to view the standard Windoce video format AVI. The main advantage of AVI over FLI is that it allows animations to include sound, and it was designed to play back animations direct off disk. In some ways it is similar to the CDXL format.

TAPavi will handle a number of different types of AVI files, including both 8 and 16-bit colour modes. If you have an AGA machine then you will be able to view any of the animations in glorious 256 colours.

As for sound, TAPavi will happily allow you to play both 8 and file-til sound out through the Amiga's normal audio. One problem, however, is that iff your machine cannot play back an animation at its full frame rate, the sound may be a little corrupt, but this happens on PC so it's only to be expected.

use it just double-click the nasty looking icon and use the requester to pick your chosen animation. Even though Flick runs under 2.04, it supports a great deal of advanced options. It will take full advantage of Workbench 3 by using the

Users with either EGS or Cybervision graphics cards will be able to use flick directly on them. AGA owners are not left out as Flick will allow you to replay animations in there full 256 colour glory. If you have a CD32, Flick will even use the Akiko chip.

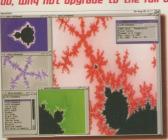
There are also numerous other replay

options for OCS or ECS owners which allow different replay modes depending on what number of colours you would like. For those extra large animations, Flick will spool directly off a disk, and all the options can be changed in the icons tools types.

Considering all FLI animations have to be converted from chunky to planar, you get very good replay speeds on a plain A1200 – even when spooling on a CD.

MandZull

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- The release version of Mand2000 2 is regularly priced at \$44.95. However Amiga Computing readers can upgraz to the release version for the discount price of \$29.95. The full release version lows unlimited saving of colour mapped, HAM and IFF24 images, and has no annoying requesters.
- Mand2000 also has the facility to produce fractal zoom animations. You set up the start point in the fractal, say where you want to go and how many frames it should take. Click on proceed and then go off and have your tea. We you get back there should be a fractal animation you can impress your mate with.
- There is also a Mand2000 CD-ROI containing the full release version of the software, plus a full CD-ROM worth of images and animations in a wide vari of resolutions, including NTSC, PAL, FrameStore and D1 video. Perfect for video professional or fractal hobbyist.
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0 out of 10 Software continue their educational series with Essential Science, a collection of six games designed to educate the 5 to 12-year old. To cope with such a wide age range, the package has a user-definable level of difficulty and the child can progress in a set of clear-out stages.

progress in a set of clear-cut stages. Cames way from Stearner, where you cames way from Stearner, where you example, to Shuttle, a cunningly disguised decizational asteroids game that requires the player to identify the correct animal. Spectrum aims to give the player scientific facts in an interesting way, such as identifying past of the today or parts of a flower. Space Walk also requires the given description, and Microscope lets the child uncover facts as if under a Microscope.

Marks are awarded for every game and stars given for each section which foll the child how much progress has been made. The parent or teacher can also check progress as four different colours indicate levels of success. Red indicates help needed, yellow signifies practice needed, green is given for full marks, and but medals are for continued success.

UNAPPEALING

At first glance, though, it's hardy an appealing package. And what instantly strikes about Essential Science is the appalling applicis, it would be an insult to the Spectrum ZX to say the graphics resembled one of their earlier games because these are probably worse. When most doing patients are buying PGL and their most doing patients are buying PGL and their mit mough glossy multimedia package, then there's nothing more quaranteed to make the 'educational Amiga' die a death than uply titles like the:

Fortunately though, it's content that matters, and Educational Science is relatively proficient in this area. The activities are varied enough and will suit children in this range. Some are very good such as the measuring exercises and they do teach some of the rudiments of science quite well.

However, at the other end of the scale, some of the activities defy belief. One of them requires you to uncover an object undemeath one of the slides as if it were a microscope. The child then has to



The appliance of SCIENCE Forget setting fire to your ruler — with the bunsen burner or cutting —



One of the activities in Steamer is to re off the thermometer measurements

uncover the right weather picture with the right weather text, for example, thousand, and of them look far box feet to be a second of them look far box pining to need help initially — an adult would probably have to thrist about it too. For instance, at first it would seem a bent over tree would represent wind—that is until you find at kine and relate this is in fact wind. This happens on a number of occasions and if so not that the exercise is particularly difficult, but more that the pictures are had to identify.

The instructions for some of the activities are also rather bewildering such as, "Which here has never been alive at any time?" – nicely put. Or how about, "Which of these is now dead?" where one of the answers is Turkey Silose. It's enough to make you turn vegetarian and does little to help a chikd's understanding.

One thing that hasn't really been thought out is how to maintain the child's interest. The target age range will have



off the frogs legs and putting

them down your friend's iumper.

way of teaching science

10 out of 10 Software have a new

It does redeem itself, though, with the Certificate system, where the players can either print out or show on screen the progress made. This would be ideal in a school situation or where the family has two or more children because it gives the players something to strive for.

earn measuring skills by filling the beaker to the right level

Down the wrong track

This isn't a particularly bad title, in fact some of the activities are quite reasonable, and it has been well structured for the wide age range. However, this is nowhere near up to the same standard as their other 10 out of 10 titles, and a little more attention to detail would have paid dividends.

The bottom line

Product: Essential Science Price: £25.95 Software House: 10 out of 10 Tel: 0113 2394627

Ease of use 5
Implementation 6
Value for money 7
Overall 6



he Certificate is a good lea and should keep the layers motivated



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I may seem strange that a company would release a ficker finer in this day of high speed graphic cards, and the DEPAL capable AGH, each of the set. A few years ago there was good reason for getting hold of a flicker flows this was the only way to use 640 x 512 secren seculions without gripp this resource seculions for the control of a flicker flow re-lease VGA mentor to access them of the resolutions, why on Earth do you need a flow for the control of the co

If you own an A4000, the options available to you when it comes to choosing a monitor are fairly limiting. You either splash out on an expensive multiser monitor that will allow you to work in any resolution, or plump for a cheap VGA monitor and lose the ability to display any of the standard low sync screen modes the Amiou save.

Whichever option you choose, the only way you can use the AGA's high resolution modes is via the scan-doubled modes, such as DDHAL. This commodes, such as DDHAL This commodes a number of drawbacks – firstly DDHAL to horribly slow, especially when you use more than four biptanes. The reason for this is that the DMA channels are so busy just keeping the display hardware supplied with screen data that there is virtually no time left to be able to update the screen.

VIDEO DRAWBACK

The second drawback is that you cannot use these screen modes to record video. This requires using a PAL or NTSC, if you are American, screen mode.

The addition of the flicker fixer will allow you to access at the Amiga's soul the Amiga's active the yet fixer fixer scan of discrete fixer soul can the Amother than the Amoth

Installation of the flicker fixer is as easy as it gets for a Zorro card. The card has to reside in the A4000's video slot, which is typically the bottom one. So if the video slot is afready in use, the flicker fixer is

Built-in fix

monitor will be able to copy

+ne problem with the flicker fixer is that all the jumpers used to adju
g of the picture are not located at the end, along with the switch and
the picture are not located at the end, along with the switch and
the picture are not located at the end.

o get access to them.

An associated problem is that the pot used for fine adjusting of the pletture is too located on the board, which again makes things very self-enter. The ADDO and a flicker fixer built in- willy thinly did not do be the or the thinly about 10 mov. but the ADDO I do no mov. but the ADDO had also pot nicely located at these built and self-enter over access. These problems are not too severe because once the flicker flax is set up



access all the screen and modes you want courtesy

Пош чои сап

of the flicker fixer. Neil Mohr reviews

not going to be of much use - unless you like expensive wall decorations, or you feel like popping out and buying an A4000T

Once the card has been slotted in place, when you reboot your machine you can gasp and coo at the new filckefless screens. If you were already using a DIDFAL screen mode, you will have to first delete the ScreenMode prefs file from the ENVARIC-Sys drawer before you can continue, as the flicker fixer is not too keen on scan doubling a scan-doubling screen.

You are provided with three video outputs - for the monitor or spical VGA 15 pin RGB output, and for video connection you have a composite and SYMS sockets. There is also a single switch that allows you to choose between the card being able to display full vertical overscan or 1440 horizontal pixels in Super Hi-res mode. The witch is provided because the board cannot automatically detect what 15kitz mode the Amiga is in.

The flicker fixer also provides de-interlacing of other Amiga screen modes. Primarily Super72 and MultiScan, this will allow you to use 800x800 and 640x1024 screen modes flicker free. You should, however, check beforehand that your monitor will be able to cope with those sync rates of up to 64kHz. The standard flicker fixer is

standard flicker fixer is a PAL-only version – apparently, there is a special NTSC version that will allow Americans to use the SVHS and composite outputs on NTSC devices.

If you are looking for a complete solution that will allow you to display all Amiga screen modes, then a flicker flox is the only real answer. The AGA flicker fixer is a very nice piece of kit, but ever so, £400 is an awful lot of money to ast for it. Especially considering flicker fluxer used to cost £125 a few years ago. Egg





The bottom line

Supplier: Power Computing Price: £399 Phone: 01234 273000

4

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Ease of use
Implementation
Value for money

iga Computing

Overall

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PREEPHONE

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ell, finally we've had a Zip drive to lock at. I know we've be to hock at. I know we've better to how to find the lock at the

supply by the time you read this piece. First impressions of the Zip are very good. It's a gorgeous looking bit of kit, its lines reminiscent of something out of Bladerunner. The drive, as you can see, is a metallic blue, in splendid contrast to the drab beiges we have been used to for computer peripherals for a long time.

now. The rear end of the drive shows us two 25 ways SCSI ports – In and out – Ior chain, a termination select – on or off – and a SCSI ID switch. The ID switch is the only possible problem with the 2p as you can only use SCSI ID sife and as two problems of the control of the

The Zpis power supply plugs into the side of the drive using a night-angle plug which slots into the side of the drive, leaving that edge flush — which is polyhandy as you might want to stand the leaving that edge flush — which leaving that edge flush — side. The Zpi nat is side. The Zpi nat is vigit. The Zpi nat is vigit. The Zpi nat is vigit. Spectrum keyboard. Overall, its dimensions are not much larger than a standard external floopy drive unit, and it weighs less than most external drives I have seen.

The disks the Zip uses look almost like normal floppy disks, apart from the fact that they are somewhat thicker and have a small shutter. They also don't have a write protect tab, but more of

Cheap, fast, good. but big

f you want a Zip, but you really need nore space per disk, lOmega will be bringing out a new drive based on the technology used in the Zip, called the laz drive. The Jaz looks similar to the Zip but is a bit taller and the disks are also about twice as thick.

The big difference is in the capacity of the disks the Jaz uses. While the Zip seems impressive storing 100M to a disk, the Jaz will astonist because it can hold a staggering on gigabyte on each disk. The only potential filles in the ointernet are the facts that the Jaz won't be available for some time and that it will be considerably more expensive than the

that later. There is an interesting prismlike device on the left-hand corner of the disk nearest the shutter, which may be something to stop manufacturers from copying the disk lessing — Sy/Ouset owners will show the number of different manufacturers of cartifoges for their dirves. Sliding back the shutter reveats a single dask, again much like a floopy, only with air on other side of the diskrather than being sandwiched between

RATE OF KNOTS

Inserting a disk into the Zip drive results in the disk being brought up to speed at a rate that will surprise and delight SyQuest owners – the disk being ready for use within about four seconds. Once it is ready, the disk will read and write data at a sustainable rate of about 1Mb a second. Yes, a meg a second Pretty impressive for a removable media

device. The 2D is only currently swallable in an extential version, although an internal and extential version, although an internal year of the extentions of the disks that it uses. The 100Mb disk is readily available, but the 25Mb disks furture looks in doubtl. After all, who is going to want a 25Mb disk for only slightly less than the 100Mb version? HSOIt will also be shipping the 2D with an adapting to for formatting and togoling write protection which is controlled through software, rather than using a write protect tab.

It seems that the Zp drive actuals breaks one of the primary rules of our porting—I take any two of the following porting—I take any two of the following the primary rules of th

SCSI controller

he bottom line

Product: IOmega Zip Drive Price: £189.99 – 100Mb disk £15.95 (less for quantity) Supplier: HISoft

10

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Coverall

Ben Vost examines a possible

successor to the floppy drive

28

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Design:3

Links:1

Overall:2

Design:PARTICULARLY Links:APPLICABLE OVERALL:SORRY

Amiga resources

The Amiga Home Page http://www.omnipresence.com/Amiga

An excellent starting point for all things Amiga Profiles, site links and news form the main bulk of what's on offer. Visit various magazines, find out about Amiga-specific downloadable software, take a trip to one of the many companies producing stuff for your favourite machine, meet other users, join groups for some indulgent chat on the Amiga, and flick through the variety of film and TV projects using the great machine as part of the production process.

During the Commodore crisis, the guys running the site kept constant into to help, aid and inform worried owners. Well worth a visit, and thumbs up to them for making this one of the best Amiga sites to go to. One niggle though

Design:4

Links:4

Overall:4

- you sometimes find that certain pages are not accessible so don't expect instant updating in some of the areas. Not devastating but a bit of a shame

The Amiga Web Directory http://www.prairienet.org/community/ clubs/cucug/amiga.html

An awesome mass of links to absolutely anything to do with the Amiga. Watch in horror as your eyes pop out at the sheer number of links to spend lots of phone bill money

Design:4

Links:5

Overall:5

on. Developers, software, shareware. Jpegs. Escom info. FAQs, etc etc etc. Oh lordy. this, coupled with the Amiga Home Page and Aminet, is

this should give themselves a serious slap on the back you need to know something about the Amiga and the Internet, this should be your first port of call without ion. Great stuff! Oh, a double plug in one feature

The ultimate

ooking up to the Internet may be seen by some as an expensive ordeal - buying a fast modem and increased phone bills can seem like a steep investment, but the resulting opportunities are well worth the initial

Despite the lack of commercial support over the last year or so, the Internet sites available to

Amigans are still as buoyant as ever. The popularity of the machine continues to amaze and its extensive presence on the Web is a sure-fire sign that the Amiga isn't about to drop off the face of the planet for

What follows is a rundown of some of the better and best sites around and what they've got on offer for that budding cyberpunk in you

Magazines

Amiga Report On-line Maga http://www.omnipresence.com/Amiga/ News/AR/index html

A labour of love for the editor-in-chief, Jason Compton, Amiga Report is another example of the dedication shown by users. News, reviews, previews, opinion and more are offered in healthful doses, plus this guy has also been known to get exclusives. All the back issues are available to browse through and, in

true public spirit,

Design:3 Links:2 Overall:3

Newsgroups

news:comp.sys.amiga.advocacy news:comp.sys.amiga.applications news:comp.sys.amiga.announce news:comp.sys.amiga.datacomm news:comp.sys.amiga.emulations news:comp.sys.amiga.graphics news:comp.sys.amiga.misc news:comp.sys.amiga.networking news:comp.sys.amiga.programmer

Newsgroups are an excellent forum for debate and help on a particular subject. With the Amiga's current crop this is particularly obvious and shows the kind of support the machine still much of its time sitting on a backbumer. Check out all the above if there's a relevant subject you want to talk about receive help with, or slag off,



Amiga Computing http://www.demon.co.uk/amigacompi

Links:3

Here it is - the best commercial Amiga mag site on the Web. If you want the latest rundown on tures thrown in to boot, then you've just scraped the top of the iceberal Also hunt round our too ten fave site list and grab hold http://src.doc.ic.ac.uk/public/aminet/info/ www/home-src.doc.html

For those who have indulged themselves in the rather superb Aminet CDs currently available, you'll know what kind of immense potential the site has. The largest collection of Amiga software on the Internet, if you need a very specific

program, demo, fish disk, game, 3D model, picture, sound, music module or whatever, the chances are you'll find it buried somewhere in here and easily available with the comprehensive directory system.



Commodore Users Groups http://www.prairienet.org/community/ clubs/cucug/usergroups.html

Brought to you by the Champaign-Urbana Commodore Users Group, check who else all over the world is talking and supporting the Amiga as hardcore enthusiasts. From England and Ireland to the States and Australia, there are hotlinks to several and addresses to write off to for others.

Amos City http://www.cee.hw.ac.uk/-ceebdb/amos/

The ever popular software authoring package has plenty of sites dedicated to it. Amos City is one of the more comprehensive examples, with downloadable files for use with the package, mailing lists for other users (highly useful for obtaining info, help and tips), extensions to the

program, and more. judging from our mail bag, there's still plenty of demand out there but certainly worth a visit nevertheless.

Design:3 Links:4 Overall:3

Amiga Mosaic Home

http://www.omnipresence.com/amosaio/2.0/

Sworn by most as the WWW browser Design:2 Links-3 Overall:3

for the Amiga, this site contains all the latest info on upgrades, questions, documentation, screenshots, downloadable versions would say vital, this is one of the first port of calls for Net virgins.

Art

http://info.ox.ac.uk/-kebl0206/eric.html

Seemingly the Amiga's animation mascot, Eric Schwartz has gained himself quite a formidable reputation. This site is as extensive as they come, with what appears to be a complete listing of all the man's anim work to date. All downloadable with info on when they were created. brief plot descriptions, size of files, and access to what you'll need to play them anyone with a penchant for Schwartz should walk away from this site with a warm glow in their

belly. Plus a look at his artwork, a few words from the Design:3 man himself, and Links:2 Overall:3 the squirrel.



That man Eric has been churning out stuff for years now and this Web site has produced a glowing tribute to the artist's

Amiga Art Gallery http://www.omnipresence.com/Amiga/ Gallery/Gallery.html

Working in conjunction with Aminet here's a large portfolio of constantly updated images to browse through Featuring the usual rendering delights of LightWave, Imagine

Design:3 Links:2 Overall:3

Aladdin 4D, and Real 3D, there's something here for everyone. Plus there's some Moed to download as well.

Rainbow of Chaos http://www.indy.net/~gemini// Focusing more on 2D art by Amigans.

this site has a couple of resident artists and links to other artistic fanatics. There's no doubt that there needs to be more work to browse through, but the gallery

'owner' has an open invite to anyone wanting to submit any of their

Design:3 Links:2 Overall:2

callection

Packed with software, info and debate, the Amiga is admirably catered for by the Internet. Adam Phillips tells you why

CD32 Newsgroup news:comp.svs.amiga.cd32

While Escom are spouting out conflicting messages concerning the games console's future, there's still plenty of info to be gleaned from the Internet on the grey lunchbox's talent. This particular newsgroup has messages. debate, and FAQs from all over the world discussing the various strengths, weaknesses and problems with the



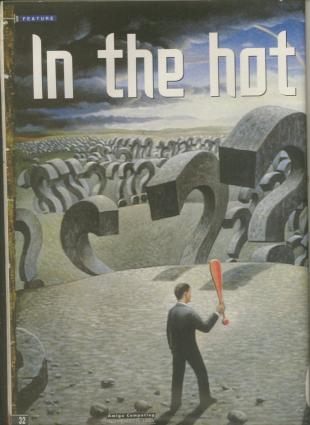
An odditu

Amiga Formula One http://cswww2.essex.ac.uk/ users/robeoy/af1.html

Design:3 Links:3 Overall:3

I doubt that Microprose ever realised that when their premier racing game, Formula One Grand Prix, was released it would attract this kind of devotion. Packed with info on the fan club. programs to aid better play and more, this is the ultimate site for budding Michael Schumachers (or Damon Hill if you're desperate to be patriotic). Recommended for fanatics only.





seat

It was the height of summer, and the Amiga Technologies press conference announced the rebirth of the Amiga in the UK. Gareth Lofthouse reports on the tough questioning the company had to face

In was the moment we've been waiting 18 months or since the Empire the Amiga is back, said the men test. Escon, and on target to hit the said of Beals in time for September. So we've and a press conference at the Swatch Hotel in Healthow on a week battle place the Healthow on a week battle place the Healthow on the H

The panel assembled to state Amiga technologies case included most better say players from Europe and Britain, which all least showed some encount as commitment to the key UK market. Parto Tyschtschenko, the companies yeared manager, was accompanied by jostenia market, was accompanied by sustain Anderson and John Smith Amiga Technology UK, plus PR man GIBBS Bourdin, and Barry Thurston SCALA who was there to orchestrate the multimedia presentation.

Computing was there to find out what

substance lay behind the talk

It soon became apparent, however,

that the amount of new and concrete information available was rather limited. The announced specifications for the rollout Amigas, for example, held no surprises, with even the faster 060 version of the 4000T not available until November

at the earliest.

Amiga Technologies were not in a position to disclose much more about the contents of the software to be bundled with new Amigas either, John Smith, UK. Sales Manager, revealed that 1200s would include a database, word processor, spreadsheet, paint package and two games, but specific product names were unavailable.

BUNDLED UP

The confusion over how Scala was going to be combined with 1200 was finally cleared up, with the announcement of the offiderent 1200 bundles. The 1299 bundle announced last month will take a hard drive, and it was decided that it would be impractical to include SCALA with this option. Consequently, a £499 package was announced containing an Amiga with a built-in 170Mb hard drive

Marketing a legend

sked if there were any plans to advertise the Amiga products, Tyschtschenko splied that this would not be possible until next year. This means that at the me when Microsoft and the Japanese console manufacturers are taking over rime time TV slots, the Amiga will have little presence outside its own pocialist press.

Anderson argued, however, that allowances had been made towards distribuno to help them with coat, and he appears them to shoul about the Amiga in or to help them with the coat and the coat and the coat and the presence at the IFA fair in Berlin showed a worthenile marketing investment. What is encouraging is that almost 50 per cent of the 60,000 Amigas allocated to the UK this year have already been sold. Amiga Technologies are confident by If sell third relinies stock of Amigas produced this year.



and Scala MM300, on top of the standard software bundle.

What was surprising, however, were a number of statements that contradicted details everyone thought were settled details everyone thought were settled some weeks ago. It appears, contrary to some weeks ago. It appears, contrary to what Tyschtschenko told Amiga will be distributed through Escorn shops after a revelation that came as reflet to at a revelation that came as reflet to a street presence this Christman.

U-TURN

Previously, Tyschtschenko had believed that the Escon staff would be too geared towards PC and insufficiently educated about the Amigas to sell them successfully. The about face, however, seems to be based on the fact that the employees in the UK shops will all have had experience of selling Amigas before the Rumbelows buyout.

the Rumbelows buyout.
CD32 owners on the verge of hara-kiri
were given pause for thought as well.
While the failure to outline any plans previously had led many to assume the
console was to be consigned to the dustbin of computer could-have-beens,
Tyschischenko gave it a more optimistic

"We have had tremendous problems obtaining DRAMs, so we decided not to produce the CD32 this year," he offered.



Despite it being the offic elaunch of the Amiga, they was sign of them at the conference

Two versions will be made available. The basic video model will plug into any machine with a composite video port - for example Anniga and VCRs - enabling it to 24 and 30 films. The price is set for the price with the property of the price was the been proper to drop the prices as the been proposed become

The PC version includes a headtracker so it can be used with 3D games like Doom or Heretic. However, due to the fact it will require a PAL converter, it costs

Hot suits, frayed tempers

The words 'press conference' might conjure up the vision of large halls packed with hordes of scribbling hacks, places where quickfire questioning is accompanied by a barrage of lickering flashlights from the assembled press

photographers. You will not be surprised to hear that this affair was somewhat more – shall we say – subdued.

lionically. Amiga press members themselves were rather thin on the ground, with staff from the games magazines conspicuous by their absence. It would appear that they at least, are rather sceptical about the prospects of the Amiga regaining its place at the heart of the computer remetaliment industry.

The remaining 'serious' editorial from Amiga Computing, Format, Shopper, CU Amiga and JAM magazines assembled at the Sheraton hotel, Heathrow, conversed with strained civility, moaned about the steep pricing for beer, and gave voice to the sort of cynicism I suppose is expected from journalists on these occasions.

Having been ushered into a small but well

stied room, the tone for the event was set early on. In his opening words. Petro Tyschischenko excused the absence of Manfred Schmitt, explaining that the Escom MD was striking a deal in America somewhere – perhaps he was negotating a talse-over of Microsoft, he plead, it was the first sign that the conlierence was more about confidence than

solid news.

Much as everyone wanted to proclaim the
return of the UK's favourite home computer,
however, old tensions within the Amiga

Escent's MD Manfred, populating in America for sure the Amigus's success sure the Amigus's success at the ence was as much about Escomt's PC line and PC trained games on the I-glasses as it was about Amigus's

"But you can be sure we will produce it next year. This year we have too many problems with our two main products."

This year though, the only other new

This year though, the only other new products due from Amiga Technologies are the virtual I-glasses (see our new report) and a multiscan monitor that is almost certainly going to be the 14" Microvitec 1438 – though 15" and 17" models are planned for next year.

Neither the speech made by Petro Tyschfschenko, or John Smith, however, confronted many of the doubts that had been lurking at the back of most enthusiasts' minds, and it was only in the question and answer session that the knotter issues were addressed. Pricing was perhaps the most commonly voiced worry.

CLEAR AIMS

The £1900 ex VAT cost for 4000Ts was the first target, and with faster, fully kittled PGs available at around £1000. Amiga Techhologies had to explain where they thought their high-end machine's market lay. T mink one of the problems in the past is that the Amiga has been badged as if it will do every-thing for everyone," argued Anderson. "We are clearly aiming the 4000T lowest the multimedia market. Even though

technology has moved on a bit, the Amiga is still the best machine out there because of its multitasking capabilities

among other things, for multimedia."
The multimedia strategy listel was litte brought into question, however. Excor themselves are selling chang, ready-forun PCs with in-built sound cards are speakers. The terms PC and multimed are almost synonomous in the eyes of the general public, and even the Amjal diagship software. Scala, is now available.

for the rival platform. Despite being pleased by their PC product, Scala UK's Barry Thurston fought back against the idea that the Amiga was overpriced and behind the times. "You still have to put an awful ld of expansion into a PC to get it up to the effortless performance level the Amig has for multimedia," he argued. "So you basic cost might be OK, but your actual overall cost will be much higher. That's particularly true," he continued, "when you're talking about distributing information to television. The cost of putting a PAL encoder in a PC is dam expensive."

The argument for the A1200's strengths seemed more compelling, however, Amiga Technologies admitted the



The A1200: Amiga Technologies



The new multiscan monitor, looking suspiciously like the Microvitec 1438



ave taken too long to produce

Amiga Technologies is run largely by ex-Commodore people, and at one point the panel faced the same sort of criticism over marketing strategy that was levelled at the old com-

pany. After all, it was argued, there seemed to be little marketing to raise the Amiga's profile, and not a lot in the way of new products either. through Escom shops after all "Convince us otherwise!" one person demanded in an increasingly heated - a revelation that came as a relief to those concerned about In response, Anderson contested

that the massive advertising camthe Amiga's high street paigns from Microsoft and the Japanese giants would just lead to presence this Ohristmas confusion for the public, and added a criticism of his own against magazine publishers. "I think that one of the misdemeanours that most mags have

done to the detriment of our industry is to confuse the end users big time," he retaliated. "They don't know whether to wait for this or that, and the net

result is that they're still waiting, "Anderson's subsequent plea for Amiga Technologies and the specialist press to work together for a successful relaunch did little to calm things down. The Future The Amica will be

Publishing camp accused Anderson of snubbing Amiga magazines by giving infordistributed mation to CTW first. There then ensued an argument about who phoned who first, how many messages were left on whose answering machines, and so on, until discussion of the Amiga seemed in danger of being lost in personal disputes.

Fortunately, the proceedings soon returned to more of an even keel, but a certain amount of frustration remained at Amiga Technologies' failure to dispel some widely held doubts. Perhaps, though, the press were expecting too much from the company in the time they'd had to ramp production up. "We know there is a lot more to be done," Gilles Bourdin acknowledged after the conference had been wound up.



machine faced some stiff competition both from £299 super consoles and low priced PCs, but there was a strong belief hat the A1200 could win the middle ground as an entry-level computer.

As far as the PC was concerned, John Smith argued, not everyone could afford £1000 even if they wanted one. Tyschtschenko also pointed out that PCs were about to rise radically in price due to the fact that Windows 95 required a minimum of 8Mb of notoriously expensive RAM

A lot of people originally bought their Amigas to play games, but with Sony's Playstation about to hit the shops, didn't they fear for the A1200's fortunes in the Christmas season? John Smith was unperturbed over this issue.

"I think the kind of productivity software in the pack we were delivering at the end of Commodore's time showed the direction in which we were already moving," he said. "Basically, I think lots of A500/600 users want to move over to the 1200 - they now have computer experience and they want productivity stuff. They know the Amiga is far more than just a games machine, so we will certainly push things towards the

productivity side." Anderson added that it would attract people who were sick of the console's limitations as well. 'Most parents want their kids to have more than one option. With a console you either play games or do nothing. I don't think we're directly squaring up to the Japanese here."

Make or break

migal technologies are continuent or lowing answer it from slipping back into the UK market this Christmas: If they are to prevent it from slipping back into bilivion, however, upgraded machines with bundled CD drives must be companied by serious investment in advertising, and the sooner the better. If it was a pity that the conference led to some angry exchanges between the

Friends in high places

Technologies presented its UK strategy at a developer's conference. Amiga Computing contacted Hi-soft, makers of the Squirrel interface, to find out their reaction to the key issues.

action to the key issues.

MD David Link's views on the icing were generally positive. aken as a whole package, the indie offers tremendous value.

UNCONCERNED As far as the lack of pre

Christmas advertising was c Knowing our customers as we o," he commented, "there's a rge pent up demand for A1200s

Link was also impressed by miga Technologies' marketing ush, although he accepted that tive titles as well as authoring systems. "Of course we wan products like Encarta and Cinemania," he said. "But that's up to individual publishers to bits

market.

Like Hi-Soff itself, we asked?

Link responded positively: If anybody wanted to approach us with half an idea, or an authoring system, or a title they wanted publishing, we would almost positively seriously consider it. Not everyonewas so positive, however, Chris Wiles, MD of Active Software, left the price even for A1200 was set too high.

here has always been a certain snobbery about SCSI. If one person has a SCSI hard drive and the other an IDE then the SCSI owner could always feel superior, and can happily scoff at their friends inadequacies

Generally, SCSI hard drives are considered to be superior in performance than IDE, even though you do have to pay for the privilege. Apart from the performance advantage, a SCSI interface allows you to connect up to seven peripherals onto the SCSI chain. This is the greatest advantage over IDE as they only allow you to connect two IDE hard drives, and you usually have to faff about with jumpers, making one a master drive and the other a slave drive. which normally involves ringing up the manufactures and getting the correct details.

Currently, if you want to add a SCSI interface to your A1200 your options are quite limited. You can either buy one of the SCSI ontion, or get a Squirrel. The first is

A few years ago that would have meant little, as there were no PCMCIA peripherals around, but more and more are starting to appear, and for certain people, leaving

Installation of the DataFlyer is necessarbecause it plugs into the IDE slot of your computer. Firstly, you have to place a small plastic square under where the the DataFiver's circuit board from shorting out on the Amiga's metal shield. You then

If you have a hard drive already, you will need to move it back about a centimetre to using a rubber bung, the drive is wedged back into the tray in its new position. This might not sound very secure but the drive really is fixed in position very firmly.

All that remains is to feed a ribbon cable from the DataFlyer round to that hole at the back of your A1200 - the one you never knew a use for. By then screwing a supplied metal plate into place, and then up with a brand spanking new SCSI port at the back of your Amiga. This just leaves

Pros and cons

Lame IIIITh MP

Transform your IDE interface into a SCSI port. Surely it cannot be true. Neil Mahr finds out

the software to install, which is extremely simple. You boot up your computer with whichever partition or disk you want the driver installed on, and the install software will copy the correct device driver and add a couple of lines to the startup-sequence The next time you boot up, any SCSI hard drive, you will also need to get hold of the AmiCDhandler software. This will install the correct CD handler and DosDriver for use with the DataFlyer and is very simple to Amiga Installer

Fitting the DataFlyer was a very simple process, with good clear instructions through each step of the way. in total it took about 15 minutes to fit. Most of that time was taken up with opening up and closing the Amiga.

RECOGNITION

Once the software is installed, any hard drives you attach are automatically recognised and mounted - the transfer rate being only a little slower than the squirrel. The main problem here is that the IDE interface is dependant on the CPU, so the. faster your computer, the faster the DataFlyer will be.

One of the drawbacks from using the IDE port is that the first two SCSI devices are set aside for IDE hard drives, with these being treated as SCSI hard drives. This has the effect that you will only be able to attach five other external devices.



The hattam line Product: DataFlyer Supplier: Siren Software Price: £69.99

Phone: 0500 340548 Ease of use Implementation Value for money

Overall

The main competition for the DataFlyer is the Squirrel, so any A1200 owner wanting a

DataFlyer works well. It is reasonably priced, has the advantage of leaving the PCM-CIA slot free, and you end up with a neat new SCSI interface at the back of your The main draw back with the DataFlyer is that some people may be put off with the installation and also, if you are wanting to connect a CD you can get the Squirrel as a complete package. If you are wanting to use the DataFlyer with a CD, Siren can supply all the necessary leads and the AmiCDhandler software If you are not put off by the thought of having to remove the top of your A1290, then

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ises, it appears there's new or improved Amiga appearing ing range with perhaps the added nour of the new Amiga inologies logo. Not what you'd call piring news for serious Amiga

Fortunately, there is a ray of hope thanks to the Amiga's most prolific third-party supporter. Even through the Amiga's darkest hour, MacroSystem nnings a userkest hour, MacroSystem have continued to develop their impressive range of add-ons, which have now evolved into a completely new machine with Amiga technology at

its heart.

Courtesy of their existing hardware, MacroSystem already have all the principle elements of a ground-breaking computer. Thanks to Retina, which in the Draco's case ships with 4Mb of Abbased Chardisting from the Abbased Chardisting from

sells of VLab Motion and you arrive at a computing potential the PC and Mac can only dream off.
What's missing is, of course, an operating system, and in that particular area the Amigs is still reversed. Withdows 55 barely knowing on the course of the Amigs of the Course of the Cou

GREAT CHOICE

With its combination of 10-years multitasking experience, a natural affinity with video, an 05 which only requires one eighth of the resources required by a PC to perform the same task, the Amiga OS is the obvious choice for the new Microsystems' machine.

machine.

Although sound and vision are taken care of, there's the small matter of the CPU, not to mention the other I/O essentials that go to make up a modern computer. In the case of the Draco, this in the case of the Draco, the case of th computer. In the case of the Diraco, this is taken care of via a "Draco direct" plug-in CPU card and I/O combo consisting of an 060 with a SCSI if controller, space for up to 64Mb of RAM via standard simms, connections for mouse, serial, parallel ports and of course as I/D (Inpro.

ourse an HD floppy.
Add to that an array of QuickLogic
hips for Kickstart and a few other first Amiga on a card – with one major difference. At first glance, the Draco's graphical user interface – or GUI – looks every inch an Amiga, but there is one major difference. The Draco does not have the AGA, or in fact any part of the Amiga's custom chipset. To prove

Nraco

mory – alias Retina on-board Add to t the lack of the AGA chipset and a arrive at the Draco alternative. mittedly, this may sound like a ter-nal problem, but for

ly video - the AGA Chipset is often

on the AGA chipset by default or in the case of Scala has heavy dependence of Amiga specific chip RAM miga specific cmp ro-io counter the loss of Opaint, MacroSystem are already putting the finish-ing touches to a 2D anima-tion system for Xipaint package which alrest ships as part of Retina/Draco softw suite. To further enha painting p o. As a result.



Another unique, and truly superb feature of VLM is its seamless combination of audio and video, sino version 2.0 of the MovieShop software VLM has had the ability to act as a true digital AV - audio/video editing system.

Unlike any other Amiga system, audio and video are actually hard-wired together. As a result, when you cut, copy and paste video, the same edits apply to the accompanying stereo or mono audio. When the need arises you're still free to import, edit, and export the accompanying audio tracks or mix then within MovieShop to generate a perfect backing

Although both VLM and the Toocata sound cards



new breed

market. After all, if they can port to the PC in the form of MM100, I doubt they'd have too much trouble doing the same for the Draco - the process being made all the essier via the standardisation offered via MMOS

DRACO DIRECT

The lack of the standard Amiga lems for programmers and indeed some notable Amiga Applications. One of the most worrying aspects is access to the Amiga blitter. Fortunately, MacroSystem have already spotted the problem and after some clever coding,



collection to go 'Draco direct' and can now pump through an incredible 35Mb per second, making it the fastest graphics card in the business - running Workbench or any graphic card-compliant software in full 24bit, 64K or 256 colours in a variety of resolutions ranging from 320 x 240 up to 1600 x 992.

The Retina's affinity with Workbench



ImageFX, Wordworth, PageStream, the list goes on. As a consequence, even with the Custom Chipset stripped away, vast majority of Amiga applications only the ones which absolutely insist on standard chip RAM or the AGA fall by

COMPATIBILITY

Another huge plus for the Draco is its backwards compatibility. This may seem a strange comment in relation to a brand new computer, but when it comes to MacroSystems' hardware it's entirely accurate. Obviously, there's a lot of people out there who've already invested a fair amount of hard earned cash on Toccatas, VLab Motion cards and Retina's. The good news is that all the Draco. As a consequence. MacroSystem will be offering a mix and match option for those who already have elements of the Draco as part of

However, it must be said there are

with multiple



combine forces within the MovieShop/Draco environment, samples captured directly via the Toccata such as backing music or narration can still be duction. Better still, any imported or directly captured audio can still be worked upon within MovieShop. For example, you can import as much audio as you like, adjust its length and position on the Timeline, or transfer it between video clips or

But perhaps most importantly, you also have complete control over the sound envelopes of the samples you're working on. As part of the Timeline control, you're provided with an envelope requester which allows you to insert multiple edit points and adjust where the levels appropriately. Consequently, you can introduce frame accurate volume changes and even cross-fades between



different audio tracks in different video clips. In Once you've achieved a suitable mix between

the original audio, backing music, vocal over-dubs, sound effects or whatever else, the whole thing can be boiled down into a new super sample which can be linked to a particular section of video or kept as a

The finishing touch on the audio side is the arrival of a built-in SMPTE timecode generator. Now, striping a tape with timecode is simply a matter of plugging-in the target recorder and clicking on a button. Yet another broadcast essential catered for.



All the I/O essentials plus the 060 and up to 64Mb RAM on board

advantages for those willing to invest in 'Draco direct' hardware. At present, the Retina is the only card in the collection which has undergone the conversion – however VLab Motion is close behind. A standard Zorro II VLM transfers

roughly 1Mb a second faster on the Draco, courtesy of a fast Zorro II software patch. In addition, the MovieShop code has also been optimised, especially in relation to decoding and encoding for the ever growing band of DVEs.

Running the standard VLM card, the Draco can attain, and more importantly maintain, 90 per cent Jpeg compression, which equates to BetaCam SP and above. In other words, image quality on a par with the DPS Personal Animation Recorder – otherwise known as the PAR card.

as the PAR card.
However, with the arrival of the
'Draco direct' version, VLM compression will no longer be a consideration
With transfer speeds up to three time
faster than Zorro III the 'Draco direct'
VLM will easily encode real-time ful
frame video without using any compression whatsoever. And better still IDVE
decoding and encoding will be done via
hardware — making for much faster DVE

The Alpha option

Okay, you've heard the preamble concerning the key elements in the system, but what's it all in aid of? In short, the Draco is a one-stop graphics, digital video and audio solution which will become one of the fastest rendering and digital video effects systems on any desktop.

The aforementioned Dec Alpha co-processor could well prove to be the real key to the Draco's success in the long term — with the first and most obvious beneficiary being the MovieShop software.

Not surprisingly, an expansion stor already awaking a new copproasor which features the fashest chip in the Dec Alpha range, and currently holds the record for the world's fashest micro-processor betweening an astonishing 450 mips – which translates into 10 times the speed of an 50Mtz 060. The ned result in MovieShop's case is real-time DVEs in software.

At present, the generation of wipes, fades and special effects can be a fairly lengthy process, especially on more complex DVEs. However, with the arrival of the co-pro, the vast majority of MovieShop SFXs will be real time, while the more complex flying cubes and the like will be generated in near real time.

However, MovieShop need not be the only software to cash in on the power of the Dec Alpha. MacroSystem will be providing a dedicated compiler for anyone wishing to re-compile their software for the Draco co-pro – obvious choices being LightWave,

Heal sty and the law, in the past, the attempts at partial RISC solution on the Amiga OS has fallen at the first hurdle. Nevertheless, the MacroSystems' example does prove that a RISC-based accelerations system, an 060, and the Amiga's existing OS can work – Amiga Technologies belease take note.

But unlike its predecessors, the Draco will have the advantage of a solid platform with a user base whose ownership of the machine in itself proves dedication to the DV and computer graphic cause.

What's in the box



starting from scratch, the basic Di system consists of the following: The Vlab Motion, Toccata, Retina and the 060 CPU and I/O combo.

On the storage side you start of with an HD disk drive. The only limits tion of which is that the drive is in facable HD floory. As a consequence,

In addition to the floopy, the Drao also ships with a quad-speed CD ROM plus 4kb of RAM as standar To complement the CD-ROM MacroSystem will also be supplying dedicated CD which house Workbench and installs all the accompanying software and utilities needs

Even nous interesting is a plan concept of the Chica solidation of a early part of the Chica solidation of the Chica solidation of the Chica solidation is allowed by the Chica Chica solidation of the Chica Shad Shad system solidates on the straight of the Chica solidation of the Chica s

Timelines and SFX

When the real time grabbing and importing is complete, and the assorted clips have been trimmed, edited, and appended, the next step is to drop them into the Timeline and add the all-important special effects and additional audio. ⁷

The actual process of building the Movie is entirely non-destructive. In reality I simply offers a means of layering and combining existing audio and video into a new sequence. The end result of all this is user-defined sequencing of all the existing soenes—faided by visual and audio effects. If a new clip overlaps an existing element, a fade operator could be dropped between the overlap to produce a digital cross-fade.

This ability to mix and process multiple sequences points to another unique feature of VLM, namely its ability to operate as a digital AIB roll environment with a built-in digital effects processor. Admittedly, this is by no means a real-time process, because once the scenes are arranged, and the operators in position, MovieShop still has to set about processing the video sequence, transitions and effects specified within the Timeline.

Fortunately, this is all done automatically, but it nevertheless takes time as the process is done entirely via software – in a similar way in which ADPro and ImageFX apply effects to single images. Needless to say, Oraco's 060 is a real bonus at this stage.

As you've probably guessed, audio is also computed in a similar manner. If, for example, you've added a backing track, or adjusted the envelope within an existing AV soundtrack, a separate computing pass is needed to apply the changes. Fortunately, this process usually takes only a matter of seconds.

Although the DVE process may sound dauming, after a little practise it becomes second nature. Beginners are catered for via an easy mode in addition to the more complex RPN approach – which can process an almost unlimited number of sequences alongside multiple layered special effects.

An editor's delight

As you've probably gathered, the real essence of the Draco's appeal is its ability to operate as a true off-line editor-digital video effects generator. And in that domain it stands head and shoulders above the opposition.

Unlike the PAR card, actually moving edits around is both osay and, most importally, entain-tancous. Battler than physically moving the data, the VLM and MokelPop combe simply makes a cualific time the with the astistance of PAM before, as a consequence, making changes to the running order of scenes, or entire movies is instant, whereas the same process on the PAR could them. The part of the PAR could the



processing. As a result full D2 – the digilati video broadcast standard — will be quaranteed. The only problem then will be one of available storage space. To drive the point home the existing Jueg compression settings will be replaced with a Mb per second — enabling the user to define how much space to use per second of enoced video.

per second of encoded video.

Thanks to such a high degree of image quality, Draco will easily hold its own in the broadcast market, even on a Zoro II YLM - a factor which is backed up by a direct link to BetaCam SP equipment and other broadcast quality hardware. This is thanks to an optional YUV component module which simply

sots onto the board.

The only other card that really benefits from a Drazo direct connection is
the Retina and as that's already allive
and kicking, the only other element is
the Toccata. However, it remains to be
seen it MacroSystem will bother with a
Drazo direct' version as the existing
version already works at and above CD

Up and coming

Needless to say the launch of the Dec Alpha co-processor is a major event for the etitle. However for mere mortals, investment in a co-pro will hinge on the arrival of re-compiled versions of LightWave and other power applications specifically for the

Diaco.

In addition to the various bits that have although the americant, then is one more immensed upgrade watering in the wings, minimized upgrade within the succession of the succession that the succession of the succession o

And finally

Aside from the system performance, the price tag itself is bound to attract many a serious Amiga tan, with the basic Draco retailing cheaper than an Amiga 4000 running an 060 accelerator. Not bad for a fully-featured digital video box with the potential for full off-line editing, CD quality auxio, broadcast quality digital tall video effects, and much more

besides.

Look at the opposition from the likes of Quantel's Paintbox and various Mac systems and you'll discover the Draco's asking price is tiny in comparison. The only other question, especially in relation to newcomers, is ease of

Although generally no more desuring than the average Amps, there is now aspect of the MovisShop environment that could see some improvement, manely the application of DVEs. To achieve DVEs MovisRop employs a Reverse Polish Notation system to stack and prosess DVEs on an almost stack and prosess DVEs on an almost stack and prosess DVEs on an almost see and the process can present something Moving and the process of the process see and the process can present something Moving SVES of the process of the system of the process of the system of the process of the system of system of

As for the system as a whole, there are no complaints whatsoever. The beversion tested armed with all the necessary bits separate from the tower, with one piace of Ad Issing the various connections. I wived everything up, hit the power button, and it fred-up first time! Vorsprung durch technik- or something

If you're tired of the trail of broken promises surrounding Amiga development, the Draco deserves serious very attention. But if you're serious about audio, video and computer graphics, the Draco is nothing short of a dream machine.



SYSTEM ESSENTIALS
RED = Essential BLACK = Recommended

Hi-res monitor RAM

The bottom line

Produce: Draco
Supplier: MacroSystem
Price: £2750 – with 060, 4Mb
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he Amiga may have been born and raised to adolescence by an American upstart company in the form of Amiga

Incorporated, but after the transfer to Commodore, the Amiga would enjoy much greater success in Europe than on the continent where it got its start. Poor advertising got the machine off to a badstart, but enough Commodore brand lovalists went with the Amiga to keep the market fresh for the advent of desktop video, which the Amiga has thus far had a firm grasp on.

Serious development was largely found on the North American continent for a number of years, but attrition and more lucrative markets have squashed some companies and lured others away. In some areas of Amiga development, most notably the high-end graphics card market, North America is completely reliant

on European products, having no home-grown card to consider The arrival of each new day seems to bring more and more

television and print ads for rival platforms. AmiJAM '95

The Amiga Users of Calgary (AMUC) held a successful AmiJAM in 1993, but the prospect of a show in the summer of 1994 was too uncomfortable for the group. The plans went through for 1995 after the formation of Amiga Technologies

increased user confidence. Booked into the Southern Alberta Institute of Technology's show floor were Wonder Computers, the aforementioned

Canadian dealer/distributor/software development company, Oregon Research, publishers of Termite and On The Ball as well as the distributors of

HiSoft products, AmiTrix, an Edmonton-bas Amiga development and distribution company, local dealers Software Supermart and The Computer Shop, and Spots, a local Internet service provider with active Amiga support. In addition to booking dealers for the show floor, AMUC brought speakers to the show, made u Technology Division Head for Wonder Computers, Dave Haynie and Dale

Larson, former Commodore engineers, and myself. Dave Havnie's speeches brought the biggest with a look at a prototype board for Nyx, the AAA development machine, Sadly, Dave's board no

longer works. Wonder sprawled across nearly a quarter of the show floor, with software piled high off the tables. Of particular were the products they acquired from

Dave Haynie kicks back New Horizons, most importantly during an autographing DesignWorks, the structured drawing session for his video package, enhanced to version 1.1 by Lazarus Engineering, the Wonder sister software development company. Oregon Research brough

Ruane uem

Jason Compton reports on the state and survival of the Amiga nation in America -

ver North American distribution rights and policies have only thrown the market into more chaos. Perhaps the best

way to start answer ing the question. 'where exactly do we stand?' is with a qualified 'Not as bad as it looks.' After all some things have actually improved

past few months, namely the availability of general-interest printed Amiga





Some of the crew of AmiTrix Devel

magazines. For a time there was only one, but the introduction of this publication into the market as well as the revival of Amiga Game Zone has made the situation a bit more tolerable.

Where some software developers have failed or given up, others press onward Consultron, manufacturers of the astoundingly useful CrossDOS and CrossMAC filesystem packages, are still keeping their heads above water President Leonard Poma reports that his company's sales are down over the past two years and that there hasn't been a acquisition of the Amiga which ended a year of total uncertainty. Still, sales in the



AmUAM '95

their entire Amiga product line and Bob Luneski, the president, spoke of an upcoming refit to On The Ball, the personal organiser package recently acquired

from Pure Logic Software. Termite 1.1, the modern terminal program, was available, complete with updated manual.

AmiTrix was showing AmigaLinik, the floppy-port networking system it recently acquired distribution rights for. Also on display were the SCSI-TV and SCSI-570, the full SCSI interfaces for the CDTV and

SCSI-570, the full SCSI interfaces for the CDTV and A570 that the AmiTrix engineers devised. The show wound down with a panel discussion made up of Brant Coghlan of Amîfrik, Dale Larson, Dave Haynie, Steve Vetzal and Steve Cockwell from Wonder, and myself. It crystallised the mood of the show, which was one of "strong concern." Amiga users are looking for fast action and inspiring decisions, and to date have not been getting what they're looking for.

Also discussed was what the panel would like to see for future development of the Amiga line. PowerPC was a virtually unanimous choice. As Dave Haynie put it: "It will be the only RISC chip with a chance to be priced as a commodity item."

Despite attendance in the hundreds (registered attendance did not break 400, according to reports), the exhibitors were pleased and the organisers were too tired to be concerned. Show admittance was free, and many people came and went without checking in.

Everyone went home happy, and most people were just glad to be in an environment with so much Amiga enthusiasm and energy.

somewhere else to play, so to speak. Upon release of ImageFX 2.0, Nova found their own independent distribution channels rather than publishing through GVP, as they had done in the past.

Many areas of North America have seen their obelierships shrink, consolidate, or disappear altogether, Indeed, I am constantly reminded that Mexico City, the world's largest metropolis, has only one Amigia dealership, What, then, fuels Wonder Computers, a dealership chain that has given from one store to live in rate division for infrastructure management and product distribution, and noverly added a software development team to its repention?

Based in Ottawa, Canada, with stores in Ottawa, Toronto, London, Montreal, and Vancouver, the answer seems to lie in dedication and making the right decisions in the right places, as well as having an impressive enough presence to instituctional confidence in the user base.

Each of Wonder's five stores is Amiga

world of Amigas

high-end market where cross-platform disk sharing is a must have kept the compary going and able to support its product line.

Standing in contrast to proud veteran Consultron are new arrivals Phantom Development, publishers of Arniga software. When asked why he decided to get ret the Arniga marked in its current state, Passident Christopher Aldi replied simply: Tate Windows. This is the business I want to be in. Maybe I'm stupic.

First off the Phantom lines is Digital Quill, a high-powered, visually polished last editor by Timothy Aston, and soon to lotlow will be Hell Pigs, a monstrously large adventure that can be best described as a cross between Kings Quest 6 and Zak McCracken and the Malen Mindbenders — with big guns. Quis, the Croatian team developing Hell Pigs, plan an Amiga floppy version,



an Amiga CD-ROM version with full motion video clips, as well as a PC

In between these stark comparisons sits Nova Design, the three-man software company famous for ImageFX, the professional image manipulation package. They survived the collapse and sale of GVP by taking their ball and finding. The manager of GfxBase tries to clear off his table into the shopping bags of the duo is front of him

American dream

is anot, there are a lot or questions in the North imerican market and no easy answers. The locision to spend no marketing dollars this year sas a difficult one to accept for many. While the ryument is certainly true that this is not the trongest market historically for the Amigs, the colenial-and existing-customer base cannot be enored.

At this point, sitting back, sipping that cup coffee you just bought and riding out the sitution is not a bad idea. Gilles Bourdin of Amig Technologies PR has asked North Americans send him articles mentioning the Amiga in major.

press publications. Former engineers such as Dale Larson have interviewed with ISE, the new subcontractor for Amiga engineering. The questions are not easy, but the answers, slowly, are forthcoming.

and even more importantly, the dealer ain development support is still here. Yes, there is no more GVP to flagship the Amiga on this con tinent. But the community survives. The users developers and dealers are doing as much as they can, as evidenced by their continuing detitation and support. It is now Amiga Tachondroles's mases to make or break.

Dale Larson shares another rendition of Wild Thing



Ian and Steve, two die-hard Amiga s at the recent Amiga bash

only, barring the occasional video product. Wonder's deal for distribution rights of the Quasar Distribution product line (primarily consisting of Chris Hames' DirWork and PC-Task packages) put them on the map. and their purchase of the New Horizons 'B-Pack' of software, including DesignWorks. ready-made, if slightly dated, suite of a dozen products they could develop or sell outright at their option. (QuarterBack has already been sold to Quasar.) Wonder's services even include classes on the

There certainly is no lack of interest in demonstrated by the half-dozen companies that participated in Amiga Technologies' impromptu meeting in July which attempted, unsuccessfully, to implement a solid distribution arrangement in

DISTRIBUTION ROLE

Alex Amor of Creative Equipment International, who has repeatedly tried to he is "anxiously awaiting the release of the Amiga Technologies line of machines in North America." It is unclear what role a distributor would play - it has been made clear by Amiga Technologies that they will not spend a dollar on North American marketing in 1995, and at the recent UK press and dealer conference they said they were interested in a 'partner' rather than a 'distributor." This could dramatically change

What truly drives the Amiga market isn't just the software developers or the dealers or the distributors. In fact, I daresay they're secondary. Amiga users have stepped up and dealers, until very recently, have been EF

Amiga Convention '95

Just over a month later, on the other side of Canada, Amiga Convention '95 kicked off. On paper the two shows don't look all Compton booked as speakers. Wonder Computers to anchor the dealer floor, Two days, ending in a panel discussion. But just as every city has its own flavour, every Amiga show has its own lasting impressions.



For one, AC '95 took a different approach to the off-floor entertainment. While AmiJAM was very heavy on speeches and presentations, booking two different rooms through most hours of the day, AC had only one presentation room, which had demo, music, and graphics competitions in addition to the booked speakers. The organisers plan to make the winning entries freely available on Aminet FTP.

On the floor, the dealer presence was more noticeable, perhaps because they were cramped more closely together - a testament to the number that were booked. Dealers Oby's Amiga Computing Shop, GfxBase, and National Amiga were on hand with products to sell. Pre'Spect Technologies had their own display of products including the MultiFace II and IV cards, which they now manufacture on license from bsc, the original development company. AsimWare were on hand with their AsimCDFS CD-ROM filesystem, complete with CD32 emulation, which president Paul Reeves took delight in demonstrating by playing hours of Super Stardust CD32.

While he did not man a dealer table for long, Hal Greenlee had flyers on hand and on display for the Micronik 4000 Tower, a custom Amiga 4000 tower system manufactured in Germany with a special daughterboard offering expanded slots for the machine. As mentioned, Wonder Computers had a large display of software and hardware at their tables, including enhanced New Horizons software. Rick Sulpizio, distributor of the MacroSystem Germany product line in Canada, had the V-Lab

Motion set up for impressive displays of real-time non-linear editing. Unfortunately, he did not have the Draco 060-based Amiga-compatible non-linear editing computer with him. (See the exclusive review of the

Draco in this issue - ed.) Most dealers kept a cheery disposition as the 12-hour days. marched on. Oby's sold every copy of Gloom they brought (greatly assisted by the fact that they had a two-player networked display set. up for attendees to play), and National Amiga covered the entire cost

of the trip the first day. Dale Larson, who now makes his living as President of Intangible Assets Manufacturing, gave his presentation on networking Amigas - a logical choice, since his company produces Amiga Envoy 2.0 and the book Connect Your Amiga!, as well as publishing Dave Haynie's Deathbed Vigil

documentary and DiskSalv utility. Al Mackey of MegaBall fame gave a stunning art demonstration on Digital Creations' Brilliance paint program. I made the mistake of leaving the room when a rough sketch was on the screen, and when I returned two minutes later, a full-colour cartoon drawing greeted me.

My speech was a consolidated version of the two speeches on emulation I gave at AmiJAM. The crowd indulged my strange desires to play old Commodore 64 games on Amiga screens.

The panel discussion closed the event with Dale Larson, Peter Cherna (also late of Commodore and now employed on PC development at Scala), Greg Scott, president of National Amiga, and myself. Most of the audience's questions were aimed at the former Commodore folk, feeling out

Amiga in the marketolace. roughly that of the registered Those that came had essentially the same questions and concerns as the first time around -

their theories for future develop-

when will we see new ported? When will we be conall over again?



aki (centre), President of Oregon Resea

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ypical - Commodore create a way for a program to be able to load any type of file type it needs to, and no one uses it. What is needed is a program that will sit in between the datatypes and the application program, quietly converting any fles that are loaded.

Datachrome is meant to do exactly that. Once activated it will intercept any load request, see if the file type being leaded is a supported datatype, and if it is. Datachrome will convert the file to a normal IFF version of that file which is what your program, actually ends up loading.

In use this can cause problems. Firstly, you must make sure you remove the icon datatype from the Devs:Datatype drawer. Otherwise, when you open a window on Workbench, Datachrome will intercent We. This is then passed to Workbench which, not surprisingly, gets very

INTERCEPTING

Another side effect is that any programs that use external graphics will calls. If you are using a MUI application his can get a little annoying, especially

The general side effect is that the Datachrome message requester pops up unexpectedly, which is both annoying and slows the computer down

Installation of Datachrome is a treeze, thanks to the standard Amiga installer program, and the fact there are only four files to install. The main

Auailable datatypes

Other datatypes: Included with Datachrome: Windows BMP

Reko X BitMap

Preaching to the converted



Datachrome executable is only 14k, so will fit on a floppy with no problem at all. very simple, comprising two tick boxes and two buttons, allowing you to activate Datachrome and disable the conchange the directory where the

Dalachrome

II—What are datatypes

set-oriented design flashinoscopy, and utdes the need for logic normalisation. What does that mean? I hear some of you cry. Ill basically, why should every programmer, for my program, have to write their own code to nade loading different fills formats. Surely it suid be far botter if one person wrote the load utlines and allowed any program to access them. Datatypes allow programmers to use a single

some of which may or may not be known to the programmer now or in the future. The PNG datatype is a prime example of this. Say a program was written last year that supported the loading of picture datatypes. That programmer could not have possibly known anything about the PNG datatype, as it didn't even exist. Yet with the release of the PNG datatype, their program can load PNG pictures just as easily as if they were load PNG pictures just as easily as if they were load.

Transparently import any picture format into any program. Sounds like a good idea to -Neil Mahr -

temporary converted files are stored. This last point is of particular use to hard drive users because you can save pre-

In general use Datachrome work fine - programs like Final Writer, Dpaint and Brilliance all work perfectly with Datachrome. My main criticism is the actual control program - it is far too basic. For starters, it should have been implemented as a commodity, allowing the usual hot keys to activate and deactivate Datachrome and to pop the GUI to the front. It would also be very handy if you could have a list of datatypes to exclude from conversion, along with a list of programs Datachrome should ignore.

Due to the problems with Datachrome intercepting all the load calls, it is background as it just interferes with other programs far too often. Datachrome does what it says it should do, the problem is, it could do it a little better.



The bottom line Product: DataChrome

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Better than Amiga World

I am writing to tell you how grateful I am to receive your magazine, Amiga Computing, in fulfilment of the remainder of my subscription to Amiga World. These have been trying days for Amiga owners in the United States, with suppliers and publishers closing shop or switching to PC-related products.

I am delighted by the depth of the articles in your magazine, as evidenced by its thickness in my mailbox. I am also quite pleased that you publish a US edition complete with US advertisers. It is good to see that there are still some loyal businesses supporting the Amiga community in the States.

I also look forward to upgrading to your Gold Subscription. I have tried your CoverDisks in the past, but newsstand prices of foreign periodicals are almost criminal

Please keep up the good work, it is not unappreciated here

Robert J Bruce, Kansas USA

I'm pleased that you like our new edition of Amiga Computing. We are proud to offer what we consider to be the best advice on new products and old alike, with up to the minute news reporting and in-depth tutorials, and to paraphrase Al Jolson, you ain't read nuthin' yet!

I must write to congratulate and thank all of you for providing a valuable and informative publication. You do justice to the Amiga by representing the qualities of enthusiasm. Perhaps the best compliment I can give is that you really seem to enjoy doing what you are doing.

For instance, if I take a look at your August '95 edition, in the ImageFX v2.1 Instead, you're saying 'I am happy to use ImageFX' or 'This seems odd to me...' or 'Maybe you really ought to look at this' etc. See the difference? Of course, because that's what makes your magazine different to the PC magazines I've flicked through. They are all 'Mhz' and

You get this feeling running up your spine that that's all PCs are. But when you get your hands on an Amiga, it's like It's friendly and it's shaped by you. One

Please keep up the good work - you I've seen in the news pages of issues 88 and 89

acts like a 100Mb removable hard disk, and in

provide a kind of parenthood over the Amiga users.

Finally. I would be pleased to hear any comments you might have about the future of the Amiga and that shadowy

C Cousins, Warrington

I think we do enjoy what we are doing. and it's for the reasons you give. Although we all get frustrated when the Amiga crashes, it's normally because we want to carry on having fun. As for Escom, read our piece by Gareth Lofthouse on the recent press conference that took place in

True fans

As an avid Amiga user for eight years it is still good to see such enthusiasm from other Amiga users. After the Commodore fiasco, it's obvious the only people still reading magazines and writing softwareare true Amiga fans.

If Escom do deliver the goods as promised, then I am sure the Amiga will be back in the Spotlight. It was nice to see the new logo Escom plan to use on our new machines. In my opinion (even



Amiga Computing has recently become an international publication with a US edition . going out to subscribers of the nowdefunct Amiga World. It seems from the amount of mail the change has proved nuite nanular with our American cousins.

with the energetic red square) the logo

does not appear bold enough. I have subscribed to your magazine in the past, although I have bought the magazine at the local newsagent

1. Uncertainty about Commodore and

the Amiga. 2. The free gifts you have offered recently have not interested me (when are you

thousands of readers because we are not as Ola señor Redrado! Check out this month's

C R Redrado, Menorca

of new technologies, and will you be doing a full

Yours is the only Amiga magazine that has given a CD free that is full of interesting things. about the new Personal Paint 6.3. Not only that, you also had an offer to buy it on a floppy or

I hope you don't raise your price as other

issue for a full review of the super Zip. I'm glad you liked the Personal Paint feature and the CD we gave away on May's issue. As for our cover price, we are always at the mercy of the cost of the paper we print on, but we have managed to hold our price down this far, and hope to continue to hold it down. Besides which, I really hope you don't just buy our magazine because it is cheap, but rather that it is the best.

US magazine which says it is the most wonder-

I am an A3000 owner, with 10Mb RAM, a 24bit EGS spectrum board, etc. On reading your Amiga? I originally bought my EGS to tap into paid the extra price for these mags, I couldn't

Does anyone care?

appreciate an honest answer or speculation on how bad off A3000 owners really are.

As you cover the new and exciting developstand. We are confused and worried. We would

Well now, Mr Nicholson, don't fret. Quite a few of the staff of Amiga Computing are also A3000 owners and we don't look worried. Sure, you'll never be able to play AGA games, but is that really all you bought your graphics card for? Yes, you can buy an Emplant and run 256 colour Mac games on it. I do (get Maelstrom, by the way), but PC bridgeboards are a little thin on the ground at

If you are currently still using Workbench 2.x. which I assume you are because you say that you can't run 256 colour programs on your machine, then the best thing you can do is to immediately upgrade to Workbench 3.1 as this will let you run a 256 colour

Finally, on a personal note, I think that the A3000 and A3000T were the best machines Commodore ever designed and they have a lot of advantages over A4000s, including a built-in SCSI controller and more importantly, a flicker fixer so you can use your Amiga with any old VGA monitor and not have to worry about not being able to sync down to 15kHz

Needless to say, I will probably sub-M Clatworthy, Herstmondeux

going to change them?)

I might be seen as a shame that it is only true Amiga fans who are left to produce software and tardware for us. We really need to have big companies seeing us as a valid platform for develpoment in order to bring our nachine back to prominence. All the same, we are getting some great stuff at the moment. Look at

Photogenics, Twist, DOpus 5, etc. As for the new Escom logo, you can always send us what you think would be more appropriate. If we get enough entries we might have a competition to see which one we think is best.

Quality products

I read with interest about the CD-ROM Amiga range of computers will become with products such as these - parents will not need to take a second mortgage

the mass market, courtesy of Squirrel, I realm of multimedia. I also have a demo

letters please

same impact and quality, and our titles will always pale in comparison to those on the PC

dropped the non-AGA machines for good reason this is the 1990s.

point - with the vast majority of Amiga users who are unwilling to update their machines, we will never see software that can match the likes of Word or Word Perfect. Our computers will never be powerful enough.

And if, for instance, Word did appear on the Amiga, how many people would

For that price you could buy yourself Wordworth 2. I only hope that the Amiga take note, so I can continue to use and

R Morse, Milton Keynes

There has been no decision made on whether the Colchester Zoo CD will become a commercial product yet. Ben Vost, the author of the piece, says he hopes it does because it is really informative and fun to use. The Squirrel SCSI controller has indeed been a phenomenal success, with HiSoft selling them as fast as they can produce them. Put this together with the fact that

the survey we conducted at the end of last year showed that most people were interested in buying a CD-ROM drive, and you have a convincing argument for more developers to produce quality titles like the Colchester

But it doesn't just have to be limited to edutainment titles either - it

Hard drive warries

I've just bought a second-hand A1200 with hard drive, PSU, mouse, manual, and disks complete, except for the Hard Amiga Hard Drive Users guide.

All that was otherwise wrong was that the keymap was set to American, produced by the English keyboard.

might buy the above disk and manual. D R Bartnell, London

I take it from your letter that the hard drive was fitted by a third party. rather than bought with one when it was new. Unfortunately, this was always the only way you could actually get hold of the official Commodore hard drive installation disk and manual, whether that situation has now changed with Amiga Technologies remains to be seen. You could try contacting them on 01628 770036.

Alternatively, should you have no luck with that avenue of enquiry, you can try any of the numerous PD libraries whose adverts grace our pages and ask them if they have a public domain or shareware equivalent of the Commodore installer, You will quite likely be offered RDPrep which is excellent, although it doesn't actually come with a manual.

would be really nice to see some original CD-based games that don't rely on CD32 emulation, but that ran from Workbench or a CD32. Any offers?

public

sector

Daue Lusick plunges an appendage into the PD pile and plucks out a plethora of premier products

.

Influent marches ever onward, and before we list over a Christimas will once again be upon us. It's ever a year now since 1 took over the origins of Public Sector and that time has seen makes of the Arnay, But some being Ecourn purchase of the Arnay, But some being Ecourn purchase of the Arnay, But some work of the cash of the Christian of the Arnay, But some work of the Christian of the Arnay and the Christian of the Christian

Extreme Amos #1 Produced by: Carl Drinkwater

Available from: PD libraries

a diskmag makes a really good impression. This is particularly so in the case of those concerning Amos programming as the vast majority tend to be disappointing, insubstantial products. Understandably, since this is the first



Extreme Amos boas a more innovative interface than most

MUSIC of the month

Surfing On The Jazz Wave

Produced by: The Grooving Brothers Available from: 17 Bit Software Disk No. 3828 A/B

writes you gorna do when there an't no wing? asks the title screen of this curipus production. Speaking personally I'll probably throw a party, but for those rather more favourably inclined towards it this disk could prove quite interesting Essentially, Surfing On A Jazz Wave an immaculately presented collection and arranged. This sort of music doesn't do much for me, but if this is you thing then you'll leve this disk – and eve if it's not you will at least be stunned by the top class graphics and crisp sound the properties of the transport of the properties the p

As an added bonus, there's also an attempt to categorise a few dozen artists and their recordings, labelling then Dance. Funk, Acid Jazz, Salsa, indefinable, or whatever. And at least the programmer realised that a well-crafte music module benefits from the noninclusion of spinning texture-mapped balls and spiraling pictures of top super.



programs included on Extreme Amos

issue, the content of some of the articles is a filled thin. This is traligivable through, because at least the forjics covered are more advertisous and interesting than in more advertisous and interesting than in terms and the content of the con

makes a welcome change to the usua scrolling text-based lists.

As an added bonus, the second of the two disks on which Extreme Amo comes contains two excellent program which demonstrate effectively what Ame is capable of in the hands of good authors. The first of these, Paul Burkey! Piles O' Ties, is an enjoyable Shanghas style game in which the objective is it remove pairs of Free files – those which remove pairs of Free files – those which experience is the program of the program of

The second program is a magic eye picture creator called TERDS (standing for Totally Excellent Random Dot Stereograms). Written by magazine producer Carl Drinkwater, this is one of the better programs of its type, offering warhous options for twiddling with the RDS

Both TERDS and Piles O' Tiles are decent tiles in their own right, but combined with the first issue of a promising new diskmag they become even more attractive. This is a package worth investigating.

HITCOIP roduced by: Sco

Produced by: Scoopex Available from: Pixel Digital Pl Disk No. AG249

Artcore is a slideshow with a difference. Whereas ordinary slideshows present the viewer with a series of



some awful tune wibbling away in the background, Artcore allows you it explore a texture-mapped 3D dur geon-style 'gallery'... with some awful tune wibbling away in the back ground.

simple idea adds to the interest. Admittedly, as a consequence of including this kind of 'game engine on the disk, not yet advantage on the disk, not yet and the same where the perfix Virtual' is often happily slapped onto computer versions where the perfix Virtual' is often happily slapped onto computer versions are provided to the same state of the s

minut about tile

groveteck i jazzlive!!

Shuffle City "(&THE NY LA Dream Bands) Grusin Dave "Night Lines." Handel "s Messiah "A Soulful Celeb Heartsman Johnny "The Touch."

Incognito "Inside Life." Incognito "Tribes, Vibes And Scribes Incognito "Positivity"

Life Styles Of The Roach And Fe

Jamir ogugi "Emergency on Planet Editi lefinable 3=Funk 6=Jazz id Jazz 4=Soul 7=JazzRoc nea 5=BLues 8=Salsa



Super Skiddy Things 3 On Irp

Programmed by: Simon Hitchen

game is just the thing for those lengthening Autumn evenings. The aim is to guide your rubber-suited Penguin around one of the four tracks before your opponent does. The thing is, since the tracks are constructed on ice, there tends to be



game... fifteen years ago this sort of thing

on a Grandstand Video Game System would

Well, admittedly if they were in a conventional slideshow they wouldn't grab the attention particu-lety. The fantasy images are all pret-ty typical: a couple of monstrous entities and the obligatory naked women in bizare and highly unlikely poses. The standard of artwork throughout is high but imagination is allowed to the couple of the like slightly fronic really that what the standard couple of the couples is highly fronic really that what the couples are lifeshow to the couple of couple couple of couple couple of couple

clones the often-imitated PC blast-lest Doom, albeit, of course, without the violence. But it's a nice idea, and one i'd like to see attempted again in the near future – and given the stun-nion lack of originality displayed in the demo scene sometilit's highly likely that I will



be imagined... especially when the track slippiness setting is adjusted for

minimum arip

Top graphics and decent sound definitely help, but as ever it's the playability which makes or breaks a game. Super Skiddy Things 3 is not only very good fun, but it's the sort of game you and a Admittedly it does not demand a great

deal of brainpower, but this is, if anything, in the game's favour. And in the unlikely event of one of you becoming bored with skidding around the tracks at high speed, the title screen also features a simple ping-pong game.



Owing more than a litt to Skidmarks, Super Skiddy Things 2 in all its graphical splendous

I want to hear from you if you have any you consider worthy of review. Whether you feel it's of sufficient quality to merit coverage then stick it in a jiffy bag or work - even if it's yet another Lottery make my job a lot easier though if disks are clearly labelled. Please also include a cover letter detailing the disk contents instructions. The magic address is:

> PD submissions Amiga Computing Media House Adlington Park Macclesfield SK10 4NP

Dave Cusick

Belle's Paint

Programmed by: Philip Drake Disk No. A115

A charming paint package written in decent selection of tools. In addition to



All the tools you ould expect are to

the compulsory line and shape tools, it is possible to turn on lines of vertical and horizontal reflection symmetry, zoom in to work in detail on tricky areas, and fill in areas with preset patterns. At the click of a button the screen can also be

flipped either horizontally or vertically. Paint or Brilliance, or even DPaint, Belle's Paint is a competent piece of programming which costs a fraction of the price of commercial alternatives. It's also got some nice touches. For instance. with a little bit of effort it is apparently possible to use the program to perform some video titling functions such as

However the only documents provided are some very brief ones added by those nice people at SaddleTramps, so a degree of experimentation could be necfacility. I must confess, I couldn't entirely



Scavenger

Programmed by: Ben Wright Available from: Ben Wright

Old game ideas are constantly being resurrected in the world of PD and shareware, which is not necessarily a bad thing because many golden oldes were a good deal more entertaining than some recent commercial offerings. Scavenger is essentially Asteroids, with the slight difference that to firish a level in this version the player must collect a certain number of gems, rather than just blow away every asteroid on the screen.

tine screen.

However, I don't think I've ever played such a difficult Asteroids clone. Scavenger is so tough that even with the maximum possible nine lives I struggled to stay alive for more than a minute or two.

The strange thing is that despite being almost impossibly tricky due to what might kindly be described as quite sensitive controls. Scavenger is very addictive. There is also the added advantage that you're not likely to finish the game in a hurry.

Yes, the first time you play it you'll be lucky to last

get to grips with the process in the limited time available, but I'm sure others will.

If you fancy trying your hand at producing some titling effects or are just on the look out for a no-frills paint package, Belle's Paint is definitely worth checking out.

RemDate 2

Programmed by: Andrew Whiteley Available from: Roberta Smith DTP Disk No. BU169

If you're one of those people who always forgets important dates such as brindays and anniversaries, then RemDate her program for you. It stores these along with special days, diary appointment on the program for you, all stores these along with special days, diary appointment ing this one of the most comprehensive personal organiser programs in the public domain. It can print out in a variety of ways, including paper of sizes suitable for use in pookle personal organises.

On demand, RemDate will summarise



Scavenger is a tough Asteroids clone that's even harder on accelerated Amigas

chunk of rock. But that won't stop you coming back for more

The graphics and sound are reasonable enough, although they are certainly nothing to get excited about. The gameplay is a different kettle of fish altogether though, because arcade action fans will want to have this game's babies.

events in the next few days and inform you how many days are left before a certain day such as a birthday, allowing you to plan accordingly. When entering these dates in the first place, it is possible to specify how much warning you want, so you'il have no excuse for being late with that anniversary card.

RemDate is also capable of displaying key events that happened 'On this day in history', or in a specified year, and producing a quote for the day. There's a small program included

called RemDateWB which is designed to sit in your Workbench Startup drawer. Then, when you turn on your machine it will remind you of any events coming up. RemDateWB can also be configured so that it only does this once a day, rather than every time you reboot, which was a thoughtful inclusion by the author.

The interface is attractive and the program is a joy to use. In short, if your life is in need of some organisation then RemDate will be the answer to your prayers.

find the answer within

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Strange currencies

For practically a year now since the iluscrict of the Microsoft Lottery size from the reverbeer as week go by without at least one Lottery been a week go by without at least one Lottery must be said that the majority are much of a muchness, and even in the more outstanding access, all severy hand to believe the these poclasses, it as very hand to believe the these poclasses, it as very hand to be lively the three potracts, and the size of the size of the size of the property of the size of the size of the first property of the size of the first property of first pr

Still, if you fancy getting hold of a proper

predictor, whether out of curiosity or because the Lottery has become so important to you that you've nothing better to do of an evening than consider endless multi-ticket permutations, then here's the Public Sector guide to the three to beat...

Pro Lottery 1.1 (Originally reviewed in AC89)

Available from: Ali Prior

The program I think I'd opt for if I ever bothered doing the Lottery. This was the first predictor Amiga Computing received which suggests multi-ticket permutations, making it very useful to members of Lottery syndicates.

Lottery Winner AGA

(Originally reviewed in AC84)

Available from: OnLine PD (Disk No. OX101)

This is a demonstration version, with the full version costing £2.50 from the author. Prediction methods based on recognising trends in winning numbers.

MP Lottery 4.1

(Originally reviewed in AC85)

Available from: Michael Pratt

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(D Scala turmnil

I have an A1200 with 85Mb hard drive, and a GVP A1230 II with 4Mb of RAM. I have recently purchased an Archos CD-ROM drive, and the problem is after I install the CD software. Whenever I try to run any Scala script, big or small, the screen goes

blank and a requester comes up stating that the machine is out of Currently, the only way I can use the CD-ROM is by booting up the computer with the supplied software.

which does not solve the problem. Doneed more RAM for my system, or am I only going to be able to use Scala and the CD separately? Kurt Dallas, Middlesey

The Archos CD handler software is not that brilliant, and it does seem to be the cause of your problems. It may be worth getting hold of the latest version of the handler software, which is up to about version 11, and that may solve your problems.

Another way around your problem is there should be a CD0 DOS Driver in your 'DEVS:DosDrivers' drawer. If you move this out of the DOS Drivers drawer, the CD handler software won't be started each time you boot up your machine. This will let you use Scala in peace, and then whenever you wish to use the CD, simply double-click the CD0 icon and the CD software will be started

A600 expansion

I have a 2Mb Amiga600 and am planning to add an IDE hard drive and possibly a CD-ROM via the PCMCIA slot. I'm getting into DTP and want to add some extra memory, but the only way seems to be to use either a 2 or 4Mb PCMCIA memory card, which have seemingly disappeared from the current Amiga adverts. is there any other way of expanding the A600's memory further?

M Toms, Isle of Wight

The A600 really is the machine that Commodore forgot, and it is quite difficult finding any adverts selling products for it. The PCMCIA cards that used to be advertised were fairly expensive. and they slowed the A1200 down so they never really took off. The other downer is that it would tie up your

Sit back relax nut unur feet up, haue a long cool drink Annther hunth of __ Amiga owners receive enlightenment -

PCMCIA slot. If you plump for a PCM-CIA card, you could try looking in a PC (spit spit) magazine, if none of the Amiga dealers can help.

I do remember a A600 card that could take either 2 or 4Mb of memory, so it was possible to expand your A600 up to 9Mb in conjunction with a PCMCIA (I hate that acronym) card. The problem you are going to have is that DTP really requires a fast processor. You do not say what DTP software you have, but on our February '94 issue we gave away 'The Publisher' which is an excellent DTP package and its main advantage is that it is extremely fast.

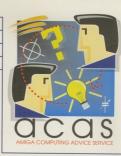
If you really do fancy getting serious about DTP, you might want to consider getting a second-hand A1200 fitted with a hard drive and an accelerator

Game gremlins

I bought an A500 back in 1990 to which I have added a % Mb memory expansion card, a 40Mb hard drive with 4Mb of RAM. The problem I am having is that I have installed Civilization and Lemmings 2 onto my hard drive, but when I try to run them they both crash the machine, complaining about not enough memory. Am I some more hardware? Is there a solution that will not cost an arm and a leg? Steve Mellows, Cambridge

It sounds to me like you do not have enough chip memory. This is the memory used to store the graphics and sounds used by the games. The A500 you have probably only has a % Mb of chip memory, and as you are running the games off the hard drive the amount of available chip memory is reduced, so it cannot get the required memory

One option is that you could fit a mega chip expansion board which would give you 2Mb of chip memory very handy for using paint packages. but it does cost a £150. The other alternative is if you have a revision 6 mother board. You can perform a little surgery on it which will give you 1Mb



of chip memory. However, we take no responsibility for any damage caused to your machine as a result of performing this operation, and suggest that you get an authorised engineer to do the modification for you After you have checked that you

have a revision 6 mother board - it says on the far right - you should locate three small square solder pads labelled JP2, just left of the central square chip. You need to cut the connection between the bottom two squares - a craft knife is best - and you do not have to cut very deeply at all as the solder join is on the surface and is quite thin. You then have to

TUDE trouble

TUDE off our September CoverDisk? If you double clicked the GUI icon then tried to use your selecters, all that happened is that you got an error message, made a bit of a boob there, but do not worry as the main smaller search covered. That TUDE CUI yes the

mm is quite easy to correct. The TUDE GUI program is ate from the actual TUDE program, which can only be from the shell. When you tell the GUI program to run, it cannot find it as it only looks at the set path, which

od inclose ow orecons induces in.

If you have to do is first boot up the first disk and
it the TUDE program into ram. Next, open up the RAM
of from the Workbench menu select the show all files.

You should now see a C drawer and the TUDE drawer. up the TUDE drawer and find the TUDE program. N ave to drag TUDE into the Ram:C drawer. If you now ru UI program it will be able to find the actual TUD am and every thing should work fine.



Amiga with axe in hand, spouting profanity at the stubborn refusal of your ell, calm down and swap the axe fo

en and paper, jot down your p along with a description of your A nd it off to Amiga Computing Advice Ser edia House, Adlington Park, Macclesfield ively, e-mail us at ACAS@aco

solder a connection between the top

and the middle solder pads. Finally, you need to locate another three small solder pads labelled JP7a. found next to the RAM expansion. The connection between the bottom two needs to be cut. Once done, the bomb is defused - whoops getting a bit carried away there. If you now boot up your computer you will have a full

AmigaGuide guide

When I am writing AmigaGuide documents, how do I get my buttons to be in Bold, italics etc. I can do it with text, but not the buttons. Also, how do you get AmigaGuide to document?

Ben Chapman, Bramhall

Blimey, it could take pages to go into the design and usage of AmigaGuides, Hang on -Paul I've just had an idea for a feature. As far as I can tell, there is no way of getting the button in an AmigaGuide to be rendered in any other style. It ignores the built-in style commands, and also ignores any ANSI escape codes you might try.

If you are using AmigaGuide under OS3.0 or higher, it is possible to do a link to an external data file. If the data

(D canundrums

Matshita CDRom CR8004 1.1f Unsupported All Repeated

Driver. As someone has kindly pointed out, you will need to copy the CD0 DOS driver into your DEVS:DosDriver drawer. Unfortunately, only AmigaDOS 3.1 came with CD-ROM support, so only 3.1 owners will have a

However, all is not lost. What you need to get hold of is the AmiCDRom software. This will install the correct driver and handler software to allow you to use your CD player. This is available on Fred Fish disks, so any decent PD house should be able to supply you with the right disk,

The information displayed by the Install tools shows that the CD is connec ted to the SCSI chain. You may still have problems using the CD as it stands by fitting a SCSI terminator, which basically indicates that there are no more devices attached to the SCSI chain.

type is supported, the AmigaGuide will be able to display or play the file. The link takes the form of a normal NODE link, but the second part is the path name of the data file. For example:

Using this technique, it is also possible to do links to other guides, which are saved as separate files. The only problem with using the guide to display or play picture and sound files is that it will be on a blank window, which does not look that nice. It is possible to execute system commands from button presses. The format is the same as above, but you use the word 'system' instead of 'link', and you have to add a '/main' to the end of the file name - don't ask me why you just have to:

This will allow you to display a picture using another AmigaGuide or MultiView on the same screen, but in a separate window - which I think looks better. It also allows the user to get rid of the picture whenever they

old A600HD with WB2.05, I used to be

The hard drive I have is a 120Meg Seagate works fine. Most of my executable library and

Printer predicament

device files are imploded with imploder, and I use early Explode patch to allow programs to use them

ulate you on an excellent magazine, and also great to see lots of useful PD programs on your Cover Disk, so keep up the good work!!! Adrian Richings, Gwynedd

We are always susceptible to grotesque amounts of praise - glad you like the magazine so much As for your problem, I would firstly check that you have fully installed all the new

Workbench 3.0 files over the old 2.05 files Having said that though, using an older version of the parallel or printer device should not make the computer crash.

I am going to have to point my finger at early Explode. As it is quite an old patch, there is a chance that the new OS is doing something it cannot handle. I would unimplode all your device and libraries files because the amount of room you gain is not that great, and all you are doing is slowing the computer down because each time it opens a library or device file it is having to decompress it, increasing the amount of time

If you really want to compress your system files you might want to consider the XPK distribution, which is usable for any data files, or the Disk Expander product.

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lext message display 2

frequently need to be able to write text messages back to a Shell window. The good news at this point is that it is very easy to do and by making use of a few well chosen macros, you can effectively get the assembler to write most of the code for three macros: WRITEDOS, which sets up a DOS library Write() function call, and CALLthe library calling code.

A description of the Write() function has been provided in the accompanying boxout sages, this function needs to know the length of the text string. One way to work out the number of characters is to actually tedious and error prone. A better way is to get the assembler to do the counting for you the text, and then using the EQUate directive to set it to a value based on the current

message	dc.b 'Just some example	
text!'		
message_\$11E0f	[Q] *-message	

The result is that the assembler sets the second label to the size of the preceding text string. Now, if we also adopt a convention whereby the sizes of all strings are represented by adding SIZEOF to the original

The CouerDisk code

label, it's possible to create a macro that automatically forms the size label from the string name it is given. The WRITEDOS macro, shown in listing 1, does exactly this and it therefore allows a programmer to

Notice at this point that we need to identify the standard output handle for the Shell. called Output() which allows us to obtain since the result comes back in register d0.

UNDERNEATH THE SURFACE

Those of you who are new to assembler the assembler does as it encounters the WRITEDOS macro call. Firstly, the macro gets expanded to produce these

movem.l	d1-d3,-(sp)	preserve regi
move.l	_stdout,d1	DOS cotput fi
sove.l	Peessage,62	start of mes
move.l	Fresinge_SILEOF,dS	sage size of messa
CALLSTS	Write,_NSSase	DOS call to write message
movem.l	(53)+,61-63	restore regis ters d1-d3

Paul Overaa outlines an easy way to gettext messages written to a Shell window-

of the Write	function	
WRITEDOS MAC	20	
moves.t	d1-d3,-(sp)	preserve registers 61-63
scor.l		BOS output file bandle
scor.l	F11,62	start of message
move.l	FILE STREET, 63	size of message
CALLSYS	Write, DISBase	DOS cell to write message
noven.l	(sp)+,d1-d3	restore registers d1-d3
	WRITEDOS MAC move.l move.l move.l callsys	move.l 12,d1 move.l F11,d2 move.l F11_51260F,d3 CALLSTS Write,_D358ase

Listing 1: The macro for writing text strings

The CALLSYS macro also gets expanded causing the LVO prefix to be added to the 'Write' label and generating a further reference to the system include file LIN KLIB macro which is then also expanded The result is that the assembler ends u

mores.	£1-£3,-(so)	preserve registers
	41-42,-1597	d1-d3
nove.l	_stdout,d1	BOS output file
		handle
move.l	#message,d2	start of message
move.l	#message_SIZEOF,d3	size of message
sore.l	a6, -(sp)	preserve contents
		of a6
stee.t	_0058ase, a5	base address of
Sir	_LVOWrite(a5)	indirect subroutin
		call
J.suca	(sp)+,s5	restore as
movem.((sp)+,d1-d3	restore registers

This month's example was actually created using Hisoft's Devpac but the code can be

Amiga system files, I've included all necessary LVO

And that's basically all there is to it as far as basic



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he Amiga has been around for quite a while now and when it was released it only had two pieces of software other than Workbench, one of which was a paint package called Prism, the other a piece of music software that Debbie Harry sang along to at the launch of the Amiga.

The situation has changed somewhat over the last ten years, with a particular concentration in the arenas the Amiga started with, namely graphics and music. And of course, there's a lot of software out there that might not be familiar to you, especially if you are a relatively new Amiga owner. So let's plunge straight into our categories and have a look at what's available.

Graphical glory

Let's start with the category that launched the Amiga - graphics. With a wide selection of paint packages at our disposal, we have always been well catered for. We've got the Paints (D, P and TV) and use them. For a long time, the only choice that had to be made was whether you graphics, but DPaint's thunder has been somewhat stolen over the past three or so years by two new contenders; Brilliance and Personal Paint.

Personal Paint's start was somewhat shaky. It looked like a sub-standard DPaint respects too. It still only offers painting in 256 colours on screen (no HAM or HAM8), but it does now have an animation system and many more features besides.

Some of the more interesting ones include a virtual memory system for manipulating bitmaps larger than your memory would normally be able to hold, and the ability to produce both Random Dot Stereograms and Single Image Stereograms relatively painlessly (until you have to look at them, of course). It also has both whole-image and brush-based image processing functions, so you can paint over an area to make it embossed, for instance, which, while somewhat slow, adds a whole new set of tools for creativity.

Personal Paint is full of innovations and. unlike DPaint and Brilliance, is still in development, so it can only get better. It is also the only native paint package that properly supports graphics cards. Brilliance is also an innovative package geared towards the artist rather than the computer fiend, it has superb tools for animation and an interesting, if somewhat unfamiliar - to afficionados of the DPaint/PPaint layout interface.



Seriously



Brilliance actually consists of two paint packages, one for normal register paint. and a version for use under HAM which saves out 24-bit files. DPaint is still going great guns, especially since it now comes with a macro recorder and an enhanced move requester, but it still seems pretty slow and it's not going to get any faster.

There is one other dedicated paint package available for the Amiga, but you need to have a pretty stonking machine to take advantage of it. The title in question is TVPaint which now supports layering effects like Photoshop (although it is limitspeed and fluidity in its painting tools. However, as I already said, you are going to need a fat wallet to get it. Not only does it cost somewhere in the region of £400 for the software, you really need at lea 14Mb RAM and a fast graphics card to use it. Having said that, it is the only on of the packages I have mentioned that supports pressure-sensitive graphic tablets properly.

Deluxe Paint V £59.95 Emerald Creative Technology 0181-715 8866

Personal Paint v6.3 £39.95 Amiga Computing 01625 878888

TV Paint 3 £329.95 Activa UK 0181-402 5770

Brilliance 2 £45.95 Emerald Creative Technology 0181-715 8866

Video niceus

Video. The last bastion of Amiga superiority. Only the Amiga makes direct genlocking or recording to video possible without expensive graphics cards. And as such, we have some stonking video titling packages such as Scala, Broadcast Titler II, Montage 24 and Big Alternative Scroller 2 to rely on for all our CG

Scala is the big daddy of them all. More than a video titler really, Scala can be put to use as a Point Of Information display tool or interactive multimedia presenter. Scala comes in a variety of guises, from the simplicity and small scale of HT100, all the way

InfoChannel is designed as a distributed informa tion system and is used to control video walls and MM400 - we reviewed it earlier this year - the king of Amiga multimedia packages. With the ability to scale fonts on the fly, have wipe effects both onto picture file format suitable for video work, Scala has a lot hidden under its bonnet.

● Scala MM400 £249.95 Emerald Creative 0181-715 8866

Montage 24 £259.95 Emerald Creative 0181-715 8866

Big Alternative Scroller 2 £49.95 Emerald Creative 0181-715 8866

super software

Fallowing on from last month's super Amiga feature. Ben Uost takes a look at some of the best software available for your machine -

- Red = Out of development
- Green = Still in development
- Blue = Unsure of development status

machines. Of course, if you want total control over your page layout, you will almost certainly want to go for PageStream 3. This is a fully-blown, almost-professional DTP package. I say almost professional because there are certain features that perhaps most importantly, the ability to produce colour separated documents. Without this ability you will be limited to either working in greyscale or printing on your own colour printer.

You could, alternatively, go for a copy of ProPage, now resurrected by LH Publishing who are able to offer it for £49.95. However, this doesn't alter the fact that the product is no longer in develop-

On the database front there hasn't really been anything to match Superbase's domination of the market, but with new databases from HiSoft (Twist2), Softwood (Final Data), and Digita (DataStore), perhaps there will be a new brand leader. However, none of the databases I have mentioned seem to have the depth presented by Superbase Professional.

When it comes to spreadsheets, the Arniga is even less well served, with only TurboCalc really in the running, although there is a new title on the horizon with Softwood's Final Calc.



DataStore £45.95 Emerald Creative Technology

0181-715 8866 Superbase 4 Professional

■ TurboCalc £49.95 Emerald Creative Technology 0181-715 8866

Musical moments

The other launch platform for the Amiga, music has long been a passion for Amiga owners with comusing the Amiga, one being MIDI sequenced music using packages like Bars and Pipes or MusicX, the tracker programs like Powertracker or OctaMed.

There are a vast number of mods, as the tunes the Aminet, but I digress. The toppest of top notch MIDI sequencers for the Amiga has to be Bars and self, has said on numerous occasions that he can do things with Bars and Pipes that still can't be done Other contenders in the MIDI music field include

OctaMed has now integrated MIDI sequencing into



its tracker programming. On the tracker front, you can only buy one product and that is OctaMed, but there are umpteen Pro, Power, Noise, Blahdiblah

- Bars & Pipes Professional £215 White Knight Technology 01920 822321
- MusicX £49.95 Emerald Creative Technology 0181-715 8866
- Octamed 6 £40 RBF Software

let's get serious

Serious' software has always been lightly thin on the ground for Amigas, alke certain other machines, but we do ave a couple of splendid word procesers in Final Writer and Wordworth. Final litter should just be hitting a new version s you read this, with even more features iduding a sensible way to apply bold and talic styles to text and a 'tab' feature that reds to be seen to be understood. In the battle for speed at word process-

ng. Final Writer wins hands down. It also omes with more fonts and clip art than Wordworth and supports ARexx. lowever, a lot of people don't like Final Witer's non-standard interface and feel ore at home with Wordworth's more Aniga-like approach. Both these packices really need a hard drive and a

machine with at least a 68020 and 4Mb RAM to run well, but for those with a hum-Copy or Wordworth SE. Wordworth SE is age, whereas Final Copy is actually a different program geared towards lower end

Final Writer v4 £74.95 Gordon Harwoods 01773 836781

Final Copy £49.95 Gordon Harwoods 01773 836781

 Wordworth £79.95 Emerald Creative Technology 0181-715 8866

Wordworth SE £44.95 0181-715 8866

■ PageStream 3 £174.95 0181-715 8866

Professional Page v4.1

■ Twist2 £89.95 Emerald Creative Technology 0181-715 8866

Final Data 2 £39.95 Gordon Harwoods 01773 836781

Processor power

ADPro introduced Amiga owners to the real power of image processing. There were other packages available, but none had the stable, flexible interface that ADPro presented to the world. Times have moved on since then - indeed ADPro is no longer being updated and the company formerly known as ASDG (now Elastic Reality) is working on products for pretty much any platform other than the Amiga. But it's not a great loss as the last version of ADPro was distinctly disappointing and we have some superb new packages to play with.

First up is ImageF/X which has gone from strength to strength since its inception as GVP's inhouse image processor. ImageF/X now supports 24-bit preview screens if you are lucky enough to be running the CybergraphX software, and its range of features and file formats that are supported has grown apace. However, the real star of this year has



to be Almathera's superb Photogenics package. I

could have put this in with the graphics section, but I feel Photogenics is not quite strong enough to sit in with the all-purpose graphics packages; where it scores is as a 24-bit paint and process tool, part larly suited to retouching scans and generating st ning backdrops and composite pictures. With in active picture compositing and brush-based improcessing effects, the sort of pictures you can a ate is only limited by your febrile imagination.

■ ADPro v2.5 £139 Emerald Creative Technology 0181-715 8866

• ImageF/X v2.1 £249.99 (but look for special offers) from Wizard Developments

• Photogenics v1.2 £59.95 from Almathera 0181-687 0040

世먠

The Amiga was producing high-quality was. With a long pedigree, LightWave is probably the best-known 3D package for the Amiga now, but you shouldn't forget the brilliant contribution made by Imagine to the Amiga's standing in the

There are also unknown quantities in the form of Maxon Cinema 4D and Reflections, two German ray tracers of for ease of use and add-on utilities. You gravity, hair, flocking behaviour, target

doesn't seem to get as much press as the other two, namely Real 3D. The older versions were quite simple to use, but with the introduction of Real 3D v2. Real now ideally suited to people who wish to simulate physical experiments as you can

With Real 3D it is even possible to go bowling and see the results, albeit a lot went down to your local bowling alley. so make sure you have plenty of RAM lash out on one of these packages

 LightWave 4 Etbc from Cybersystems 01843 292150 Imagine 3.x £99.95 from Emerald Creative 0181-715 8866 Real 3D v3 £319.95 from Activa UK 0181-402 5770 Maxon Cinema 4D £199.95 from HiSoft 01525 718181



Miscellany

There are always some things that cannot be pigeonholed but shouldn't be forgotten because that is the case. It's the same story with Amiga software. There are certain titles, like Distant Suns, that fit uneasily into categories like educational. It's as close a fit as we are likely to get, but why categorise them at all? So here's my (admittedly limited) selection of misfit bits of software that are just to good not to

First up might as well be Distant Suns. Mike Smithwick's superb bit of astronomical software should be in anyone who even has the vaguest interest in the night sky's software collection. You can spend hours trawling around the ephemeris, tracking comets and planets, finding out more information on star systems, looking almost like having 'The Sky at Night' on your Amiga.

And that really sad link brings me onto our next selection, pop pickers - Airlink. Airlink is one of those products that you might never hear about, but would come in really handy for you. You might have difficulty getting a copy of it now that you do know about it, but you should be able to at least try the number at the bottom of this section if you are interested

So what does it do? Basically speaking, using Airlink, you can control any infrared device within range of your Amiga. Airlink

is specifically aimed at DTV people with want to control their VCRs from the Workbench screen and consists of a small box at the end of a cable which plugs in your second mouse port.

You can recreate your video's remote control on the screen using DPaint an then make areas on the brush 'hot' so the they act as buttons whose functions at set within AirLink's interface. It's a real simple system and one that work extremely well.

My third and final treat is a piece software that is variously described as programmer's tool, which is true programs like ProControl and Fib Factory have been written using it - at as a multimedia package, which is als true since several POI systems have be created using it. It's both. It's CanDo, program with a six-year pedigree, and have used it to create my AmiTCPHelp program and a couple of front-ends t slide show-type affairs.

 Airlink £tbc Cybersystems 01843 292150

Distant Suns £27.95 HiSoft 01525 718181

CanDo £229.95 Emerald Creative 0181-715 8866

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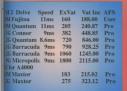
ies, back up programs, education programming, and so on. Perhabit at some point dealing with the



software includes the advanced tools for removable media which have until now, only been available on the Ami-FileSafe - the new filing system which has taken

the Amiga market place by storm - is also included along with with Full CDRom support.

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graphics tablets is one of sensitivity. In the past, Amiga tablets have offered the ergonomics of a pen, but that's about it. Fortunately Wacom, a company renowned for graphics tablets on both PC and Mac, also support the author Roland Schwingel.

Although sensitivity isn't an option on Workbench - as there's no need outside specific applications - you can still replace the mouse with the cordless pen and tablet for general Amiga interaction. Once installed in the WB-Startup drawer, the pen and tablet kick in on select, drag and drop options associated with the traditional Amiga mouse. However, this doesn't mean you sacrifice the trusty rodent, because both

devices work happily in tandem, with the tablet attached to the serial port rather control software operates on a system level, you're free to apply the tablet's ergonomic talents with any application Obviously, if the software doesn't

offer pressure sensitive support you are limited to basic on/off application, but even so there's still an appreciable benaddition to just paint programs. within 3D applications, structured drawcan benefit from the subtlety a pen can

Another major plus for the Wacom, as opposed to many other Amiga tablets, is time. All too often, tablets attached to the serial port eat up a disproportionate dramatically reduce the overall performance of the machine.

Set-up and installation of the Wacom Wacom control commodity, which as



date any tablet in the Wacom range. After setting the various toggle switches, the working area of your tablet will be online. At this point the nib reacts as the left mouse button, with a double push opening drawers or applications, while a single

push and hold will select and The right mouse button is replaced with a nicely designed micro-switch on the pen itself, beneath the forelinger. Add the

two together and you have all the

Thanks to TVPaint, Amiga users are finally allowed access to the sensitive touch which professional artists demand from a quality graphics tablet. Before firing-up the TVPaint, the first step is to shut down workbench emulation as this frees the serial port and therefore the tablet for TVPaint's built-in control. After selecting and saving the appropriate tablet name and your serial configuration from the start-up screen, you're ready to get creative.

PRESSURE SENSITIVE

Once inside the software you're automatically in tablet mode, although, like Workbench, your mouse is still active if the need arises. Although not canvas. Using the airbrush pressure translates into the density of paint, while a normal pen's footprint grows and shrinks as you apply the pressure. Even cut brushes benefit from the pen as the pressure applied translates into

For solid brush strokes this defines to the amount the brush stroke will grow as the pressure is applied via a user defined percentage. Better still, there's even a definable pressure curve which will fine tune the affect in relation to the pressure applied. However, perhaps Paul Austin examines the

ultimate in freehand Amiga art

most important of all is the overall feel and speed of the tablet.

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7500+ Titles, that's more than a library with less than that!

D-ROM has been unrivalled as a cheap way of stoken way of stoken way of stoken was the stoken wa

tormany or us.

Not surprising, then, that the release of Schatztruhe's CD-Write software has been anticipated with some enthusiasm abing with an understandable amount of soppicism at the same time.

Those who were misled by the product's name will be disappointed to find that CO-Write is not the miraculous super bargin it initially sounds like. This software does not allow users to physically write any information onto CD, so any thought of having a portable 600+ Mbs storage tental at your disposal to do with as you set should be put safet ingthe most approximation.

So the answer to the boast on the box saying, 'What !? You still can't write to four CDs?' is an emphatic no as far as Di-Write goes. Evaluate it on terms of shat it really does for your money, howevis, and this product begins to look rather setul nonetheless.

MODIFICATIONS

in reality, CD-write allows users to visitay add, delete or modify data on their size. The difference is that the alterations are recorded in a drawer on your hard was rainer than on the actual CD fleatif are trainer than on the actual CD fleatif as floopy containing the software, and a razual, most of which seems unnecesary for the basic applications most peope will use CD-write for, installation is fully authrasis with the only other requirement teng that the user most renals a new seatisfloris to CD-swrite will record seatisfloris to CDs.

From then on, every time you use a CD t will bring up two icons on your Workbench, one of which will be a pseudo

(D optimiser

Where the product will come into its wm will be in organising all those poorly categorised CDs that have looded the market over the past few years. By oreating new directories and shifting or deleting data to suit, collections can be changed from chaotic time-consumers to orderly, well structured libraries.

Take music sample collections for example, as they're often the worst of the bunch when it comes to organisation. This product will allow you to virtually delete all the rubbish and arrange the material of actual value into logically named drawers. For once you could have all the drum loops in one drawer and all the orchestral samples in another.

Write on ROM

A new piece of software from Germany —
claims to allow users to write to —
GD-ADM, but can it really be true? —
Gareth Lorthouse finds out —



version of the CD created by the software. The other icon means that the original disc contents are always available should you wish, for example, to access a file which has been virtually deleted.

In practice, CD-write allows users to reorganise and amend discs to optimise them for their individual requirements. Unlike when using a disc normally. Example, the user will be able to rearrange its appearance on the Workberch – by moving ionoc, changing window sizes, and so on – and then snapshot the preferred set up so it will appear whenever the CD is accessed.

It's also possible to add new programs to your CDs, though these will actually be recorded on your hard drive. Thus the four disc Aminet set could be updated by



CD-Write could help

you make sense of

your disc chaos

CD-Write is an unusual but welcome program all the me. Too often, files on disc archives are lumped willy nilly on huge, unstructured directories, and this package could be users begin to make sense of them.

Of course, any major overhaul of a disc's orgauld be almost as laborious as compiling a new urself, but even a few changes can make useful ore easily accessible.

eaner, and the price is rather high considering its uses are ainly cosmetic. Nevertheless, it's a must for the Amiga er with a large cupboard of poorly compiled CDs.



adding more recent downloads, and it will all conveniently appear in your CD0 windo

niently appear in your CD0 window. Those Amiganuts who have to give Workbench their own customised appearance will also be able to replace boring and repetitive CD icons with more interesting buttons using Madic WB.

If a CD is to be used for BBS serviors, the program can also be used to make certain flees unavailable by virtual deletion. This could be useful to prevent illed downloads. The packaging claims many other applications are possible, but that's basically what it's all about. A final point, though, is that the program will work fine with multiple CD.

	SYSTEM ESSENTIALS				
ı	RED = Essential BLACK = Recommended				
_	CD-ROM drive Hard drive				
Ť					
٦	The bottom line				
4	Product: CD-Write				
Price: £44.95 Supplier: Schatztruhe					
Tel: +49 6171 85937					
	Ease of use9				
	Implementation8				
	Value for money7				
	Overall8				





Aminet Set 1



CD-Write



FreshFish 10





FreshFonts II



Gamers' Delight



GoldFish 2



LIGHT ROM 2





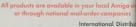
Gateway!



Meeting Pearls Vo

Texture Gallery

The Light Work









Gareth Lofthouse reports on how to get

a job and climb that

career ladder with the people who make

entertainment software

hings may be different in these intensely competitive times, bu my day, career counselling all sol

my day, career counselling at echool wa of a joke. At the age of 15, an hour a week wasty office, shuffling in a bored, refuctant fast of pigeon holes overspilling will Sadly, the strained urg

interested in the latest batch

interested in the latest batch game releases than planning a li time's drudgery, there was tie to fire my imagination

might have been a different story if I'd considered

making a career in entertainment software. In 1995 there are mor opportunities, though. Once, the only way most people could ge involved was through programming, but now there are plenty of openings for the non-technical majority in the rapidly maturing, multi-million opening areas industry.

pound games industry.

But where do you start? There are no sef rules, but the first thing to realise is that forward looking game companies need people will diverse backgrounds and skills in addition to programmers, any major

writers – and that's without going into the sale and marketing side of the operation. To start at the bottom, however, a lot who get paid to mess around with computer games all day, so that the developers know they're delivering the goods the consumers want.

Most companies will take school leavers for this position, and the standard salary is around £5000 – which isn't bad, considering. However, in addition to game playing skills and knowledge, it's important that applicants can demonstrate the ability to report usefully on playability problems.

Those who imagine it's a dream job should bear in mind that looking at a screen for eight hours a day replaying the same game can be rather wearing, as any of our reviewers will tell you. The job can, however, open doors.

The job can, nowever, open doors, "I know of many people who started in this role and moved on within the company to higher roles," said Glen O'Connet of Sony Electronic Publishing (formerly Psygnosis). "Our company, and the industry as a whole, is usually very good to people once they're onboard in the first place."

IN DEMAND

Higher up the ladder, creative souls are just as in demand as computer science graduates. 20 and 30 artises are required both for in-game graphics and packaging design, and companies like Team 17 say artists are always welcome to submit examples of their work. What's more, the Amiga is still widely respected as an artisst computer, and advarts in the trade paper still ask for Amiga-based experience.

Creative writers are already used for many projects, not just for knocking up story lines and game-related novellas, but also for providing scripts integral to the software. With the advent of interactive movies, this role is going to become increasingly important.

In contrast to the artistic roles which were in demand from early on in the history of game design, the number of musiclans making a career in the industry have been few and far between. This form of entertainment has traditionally focused solely on making a visual impact, and after months spent designing ground-breaking graphics, most titles used to have

labour of love

The offices may be plusher, the expense account may be larger, but the increasingly corporate amosphere that exists in some of the bigger publishing companies won't suit everybody. Making a game with a huge team of programmers, artists, musicians and writers has its advantages, but some view it as creation by committee. Indeed, some of the medicione efforts that have been produced by this method show how great the pitalia saw.

Programmers that don't want to make too many compromises ought to consider approaching smaller, more independent developers. Sensible Software have had phenomenal success with their arrade sport games, but the atmosphere at their base in Saffron Waldon, Essex, has greater similarities with student digs than the traditional office set up.

The casual way in which these people work, however, should not deceive you into thinking it's an easy life. The hours may not be rigid, but flexibility at companies like Sensible is counterbalanced by the fact that programmers are often working well into the night as project deadlines approach. Even more dedicate will be required if you want to develop games for it Amiga market in its current transitiony state. With at b, the small companies putting their Amiga plans on ho until the outcome of Escom's relaunch plans become clearer, your best option may be to go it your own wa

Vulcan Software, makers of the highly successive Vulcan Software, makers of the highly successive Valhalia adventures and the Timekeepers mini-serie did just that. Possibly the smallest self-contained out in games development, this Portsmouth-based comprise to composed of just two people, Lisa Tunnah at Paul Carrington.

Between them they do everything from progra-Between them they do everything from progration of the control of the control

So why do they stick at it ? Because, believe it or

computer jingles added as an afterthought.

Once again this is changing.

Once again this is changing. Multimedia, the Japanese considerivalry and home cinema, is making game designers realise that impressive in-game sound is vital if future games are going to grahe consumer's attention. Developments like O-Sound, a surround sound system for computer games, show the way the trend is heading, and companies like Sony Electronic Publishing already have a team of in-house, that time multiple control in the control of the control

With games being produced by teams of programmers, arists, writers and musicians, it seems the larger game companies are attempting to adopt Hollywood-like production vaiues. And like in any film production, someone has to bring all these resources together to get a satisfactory end result. In computer entertainment, this is the job of the producers.

Bearing similarities with the roles of director and producer in a filting the game producer manages the development team of a software project. It's their responsibility to decide what goes into a game and what changes have to be made, but they also need tendical understanding with regards to what can and can't be done. It's also done made control to them to ensure deadlines are met and milestorous are some

As Team 17's Alan Bunker explained, it's a job that requires a delicate approach sometimes. "At the end of the day we like to leave programmers and graphic artists to be creative," he said. "But someone has to be there to sort out the ideas and encourage the team in the right direction."

With it being the highest role in development, the producers job is the ultimate career goal for many game programmers and designers. It's clearly not a job you can just walk into, howev-

With games being produced by teams of programmers, artists unities and musicions, it seems the larger sand companies are attempting to adopt Holywood-live production values.

er, and most people work their way up through a company, sometimes ever from their humble beginnings as playtesters.

With experience being so important for every career these days, it's work remembering that large companies like

Spreading

Regardless of the quality of ther product, every game company needs someone to shout about it, and this is where the PR people come in. Public relations doesn't require programming knowledge or artistic talent, bit is practitioners do need the gift of the gab combined with a serious enthusiasm for games.

The job basically entails ensuring that games get plenty of magazine coverage, not just in reviews but also in previews and work-in progress sessions. This obviously involves spending lost of time communicating with the press and keeping on good terms with the publishers. If is the PR persons job to offer cover deals or help with other help with other features, but matrip with the sides of gwing the company and profile as possible.

Lisa Humphries, a PR representative for the past year with Microprose, tells how it's one of the



A career in computer journalism is a topic that would require an article in itself, but it's worth knowing that lots of people highly up in the games industry started out as humble reviewers for the magazines. Team 17's Marcus Dyson and Alam Bunker were writers for Amiga Format and Amiga Action respectively, and the company is employing people with journalistic skills to write, research and edit their multimedia projects.

To start of as a staff writer on a magazine, applicants merely need enthusiasm, ideas and a flair for writing interesting, though not necessarily grammatically correct, copy. The pay is disappointing, but promotion can come remarkably quickly and there is no better way of developing contacts within the industry.

Contact each of the magazines individually for details of what they require from submissions of written work. Remember they transfer that if no permanent positions are available, you might be



did it their way - this is the staff of Vulcan software

not, it's profitable and, according to Lisa, they love doing it. Questioned on the advantages of running your own business, she explains: "We do have a lot of control, and we're perfectionists. We've tried working for other people and we just didn't like it."

Vulcan are currently taking advantage of the fact Sony Electronic Publishing offer work experience, as do most of the maga-

zines' publishers. Sony also have an evaluation scheme where they invite

10-11-year olds to give feedback on

their products - worth considering if

you've got children you thought were

Finally, a bit of advice on how to make that vital good impression you'll

need to differentiate yourself from all

the other people knocking at the door.

Deirdre Murphy from Warner

Interactive urges: "Network - use the

contacts you already have. Offer a

unique skill. And, above all, show

EN

wasting time playing games.

Amiga games that are not forthcoming from the high profile companies

This has opened the door for independent developers to show their talents, provided they adapt to the difficulties that face the current Amiga market. Thus, Vulcan have successfully overcome the lack of retail outlets for Amiga titles by shifting entirely to a direct mail order service.

Starting up is not as difficult as it may seem. "We were really into the idea." Lisa commented, "and managed to convince the bank manager it was worth investing in. You've just got to be imaginative and

So if there's a ground-breaking game you know you can produce, but no-one's prepared to publish it, then setting up business yourself may be worth considering. A visit to your local Citizen's Advice Bureau will put you in touch with government enterprise schemes and other support services that will help you assess



Don't - be discouraged by the industry's

boyish image if you're female. There are

hundreds of women already employed

by game companies.

Playing the money game - the do's and don'ts

Do - your home work. Take your game knowledge seriously, as all companies will want you to demonstrate enthusiasm, understanding and originality of ideas.

Don't - repeatedly phone companies unless it's the last resort. Most publishers and developers are still too small to have a personnel manager, so you're likely to start irritating the wrong person. Most companies prefer written applications.

experience you may have. Work experiand skills developed in other lines of work can all make a difference.

Don't - imagine the fact you're a game want to be a playtester, that is.

Do - remember that many jobs in the computer industry require good commu nication skills. In such cases, anoraks need

Don't - take the industry too lightly. These people are seri ous about making games, and they'll expect you to present

not apply.

Do - make speculative approaches The general public won't see many of the adverts in the trade press, so make sure you keep your ear to the

Do - make the most of any applicable

Amiga Computing

the word

enthusiasm."

better jobs to get into without experience. 'I was working in retail at WH Smiths," she explained. "I was selling music and games, so I had a rough idea of what was going on, but not a particularly extensive one." Writing speculative letters and

sending CVs, however, got her a job with Microprose which she says is fun, despite being demanding. However, an outward going personality is a pre-requisite. "You definitely can't be a wall-flower," she points

PR can lead to jobs within games sales and marketing, and hence ultimately onto the jobs at the top of the team, where heavy metal t-shirts, jeans and trainers are not an uncommon sight, most companies require more business-like presentation from its PR and marketing team.

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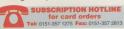
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By Tina Hackett

Star Crusader update

he release of Gametek's space flight simulator. Star Crusader, is imminent. Graphics are looking pretty smooth and it has fully texture mapped ships and 'state-of-the-of' 3D technology. From the playable demo we've just looked at.

there will be some stunning different views to choose from including external shots to a torpedo camera which lets you tall your torpedo as it is launched towards its target.

fully configurable which will make gameplay easy to execute. There will also be an extensive

mission replay system which will allow you to rewind the action as well.

Star Crusader will be available for both the Amiga and CD32 in October priced at \$29.99.



Will Star Consulter Final games the Eller

No

Target

No

Target

omerent views will make it grapinically appearing

Pinball Mania continues to series of 21st Centuries high-quality pinball sims

Manic Pinball

21st Century are pledging their support to the new Amiga machine by releasing their latest title, Pinball Mania, for the A1200 and A4000T. Developed by the Spidersoft development team, it will contain four new tables, each with a new theme. Tarantula, as you'd expect, contains all sorts of horid things like locusts and poisons. Jailbreak has an unforgiving judge who likes to dish out life sentences. Kick-Off aims to create all the atmosphere of a football match, and lastly there will be Casino, a miniature version of the

The table size will be increased, multi-ball added, and four flippers on every table will provide extra challenge. A UK release date of 25 October has been set.



All the tables will have different themes and top notch graphics

Stone-age computers

We had a convesation in list office should he many different computers there have been over the years, the ones the property of the convertible of

Where are they now?...

Remember some of our previews from dim and distant months, and now wondering what ever happened to certain games? We didn't lie – they just didn't come out. Sorry.

Rza Tycoon – unfortunately, this Intriguing looking business mjust Int'i coming out on the Amiga. The game would only work on certain machines and MicroProse believed it wouldn't be worth bringing out. Distribution deals with magatines were considered but



Russies Galore – I don't think it is any great loss to the games community that this won't see the light of day. A rather cheesy boking platformer to say the light The Adrenalin(e) Factor – Mirage's rather good looking cyberpunk blast-'em-up also now looks unlikely to come out on the CD32. The some goes for their Rise of the Robots 2 release. Big Red Adventure - rumour has it that Core Design's brilliant looking Russian adventure is unlikely to see the light of day on the Amiga. A great shame as this looked rather good.



Don't be disheartened by this, as there are still releases in the pipeline and we'll be attending next month's European Computer Trade Show to bring you begin by to date with all that's happening on the Aming agrees some.

Oink, Oink

Sounding like a blatantly sexist title. Karate abbas' is gaing to do little for the image of games for both sexes. It comes complete with articolous storyline which is a shame because the lat Aniga game to use full-screen, 256 colour. All Motion Video graphics, and the developers. Cracilive Edge Software, claim: "The graphics on the will make you feel like you are watching TV.

The game uses the talents of people trained in martial arts who have been digitised. As the character moves, so do the backgrounds and likely update accordingly. The game is divided into two parts - one is the fighting section, the other is an interactive movie which develops according to the choices you make.

County Bother often moves the pilet on impotant part of the game (ey) and goes oforig the lines of A new competitor called "Kararle Bother with the workshold martial crist fournament, fosting the filler off the hex-inner winner. As a result, by the filler off the hex-inner winner. As a result, to the pilet of the second of the county of the potential production of the county of the potential potential production. As a production of the potential production of the pilet of the pilet of the potential production of the pilet of the pilet of the potential production of the pilet of the pilet of the fore or remarkship the pilet of the pilet of the pilet of the fore or remarkship the pilet of the pilet of the pilet of the fore or remarkship the pilet of the pilet of the pilet of the fore or remarkship the pilet of the pilet of the pilet of the fore or remarkship the pilet of the pilet of the pilet of the pilet of the fore or remarkship the pilet of the pilet of the pilet of the fore or remarkship the pilet of the pilet of the pilet of the pilet of the fore or remarkship the pilet of the fore or remarkship the pilet of th

Creative Edge Software have some other titles on the way and among these is Bikini Karate Babes which contains digitised women in bikinis fighting. Nothing like these frustrated programmers, eh?

Ready for take off!

The eagerly awaited Flight of the Amazon Queen from Time Warner is finally here. Set in 1949 it is a parody of all the popular '40's adevnture serials.

parody of all the popular '40's adevnture serials. The plot follows the exploits of Joe King, a pliot whose mission is to stop the ewil Dr Frank Einstein, rescue the Amazons and win over the beautiful princess. (Aph).

The release date has been set for the 25th September and we'll be bringing you a full review next issue.



The one and only

nings started to look pretty teak for Amiga maganes when Emap's Amiga ames titlle was put 'on old.' However, only a oonth later, publishers loverick must have ecided Emap had made hasty decision and have launched The One, which a positive confidence oost to the market. yee've decided to keep every decided to keep every see the confidence over the confidence over the confidence of the confidence over the confi

> Flight of the Amazon Queen due to arrive

Inherit the earth

Life's unfair at times. There is a Aminet called Erben der Erde. As you can see, it is German the hands of American company New World Computing and as vet it is undecided whether or not there will be an English version. We certalnly hope so because the game's definitely not the same when we have to make do with translations from our Deputy Editor.

There is an AGA and ECS looks rather unusual. Rather than your usual adventure animals and graphically it looks stunning, with some incredibly smooth scrolling.

So keep your fingers crossed for this one.



As you can see it is in German. Looks good though.

SYSTEM

Top slots

We recommend the best games from the past few months



Player Manager 2 - If you enjoyed On the Ball's graphics and Championship Manager's depth and gameplay, this is sim. If you want a serious statistical football game with plenty of thrills, then Player Manager 2 comes top of the list.

Gloom - the graphics are the best yet for games of this genre. Gloom is complethuge challenge and, most of all, action and excitement. It's certainly the best attempt yet, although with similar efforts only weeks away from completion, only time will tell which one will rise above the rest.

Colonization - Colonization is a very indepth strategy game and does take a while to get into. Once there, though, it's a thoroughly absorbing title that has action than you might think for a turnbased game and it continually engages the player in planning their next move. For the more cerebral gamesplayer, this comes highly recommended.

Sensible Golf -it's certainly a fantastic little arcade game with many months of entertainment. If you can manage to stay calm during the frustrating parts, you'll find it very enjoyable - especially with four



Timekeepers - there's no doubt that this is Vulcan's best release so far, with an engaging game system that is easy to use and rewarding when your plans are successful and your troops drop through the exit one by one. At £12.99, Timekeepers





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SENSATION 2

D OF CLIPART Plus

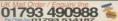




THE EPIC COLLECTION GOLD















doors, especially the ones that lead to crystals

udiogenic are not especially known for their contributions to the platform genre, being more sports-like - especially with releases like Graham Gooch's Cricket and Wembley International Soccer, and soon to be Imran Kahn's Cricket all appearing, not to mention a number of other successful games.

Audiogenic are certainly not letting themselves slide down that pit where other companies have recently been disappearing to - although, one of their latest products, Bubble and Saueak 2, is on

However, one title is certain to go ahead, and it goes by the name of Odyssey - a platform game which has quietly possessed many morphing capabilities. It's a side-on platform game which could deliver a different perspective to the already mountains of usual platformers out there. Let's see.

The idea behind Odyssev is to collect various the game. On the way through, you'll encounter a number of creatures trying to prevent you from doing so. With a large number of perplexing puzzles that must be solved to access other areas. Odyssey is looking a lot like a puzzling platformer like Delphine Software's Flashback

During your quest you will encounter a number of various monsters such as vultures, and an army of small people armed with huge swords which you must overcome to collect the crystals and proceed further. You must fight them while losing as little energy as possible, although what makes Odyssey good to play is the fact that when you do lose a serious amount of energy, you don't have to trundle around over-cautiously. Instead, standing still for a good 10 seconds will get your breath back - replenishing your energy and helping you get

One of the hardest parts of Odvssev is negotiating the bigger rocks. You can take a swipe at them

When you acquire the morphing power, it is smash smaller rocks by falling from a great height and then rolling through tiny gaps. This is essential for reaching the keys which will open the doors to the crystals.

You can also morph into a bird and fly high n't be able to reach if you were using the hero allows you to jump great distances to reach

The morphing characteristic adds a lot to the originality of Odyssev, making it something form game ground today. The idea of using adds a lot to the depth and challenge



rs which must be negotial



The small rock people will do their best to prevent you from collecting the crystal



ough, obviously, you can't hear them the sound effects are very realistic indeed



The tunnel leads to the outside bit wher you will encounter even more monsters

with your sword which will set them rolling, but you have to be careful because you may end up tapped behind it or it may block your path. These puzzles will no doubt have even the most experienced games player tearing their hair nit.

what people may fall to realise, which I'd betber explain, is the face that Odyssey isn't just a partie completed by running from left to light, illing monities and placing up the cystals at the left, you have to negotiate at the puzzles which, have to regotiate at the puzzles which, and the puzzles which was a surple of the puzzles which, locks and to various testing. They involve moving locks and over the puzzles which was provided to the puzzles which was a surple of the puzzles the puzzles when the puzzles which was a puzzles the puzzles. ing into different, smaller creatures to squeeze through tiny gaps which are only accessible to the smallest of insects.

There are several large stands to bottle through, accompanied by furly frantasic bookdraps. All the beginning, when you select an island, a human hand appears as a pointer—using very impressive method animation with the dark block shadow, which midsel is smoother than a baby's bottom. The minorphing sequences are does animated in this when it finally that the drop-lord feed it will be when it finally that the drop-lord feed it will be when it finally that the drop-lord feed it will be when it finally that the drop-lord feed it will be when it finally that the drop-lord feed it will be when it finally that the drop-lord feed it will be when it finally that the drop-lord feed it will be when it finally that the drop-lord feed it will be when it finally that the drop-lord feed it will be when it finally that the drop-lord feed it will be when it finally that the drop-lord feed it will be when it finally the drop-lord feed it will be when it finally the drop-lord feed it will be when it finally the drop-lord feed it will be when it finally the drop-lord feed it will be when it finally the drop-lord feed it will be when it finally the drop-lord feed it will be when it finally the drop-lord feed it will be when it finally the drop-lord feed it will be when it finally the drop-lord feed it will be when it finally the drop-lord feed it will be when it finally the drop-lord feed it will be when it finally the drop-lord feed it will be when it finally the drop-lord feed it will be when the control of the control of the lord feed it will be when the control of the With a large number of perplexing puzzles that must be solved to access other areas.

Odyssey is looking a lot like a puzzling platformer



The graphics of animation production of the graphics of the gr



There is a stiff amount of opposition out there ready to crush your high

Final word

Overall, Odyssey is looking very complete, especially graphically and gameplay wise. The game is already running very smoothly, with no noticeable glitches

when it's finally released I can aimost certainly see it being a huge success. Audiogenic may have latched themselves on to a winner. Keep an eye out for a full review very soon.

review



All your current information is displayed on the ight, and your status screen is at the bottom, in sicture format

Club



GAMERIAY 79% OVERALL 78%

PUBLISHER
Leisuresoft UK
DEVELOPER
Boms Computing

£19.99 DISKS

HD INSTALL
Yes

SUPPORTS All Amigas nother football game arrives as we watch another season get under way. The winter months are fast coming upon us and could be the perfect time to sit out the first rounds of the Auto Windscreen Shield and head for managing success

This time, a relatively large company who are renowned for distributing PC and Amiga periphercia are invited to try their hand at the Amiga games scene. Leisuresoft UK intend to make a big impact on the gaming front, and a football game could be just what it fokes.

Football games are undoubtedly the Amiga's strong point, and have brought in more cash than strong point, and have brought in more cash than only other genre. All the all-time greats have appeared on the Amiga and incidentally, most of them never made successful convections on the PC or any console. Similarle Societ Kick Off. Player Manages (Social off Man Utt.) — Pamier Champions are just a selection who owe their huge success to the Amiga.

Club and Country is one of the few football manogenent games that offers jobs on club and international level. Sensible Software had aspirations to the idea but if was never given the time of low. After 10 seasons of non-stop promotions, relegators and cup wells, the last thing you want to do is refere. Club and Country gives you the option to becomes too much for the relet of the pools.

At the beginning of Club and Country, you are given a list of clubs to take on in division three. They all offer competitive solaries and a required league placing needs to be achieved for the forthcoming season. This leaves you with a defined target to

achieve - failure to do so means sacking will be imminent.

Club and Country has an easy-to-use icon sytem which allows you to view all the statistics within seconds without having to plough through hundreds of merus. The icons are located on the right side of the screen, with the information displayed on the left, and your current status is displayed at



The squad select screen displays the player's ages, position and shirt number. Where are their stats?



The match sequences don't reflect the depth of the game. Also, the player's performance is displayed confusingly over the player's name



Pressing the mouse during the game will bring up a screen whereby you can change your team line-up

Cartoon to cleavage

All the usual options are included – transfers, stodam development, physiotherapy and facilities action. The garment is the amount of options and another within the actual management is poil and lost through the showing of these cotoon pictures. Showing a heavily cleavaged ruse as a physic, especially sporting a rather spitatic uniform, is a bit out of hand as today's game is no longer purely a man's. HIGHER INC. TABLE 1 LINCON THE LEGISLAND IN THE LEGISLAND

After you have finished your match, all the results will come up in a vidiprinter-like style

Country



The foot of the scene rat spicture. You begin with a tend howe, small car and a generally unappealing proportion. A you pragate model the delivers pointing un traphes and promotions, more more, will come in, thus enabling you to afford a better life. So the actual objective of the game sin it was the best fear in the world in a completely factoral wey, but to earn enough more to be ever and the properties of the p

The actual match sequences are immensely lacking in quality—there is no animated, graphical action, just a short and brief description on injuries and bookings, so you can't acquire a titue estimation of your fearm's ability. You can make substitutions and swap players around during the match, but you can't after the way your fearm plays.

Although these comments seem hash in some sepects, they are purely correlled and could have been tilded up. The depth and readers is present but simply overhaldward by the control pictures. Another problem is the research. At first glance it looks like all the players' data is present and correct because. Dennis Bergiaron is in Assend's line-up. However, it seems the rest of the squads hoven't been touched. There's no sign of an editor eithers or It looks like you're subuck with them—unfortundely.



The finance screen gives you an idea of your weekly income and expenditure



The sexist pictures come into effect again. The male builder is the one who does the work, and the female is the ticket girl

Final word

Compared to the likes of Player Manage? and On The Boll. Chib and Country doesn't even get a look in. The football game housin's becoming increasingly popular once again and it's certainly not going to be an easy task for anyone to better the management agames that are dominating today's market. It isn't a

Country is one of the few football management games that offers jobs on club and international basis 9

6 Club and

bad effort, but one which will linger around the bottom of the league, storing relegation in the face for a few seasons. It all bolls down to lack of presentation. If you already have Prayer Manager 2 and On the Ball. Club and Country wouldn't be a bad purchase. If you're that football mad, you'll probably buy if anyway!











Reviewed by Tina Hackett ainer



Thalion

DEVELOPER

DISKS

HD INSTALL

All Amigas 1Mb+

light sims usually fall into two main categaries. There's either the action-packed dogfight types such as Reach for the Skies and F19 Stealth Fighter, where you take to the skies and aim to obliterate the enemy, or there's the other, the serious kind that accurately recreate the modern-day flying

experience. Those in this category (of which there are few the only ones that spring to mind are A320 Airbus and Proflight) are the ones that can seem very bland to the uninitiated, but for those who take the trouble to read the hefty manuals and study the flight charts, they are rewarded with a very realistic

Anyway, falling into this latter category is Thalion's latest offering. Approach Trainer, the next one along in the Airbus A320 series. Made by the same Rainer Bopf which created its predecessors. Approach Trainer aims to simulate the approach of a simulator, it allows the player to practice the procedures needed to land a plane at one of Europe's 58 most important airports

The first thing you need to know is that although it is a supplement to Airbus A320, you don't need the previous game to play it and the trainer program does not assume that you are familiar with the series. So if you've never played before don't worry - you can learn from scratch (and have to read all

Starting with the training mode you are given electronic aids to help get through the procedures step by step, and as you progress you can turn off each feature one by one. You can also choose the airport, the weather, and whether you tackle a long or short approach. It is also possible to alternate between day and night flights.

When more experienced, you can try the

6 If you want a game you can get straight into then it's not for you 9

Scoring Mode where the computer randomly get erates a situation and then records the point achieved in a loa book. And when you're feeling really confident, try testing your skills against a opponent, taking alternative turns under the same

conditions Although graphics aren't that impressive, at tion to detail has been made such as improve PAPI lighting, airfield detail, and improved 'Gla cockpit' layout. For ultra-realism, accurate charts have been included too

This is one of the very few games that suppor an analogue joystick. In case you haven't got on and want to use a PC joystick instead, at the bac of the manual there are instructions on how t make your own Interface-Converter to use a Ri analogue joystick - so get your soldering iron read

Final word

Like most flight sims it is accompanied by a dauntingly thick manual - so needless to say, if you want a game you can get straight into then it's not for you. However, patience pays dividends and if you take the time to plough through, you'll find a very rewarding and very comprehensive title. The graphics are rather grim, but this shouldn't bother true sim fans too



CTG5-3, CATALOGUERS

GCB3-1. GOURMET COOKBOOK

GRN3-1. 3D GARDEN DESIGNER

WP4-2. VIRUS KILLERS

SPECCY EMULATORS

FS5-1. CENTREFOLD SQUARES

BF07-4. BABYLON 5 OBJECTS

AEP5-3. EVERY EMULATOR

NT7-3, FANTASTIC FONTS

ATC5-2. AMIGA POWER TOOLS

1-1. CATALOGUE DISK

GFC5-2. GRAPHICS CONVERTERS

JIFC7-3. LITTLE OFFICE

ABS6-4. AMIGA BETTING SHOP

GRL6-3. GIRLS, GIRLS, GIRLS

LKA6-3. LION KING CLIPART

EPU5-2. DISK DOUBLER

GFX13-10. PRO. MONO CLIPART

JIT4-1. CHESS & TUTOR

LTP8-4, LANGUAGE TUTORS

CCF5-2. COLOUR CLIP FONTS

PSW10-4. PASSWORD SYSTEM

CRD10-4. CLASSIC CARD GAMES

VID12-6. VIDEO TITLING TOOLS

PSF7-3. COMPUGRAPHIC FONTS

MPC3-1. MONO PAGESETTER CLIPS

CCP9-5, COLOUR CLIPART

MWB3-1. MAGIC WORKBENCH

HWP4-2. HARDWARE PROJECTS

TYP3-1. TYPING TUTORS

□NRL4-1. NEWS MAKER

SCF7-3. STUFF COMMODORE FORGOT

TNG5-2. NEXT GENERATION WB

LWP5-1. LOTTERY WINNERS

DRV3-1. PRINTER DRIVERS

☐HDT5-2. HARDDISK TOOLS

AHD7-2. A1200 HARD DISK INSTALLER

DRT5-2. DISK RECOVERY TOOLS

WFP5-2. WORD FINDER PLUS

WGB5-2. WORKBENCH BACKDROPS

STG6-3. STARTREK GAMES

DSP10-1. DELUXE STRIP POKER

RDS3-1. MAGIC EYE KIT

TXE3-1. TEXT ENGINE

BDG10-4. CLASSIC BOARD GAMES

ARCS-2. ARCADE CLASSICS 2

ABG9-5. AMIGA BEGINNERS GUIDE

□EFB2-1. ESSENTIAL FOR BEGINNERS □STB5-2. STARTREK MAGIC WB The EPIC Collection CD

FIN7-3. HOME FINANCE



K

ompart return to grace the Amiga screens once again. After many months of pure speculation, Turbo Trax has finally arrived - in Ferrari-like fashion too.

Komport, reportable for the chandrance of Antigor relices acting these last five mortiss, ore oating to their already well-developed collection a challenge for the likes of Overdrive and Roadill, linke hew were proficularly successful composed for the like of Overdrive and proceed pure challenge and action. The lides view processing the linker of the linker of the lides view to race against a series of appearents in various cass. A whole heat of thacks were included making they are the linker of the linker of the lides view.

During the early 90s, Supercora was Introduced on the Alart forms. Idear making its way octors to the American Lider making its way octors to the Amiga. This was viewed for-down just like Ninc, but where Nitro falled in terms of variety, Supercors filled the spot almost too perfectly. Featuring an option to buy more cars and progress onto later tracks, Supercors' success was inewtable. What made Supercors' success was inewtable, What made Supercors' success was the fact it offered a different perspective. The idea of layered tracks was welcomed with

open arms by games players evenywhere.

After the recent releases of Roadkill and
Overdrive, Turbo Trax is the latest top-down racing
game. After being in the pre-production phase for
months, will it finally assists driving test?

There are three modes of play – Accode. Time ficids, and Pacids. The accode mode is bacically to beart five other computer apparents to cross the line first, placing up some cash to speed on your car to increase its handling and power. After you complete or crose, you are given an umber of items to buy to increase your cords capabilities. You can buy five hypes of engine, steering wheel, fuel and fyviss. The better the component the more expensive if the.

in the arcade mode, the computer opponents are especially hard and the cor in pole position olivarys seems to be half way round the course before you've even turned the first corner. It'll take an enormous amount of practice to enable you to come first, or even second.

To slow you down, various obstacles are placed

Comparing cars

There have been a significant number of togdown racing games released recently, namely floodsill, Overdrive and Micro Machines. In the past we have seen the likes of Super Spirit. Nitro and Indy Healt Oh, alright, so Indy Heal wasn't specifically top-down but more of a mid-slanny top view that worked surprisingly well.

well.

These are the only commercial releases I can think of. Most of the top-down races emerge from Public Domain, and some of the decent PD racers include Moose Drive and Road To Hell.

on the tocks - the oil is undoubtedly the weal leveling sold that, it and as flustforing as you can imagine. On most rooning ames, stiding on oil se send you coeping flet the crash before, arrival palace. However on Tubo Tiac, the flustforing place. However on Tubo Tiac, the flustforing to a set just down right. If you do happen to be in an unovolable position resulting in skidding over on all leak, the worst find can happen a simple. 300 degree apin followed by a lost a started to the most that the started started in the set of the started of the started to the set of the started of the started of the set of the set of the started of the set of the set of the started of the set of the set of the started of started of started of started of started or started



Don't forget to brake for the pedestrian crossing Oh, and don't run any grannies over either!



Driving over the bridge in the snow. It's certainly not a wise idea to practice handbrake turns now!



The desert track is the perfect track for a bit of fun with plenty of dunes and jumps



Arcane

HD INSTALL

wed by Andy Maddack

6 the car in pole position always seems to be half way round the course before you've even turned the first corner. It'll take an enormous amount of practice to enable you to come first, or even second 9

other mode of play is Practice, whereby you can select any course, any car, and can get to know each course, so when you come to take on the arcade mode you'll have an idea of the corners and where and when to brake etc. The last mode is Time Trials whereby you have to complete the disk for future reference.

To help you in your quest for loads of cash and a decent reputation, there are all sorts of helping your damage, money to give you something to that extra speed - maybe enough to carry you across the line in first place. There are three types



Crossing the finish line in first place is prob. the hardest task within Turbo Trax



car and achieve a better position in the next race



review (

Gearbox problems

Every car I have known has had problems with it in one way or another. If it's not the gearbox you'll probably have left your keys inside. It's funny the way all the problems seem to occur just after the two month warranty has expited. Oh well. thankfully none of these problems

Although every car featured in Turbo Tax is externely high powered, you wouldn't really expect the type of acceleration you are presented with. The gac changes are noticeable, unlike many other races, and the pitch of the engine note is also heard. Most games seem as if they are controlled in first gac of the time, and a high pitched reading note becomes externely ananyting.

immensely. If you do happen to get hammere

off the side of the track, the possibility of getting yourself going within seconds is very remote – as moving up to sixth gear seems to take a life

Although there is a variety of cars, there isn't any actual difference between them. For instance, you'd expect than an actual one car to have a higher speed than an affected to the car to

index a impliet speec in inch an inch and inched an index. You are also given a dampage bar. This will not a long a good and a long and a long

of car which race on their own respective citu. For instance, you won't find a Formula One funed oar racing on a dirt frack. There are quite a few different styles of tracks, with around seven or eight mapped out differently. There are street, snow, dirt, and racing fracks which require various types of handling because of the conditions.

Before you take on a frack, you can tune your can to sait the circuit. Colously, if the next track is or spend money on handling and grib by purchasing the steering wheel and fryes. There is little point in purchasing a high-powered engine because you'll spend most of the time going for too fast and spinning out of continuit. Vou have to master the carset-up screen before aftempting a race or you will undoubledly come nowhere.

The car spriles for top-down racing games are basically of a standard appearance. They are kept very simple because they have to be manipulated at every angle to make them smooth and fluent. Intoo fracts spriles are simally appearance of the control of the control of colination on the cars themselves because that would simply complicate the speed and definition.

The tracks and backgrounds are good, making it pleasurable to play as well as biting easy on the eye. There are different kinds of scenery to add enough variety to keep you playing for a while. There is a street track which is mapped out with cones – these must be negotiated along with the other five cars to complete the frack. As Turbo Tax runs quite fast, it is difficult to see which bends and corners will be coming up Memorising them won't work either because there are simply for foo many of them to candian one will be picked as well.

The computer opponents don't really give you much chance of catching them, never mind beating them. It will take many weeks of practice until you are good enough to challenge for first place.

Finally, the sound effects are very realistic with engine noises and the screeching of brakes. These all add to the excitement and action - atthough not that much.

Final word

Overall, Turbo Trax is a fairly good game. It doesn't include anything special or mind-blowing. It's simply another top-down racing game

ing, it's simply another top-down racing game - although the main point of the game is the fact it simply plays well and is quite enjoyable. The variety of tracks and cars gives it a large lasting challenge as you have to adapt for each one. The graphics do their jobs and the large plays and it all adds up to a really playable game with many months of enjoyment.



Going over a turbo boost will give you that extra speed which is invaluable for keeping up with the rest of the pack



The starting grid is the best place to zoom into, at least, second place,



The Formula One set-up is far more involving than any other car/track combination



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preview



The tasteful box cover looking like a cheesy '70's porno

6 Gratuitous breast shots, fat **old men** farting and offering all other stereotypical traits of the gambler

Hollywood

By Tina Hackett

omputer Poker is normally a genre reserved mainly for the PD pages or an excuse to show scantily clad bodies as in Strip Poker. But now new company,

Desert Star Schware, have taken the seedy underword poker science and incorporated if into a computer game. If books like being a ferminist ware nightman with gradullous breast shots fast old men farting, and it offers all other stereotypical trads of the gambles Fortunately. If is all done tongue-incheek and the end product will probably be a combination of Rob C Nebbit and listure Sut Lamy.

The story sets you as a bit of a loser really. Well, to be kind, you've just been unlucky. You lose your job, your girffiend leaves you, and your car gets repossessed, all in the same day. You are on the street of Hollywood, alone, when you find yourself enthoed into a dingy club and into a poker game. You face three other rather dublious characters.

You face three other rather caubicus characters and can select the level of difficulty from Rookle. Average, or Hustler depending on your skills. The rest is a straightforward Five Card Draw Poker game with all players placing their bets, and so on. Control is via the joystick and you play until you're brake. The PR butb accompanying the preview copy

boasts over 1Mb of speech and FX, and so far



Two table options are available this is the more decent of the two



Hustler



The cinematic introduction tells the story - you are down on your luck, so you enter the club

farting(?), and a "Raise you five" uttered in an American accent by your opponents add to the seedy atmosphere. And unlike other games of this kind, Hollywood

And unlike other goines of this kind. Hallywood huster promises to make each game completely different, with all cads being dealf of random each hand remains known only to the player holding them, so the computer con't actually cheat the opponents' thinking lost varies each time so, for instance, they may or may not bluff, or may be more aggressive.

A cinematic intro will also be used to create the feel of the game, and depending on how well you play, you will get one of three endings.

It certainly looks different and rather entertaining. Even the game box conflinues the tongue-incheek style looking like a cheap '70's porn film, and with the green baize trim you could almost be there!

Grim

Hollywood Hustler has a cinematic style and tries to provide a little more to it than just the card game, hence the reason for the characters which are in keeping with the style.

Mentano Sim is the chair from the dinner neal door to the club and as you can guess by this name, as well as enjoying 'broads', and gamtiling, he's disc into his food and boose in a big way. The others are Joe, an existites gurur who is now the manager of the Passyord promitheathe, and Chuck, a would-be movite star and an ight cless of the more! A fall and is Jackie, doo known as Miss Astroadse, a stipper from the expect caborer but. All sounds





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Amiga Computing

budget



Using planes and submarines are just a few



From the command

White Death. Bravo Romeo Delta, their brand includes all kinds of new strategic elements that differ from the first attempts.

DS are a company who are quite

include enough tactical depth to keep you

The idea behind the game is to take complete control of the US strategic forces which for the US Air Bases, and your job is one of responsibility - to launch a limited attack to pretargets.

ters, and each one takes you to another screen

Romeo

Reviewed by Andy Maddock

covering a different part of the game. Not being a nuclear/war/strateay fan I wasn't really looking forward to ploughing through

There's no doubt that the game was written studying it in great detail. They quite obviously with these strategy games is the fact that the programmer includes all sorts of nonsense that cannot be understood. Bravo Romeo Delta includes a manual that explains every part of the game. After a few minutes, you'll pick up all the strategy jargon and soon be processing

I can fully understand if people turn their noses up at Bravo Romeo Delta - It's certainly not the most popular genre but it does appeal Having said that, even the small minority may

not be able to put up with the untidy and appalling graphics that are very difficult to see. Even the icons located on the left side of the picture attached. You will have to check the

In terms of war and strategy, there are no other games that immediately spring to mind, so I think it's quite safe to say that Brayo Romeo Delta is the best of its genre despite the odd graphical glitches here



SubVersion

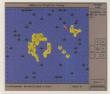
ou are commander of the submarine 'Nautilus' and your mission objectives are to locate all enemy within the area and destroy them. Subversion is the second release by

Guidholl Leisure introducing the worlstrategy approach, and is only slightly more accodey approach and is only slightly more accodey than Brave Romeo Delta. You are given a huge sottlefield play area in the middle of the screen, and all the options are located around the edge of the screen. These tange from filing threedos to checking your status and looking threedos to checking your status and looking

The game is basically self-explanatory and a huge session with the manual lant really leading. All the menus and options are located of the top of the screen, making it very userled with the package is the code protection sheet. A series of numbers are presented to you and you must find the corresponding letters and match them with some more numbers on the weeter side. If would have been clay, but if weeter side. If would have been clay, but if sepecially with a case sentitive code wheet.

The main display in the centre of the screen displays areas of combat and locations of enemy ships, land and subs. Not only do you have to destroy enemy ships, but avoiding and destroying mines is pretty much a secondary mission chilective.

The graphics are fairly simple, but there's more than enough depth and tactical gameplay – in fact, Subversion does become repetitive and boring after a while, because you happen to stumble upon the same attacks over



The map shows all the locations of then enemy. Make sure you choose a route that steers clear of mines

and over again.

If you want a good, serious submarine simulation then I suggest you check out \$5.00 War 2050. If hos the same amount of tactics and gameplay as Subversion but the graphics stand out so much further. It's like an underwater flight sim and gives you an exciting role to play

As it stands, Subversion is an innovative idea with plenty of challenge to keep you going quite a while. If you can put up with the appoiling graphics and the small minor grabut the code wheel, then I can recommend Subversion only to submarine (68%)



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Although SubVersion contains some nice introduction screens, the game itself is certainly not of a professional



SYSTEM

hints & tips

Jungle Strike

Stuck in this strategic blast? Try these levi

Return home River raid Training ground San Pulaso city Sub attack Mountains Snow fortress Night strike End screen ITRLTJK3BPY G3TGDBR9C9 6PBLHZJF4L 'HJ94MC7JLN SMKVSPGC7X CR94SPGC7V VPYV4F3BRG3 JMCRLGFDY6G J96YRWT7Y6



Terminator 2

This game too hard for you? Skip over those levels by pausing the game, pressing F1 to F10, fire, then Esc.

Impossible Mission 2025

Top game! Top codes

Level 1 ETQFJXX EXQEJXE Level 2 FBQDDX FFQCVX FJQCHX

D Le

GGQKTXVF vel 5 GKQJYXDI GOQJFXBK GSQFDXZA

Zool

Level select: type GOLDFISH on the title screen, then F1 to F6 while playing!



Chaos Engine

If you still can't get anywhere in this game you're a bit sad really, but that's what we're far eh? These codes will sort you out:

World 2 with infinite money World 3 with infinite money World 4 with infinite money 6UCDXU25S7V2

ATR (CD32)



Annoyed because you can't play those later tracks (like Space and Alien Planet) in two-player mode? Fret no more! All you have to do is reach them on one-player mode, lose a race, enter your name as ATR, then you can select them in two-player mode. Wichey!

Zeewolf

Level codes! What a surprise!

Shark Fishing Pal in dome Twenty angry me Mind the hippos Brass Rumblings

IMAGO TIBUROW nen ARGUS MARTEN S SOCKIN GANNPAY

Pointless but true: type in FRAMPAGE on the password screen to fly an ever-so-slightly superior plane instead of the old "conter."



Top Gear 2

I've heard of annoyingly long and complicated level codes before, but this is ridiculous. It's bad enough for the gamesplayer, but I have to spend years checking them as well. AAAARCHI

One Player (sigh...)

Britain
Canada
Egypt
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Germany
Greece
India
Ireland
Italy

South America

USA

JPNJ + VS. PNI S 47CS3 ZASHH HEFR BAHL GROW ZAHT MHG60 IFBS 58EZ HIPP MSTS (201F FOSW 28EY SBR MSEDG HERST) HEF BOSE JRNS 3MOTT 521F GPIC GLOS MONT SAMFT C-SWW WNJB HHG *SAMY GPPMM FD44 STS BBELBETT SIGTE SSYW CTG+ CXDV GSS FCUYS -ED44 GPM- 1229 PRS - GSMAM NIHOT CG64 JFAO VBHCT BAS C NIHOT CG64 JFAO VBHCT BAS C NIHOT CG75 SEZ SGT IN WO 84ET V HOCCIS

WQ%9 1P6G HLM4 2QVYT GCB22

Two players (no. please, noco)

Biltain Canada Egypt France Germany Greece India Iteland Italy Japan Scandinavic South Ameri

688 #019 HMMW 345M N.HT7 Led3 LCSG 369C TJ24TC LGT5 LCGG 5862 N9P1 C.7NGT PLB8 8NMC GGF4 589D ISAM* IFNU (ICSS PUM GEP7 1 ICSS PUM GEP7 275M STPM ITS 1 GF64 D/IS-W 41N-3 LSM GNS7 LLMM 4FD4 (IFX-498 DLS 1 ICSS IN 1 IC

Robocop 3

lold down right shift and ype THE DIDDY MEN in the game to become invincible. ofter this you can press Esc a skip to the next level

Beaver

When this cheeky little came begins, type BIGBIG-IGB and you can skip levels by pressing F2.

Mr Blobby

Why Millennium thought they needed that fat pink blob of pure evil to promote this perfectly good game is beyond me, but here are the codes if you need them:

ere are the	codes if you
Level 1	BABE
Level 2	OOAH
Level 3	DAKD
Level 4	EMEA
Level 5	FLAF
Level 6	GGAK
Level 7	HAAJ
Level 8	RA IM

Level 10 FTAN
Level 11 GOAS
Level 12 AAOB
Level 13 OOBI
Level 14 DBLD
Level 15 ENEB

bvel 16 FMBF bvel 17 GGBL bvel 18 ALKB bvel 19 BBJN bvel 20 OKBQ bvel 21 DBTL

vel 23 GOBT vel 24 AADO vel 25 OOOJ vel 26 DOMB vel 27 EOEO vel 27 FNOF vel 29 HOHL vel 30 BOJO

vel 30 BOJO vel 31 DOUL vel 32 EWMO vel 33 GOOU vel 34 HOPT vel 35 AAED vel 36 BDBH

Level 37 OODK Level 38 FODFHI Level 39 BDJP Level 40 DDVL

clauses

Stuck on a particular game? Martin Shenton (our resident work experience lad) helps you out of your pit of despair

Alien Breed

Press CAPS LOCK on the player select screen and it's extra lives

Alien Breed

Let's face it - this game is ha

Lervel 2 353828 | Lervel 3 108383 | Lervel 4 1370101 | Lervel 5 92822 | Lervel 6 847464 | Lervel 7 37373 | Lervel 8 928122 | Lervel 9 267364 | Lervel 11 079921 | Lervel 12 11 079921 | Lervel 12 11 079921 | Lervel 13 101221 | Lervel 14 103992 | Lervel 15 998112 | Lervel 15 998112 | Lervel 15 598112 | Lervel 15 598812 | Lervel 16 155332 | Lervel 16 155332 | Lervel 17 155332

K240

Type these on the main view screen then press return:

ICBM SKYSCRAPER LOADSADOS TELESCOPE LEMING get four of every satellite and missile! Wowl cuts down that construction time hmm...! wonder what this one does... shows all the asteroids , adds 50 to the population shass all the gateroids, literally!





6 Virtual style 9

market and unfortunately their first game, Touring Car Challenge, left a black mark against their name, receiving pitiful review scores. However, their

forthcoming release, Virtual Karting, looks likely to redeem their reputation and unlike most of today's rather predictable race-'em-ups, this title

for this latest 'virtual' style. Two views are available - a 2D overhead angle where you can zoom in or out, or a 'behind the kart' 3D angle. Both work pretty well so far and the 3D angle gives a good impression of speed, whereas the 2D overhead

There are three tracks available, one is the simple figure of eight style, another a taxing windy track, and the last one is for the experts only because as well as hairpin bends and sharp corners, you are in danger of falling

the track. Overall, three tracks do promising update disks at a later date. Another limitation could be

that it doesn't have a two-player head-to-head mode but even so, it still seems like a fun game

The gameplay feels very responsive at this stage and is easy to control. Game speed depends on your machine, and with a standard A1200 you can expect 25 frames per second. to 50 frames per second. Sound effects are also fairly realistic and are

close to the real thing, and a quite acceptable intro tune gives guite a polished feel. What also looks nice is a 'Fly-by' helicopter preview of the

Control of the game is either by digital joystick. mouse, or analog joystick. The player can also choose whether to race in a 100cc kart or 125cc. and manual or automatic gears are also user-definable. Unfortunately, the screenshots don't do the

they don't grab all that well, but they'll give you some sort of an idea anyway. The game is AGA only and is due for release this month



is no head-to-head mode at this stage

By Tina Hackett

arting



professionally presented

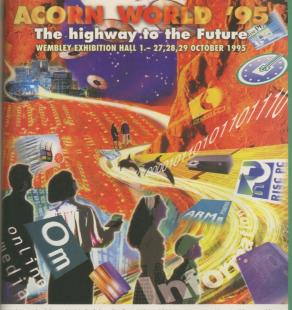
in the near future. Planned for late '95 is Starfighter, a 'ground breaking' shoot-'emup. League Monitor is also in development allows the user - either home user or profes-



A 3D view will give an in feeling of speed



With the overhead mode you can zoom in or out



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preview



The polygon graphics that feature in the external views are looking quite spectacular

ince the success of Geoff Crammond's have been crying out for a sequel. Unfortunately, it was announced it will PC. Now, a company willing to take on the challenge of creating a similar version are Kellion

looking mightily impressive.

Leading Lap has been in development since December of last year. Almost 12 months have passed and hopefully they will have studied the Christmas crowds as well as having the premium MicroProse.

You can see from the screenshots that Leading Lap looks like a liasaw - put together by pieces of other racing games. Formula One Grand Prix. Hard Drivin' and Sega's arcade, Virtua Racing, all seem to make some kind of appearance, araphically

However, the plot behind Leading Lap strays from these three. The idea is to race ground many different European countries and gather enough points to top a league containing five other drivers. The drivers will have their own particular personalities and characteristics so obviously, there will be many budding computer-like Michael Schumachers out there.

There will be three greas to race ground. as three different cars - formula one, rally and

The polyaon graphics are looking particularly detail from trees and bridges to large buildings.

You will also be able to set the angle at which the external view is observed. This enables you to change the view by the press of a button to see who is ground you, whereas in Formula One Grand Prix, to see who is behind and in front you have to toggle the views awkwardly, and eventu ally you'd lose control of your own car. This option is present too, but it works far better.

In Formula One Grand Prix, there are three different angles from which you can view the action. With Leading Lap there are more. You can view from inside the cockpit to anything up to a zoomed out view - much like Sega's arcade Virtua Racing. This particular arcade boasted all these angles and, surprisingly, Leading Lap Is shaping up to look like a close Amiga version.

By Andy Maddock



This is the view from inside the cockpit. As you can see, it's very similar to MicroProse F1GP



This screenshot proves what a graphical feast Leading Lap is going to be



varied with many trackside objects which hopefully won't slow the action down

6 race around European countries and points to top a league other drivers 9

Final word

Another surprising aspect is the speed. It is nessed in this genre. Usually, to make a racing Leading Lap contains high detailed back-

GUIDE

Leading the way in Amiga advice, the definitive guide is back to keep enthusiasts fully informed



ystem M		113
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Magic labels

don't know if you remember them. But there used to be these Mayor Drawing table inow. To the growth of the supplied them them with the supplied them. You could write and draw on them with the supplied them. You could write and draw on them with the supplied them. You could write and draw on them with the supplied them. You could write a being the supplied to the supplied them. You could write a being the supplied to the supplied them. You could write a being the supplied to the supplied to the supplied them. You could write a being the supplied to the

-anything remotely pointly easily. But the really groovy fing about them was the fact that once you had covered the entire area of the tablet, you could simply pull this integral sider across the juriace of the tablet leaving you with a pristine surface on which to draw once more. How does this relate to anoth How does this relate to anoth.

Amiga-based? Has someone developed a smilar method for clearing the screen in PPaint? Well no. It's a bit more mundane than that. The Magic Drawing Tablet approach has been appropriated by a manufacturer called Re Mari. It for their range of disk, video and message labels. You can write on the blue-ish part of the Frank Nord peruses some nifty labels in addition to the sage advice he dispenses



label using your fingernall or a twig or whatever, then, when you want to clear the message, you can put your finger on the green arrow (the green activator



Now that's magic he says in his best Paul Daniels voice Arriiga iviedical Part 10



pulsassing accide on for posterity, and the making our mark on for posterity, and the makings blade come in two vestels—as the disk blade come to the a packet for 12.49 you get the video tables for the same pice, and the small mesuage tables are \$1.90 for four—the big message tables are \$1.90 for four—the big message tables are \$1.90 for four—the big message tables are slightly more expensed at \$1.90 or only two. If you are interested in these and firm sure you are then get in consist with the First Computer Corner on \$11.3 2.319541 immorbative to solero visa order.

So, onto other business. I think that this month! should tell you how to get in oil stuff, rather than putting new stuff onto your machine. So we will start with unwanted assigns. You know how you have a drawer assigned and you want to get not it, but Amsgaloot brings up an alers saying "Cannot delete blandblath, object is in use." Well, if you he he Shell you can usually get nid of assigns by typing the assign name followed by ciferon are some your properties.

assign blahdiblah: remov

This will usually let you delete the offending directory be the Dismount option if it's a device you are tryin to get rid of rather than an assign. Atternatively, if you have the assign made in your user-startup cripit, yo can always remove it from there and then reboot Assigns aren't usually too problematic to get rid of, bu there are other items that might chew up memory tha you would do well to sort out.

ENVARC: directory. Numerous programs use ENV: to store settings and preferences, programs that you might no longer use. The only way to make sure you

Wasting space

aren't wasting valuable system resources is to trawl through ENVARC: periodically to check for offending

If you are using a file manager file DOpus or Dollmates you can only on to many to the princip up an assign list. If you can the less suitable file management program, you can do the same suff by opening a land window and coll right bit MARC. If she are suitable to be compared to the control of the an icon so you'll need to show all files from the Window menu of Wortsherch first.

Anyway, by whatever method you reach it you should eventually find yourself within the ENVARC: drawer. The only files that are really important in ENVARC: are contained within the 95 drawer, but that doesn't mean you can go deleting all the other files willy nilly. The files in the Sys drawer are all your Workbench preference settings, like the font you Workbench screen uses, its resolution, number of colours, etc.

This is very useful to know if you make a mistake and save innerthing in Prefs that you can't use — for instance a DREML screemode on a 1004 montor. If you have done that then the best you can hope for a a 10kk screen, but you might champe your montor. The ming to do is to bow without a stamp-topuence and call to syspersizem-archiverlys and delete the filler screenwork year. Hen you can inapply redoct once consensation, and then you can inapply redoct once continued useful. Then you can inapply redoct once the property of the property o

Sometimes the preferences stores in ENVARC: are held within their own drawers inside ENVARC: are held within their own drawers inside ENVARC: a this makes it really easy to see what you are doing. If this limit the case, you can always move the questionable files elsewhere and reboot to see if the files are required by any of the programs currently running on ware marking.

Obviously, you will need to run the programs you have on your drive to be able to check whether the files you have moved are needed.

Directory Opus Request

An error occured deleting "blahdiblah"

DOS error code 282 - Object is in use

Iry Again Skip Error help Abort

Time to 'assign remove' I think...



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Cover version

y good friend Errol at EMComputergraphic approached me a while ago and asked if I could produce

and asked if I could produce some cover artwork for his upcoming CD-BDM release. I agreed and he sent me some stetches of what he thought would be nice. I glayed around with the concepts he gave me and decided that Light TWA would probably prove the best solution for the

The initial text, Phase I was the Inst timb to deal with. Light/Wiev actually provides good facilities for converting ProstCorple type typefaces into 30 objects, altern on quite a fice as Imagine's for a change, so nother tima having to build the text from scratch! smply loaded the appropriate forn (Lipiter from the Safari Fonts collection that EMC settle and extruded it.

seel and entruded it.
I decided to bevel the text as it looked a
bit bland and flat. At this point I checked
with Errol to see what he wanted in terms o
toouring for the text, and surprisingly, he
went for my first choice which I had meetly
selected for a set render. At this was was a
slightly glossy red for the front, the sample
texture Bumpy Chrome with the bump enroved for the bevel, and the sample

texture Gradient for the sides of the letters. I did several test renders of the text at different angles, but decided it still looked too flat, so I changed the focal length of the lens to distort the end result a bit more. Endid didn't like the jounty angle I first put the text

Things to

note

Looking back at the image I produced.

the cover a space theme again.

clichéd these days. The second thing is

Photoshop and take a lot less time than

commission, so I didn't need to save

time. Lastly, it pays to try and extend

Ben Uost talks us through a recent commission



For the background, which was rendered separately. I set up a scene using the random stars object which comes with LightWave. a pair of lights Jone to provide a fill, the second for the lens flarej and some objects. These objects were based upon the content of the CD-ROM and consisted of several pictures.

RATIOS AND EFFECTS

To retain the appets ofto of the pitames. In made there deplet is some size in contracted, at the pitames were in pites. I discussed the less in the pitames owere in pites. I discussed the less in the cument ower most own to the size and the cument out of the total cust of this of the less and the cument out to the total cust of the cust of

I composited the Phase I test onto a Lone preview of the background so that End could get some does of what I was trying to do. He liked the base idea but suggested some improvements, including a couple of flying CDs to go onto the cover to rain home the point of the arthoris. So I generations Executing, Trivial to all representations, or we came

to agree how the end result would look.

Now that I had completed the building blocks for the image, I rendered them once more, this time at a higher resolution.

Because a CD rover int all that livroe. I only

rendered the images at 'high' resolution,

less time to render, hopefully without showing in the final print. I ended up an image that was about a thousand source for the background.

I had done the early compositing in ADPro, which was fine for the purpose at that level, but for the final antwork I decide to fire up Shapeshifter and use Photoshop on the Mac. Photoshop is what ImageF/X should, and perhaps will be. The most

Amiga 3D Part 7



reportant leature for me was Protocologis acity for multiple, independent layers in the same picture. This meant I could haveleparate, discrete elements, like the Phase I logo, the normal text that appears on the cover, the background, and the glow as individually editable pictures.

scaling the Phase 1 logo and it placement on the background, without needing to keep reloading the picture. I also resorted to using Quark XPress for the layout of the CD on the page because PageStream still cannot print separations (a really serious fault for a professional DTP package, I kid

So there you have E. From original sketch to completed image in less than a page. I only with it was as paintess a process to create the image as it was to write about it. That having been said, I did have a lot of flun doing the work and if you wish to see the end result. I can only suggest you boost EMCs coffees and buy the CD for yourself.



Caption required

VEMBER 1995

your software collection. Had I only been able to use. LightWave and ADPro for this cover image, it would have been a lot more bland than it currently is.

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A splash of paint

he aim of this tutorial is to help you get the most out of your paint package and as a result, show you hour, show you hoo doign great pictures and animation.

I will be demonstrating how you can be demonstrating how yo

preate realistic looking backgrounds ricluding natural backgrounds, choose the correct colours and spreads, preliminary design techniques, brush nanipulation, special effects, animatii techniques and much more.

Although most of the screenshots in this tutorial are taken from Brillance 2.0, the subjects covered will also apply to those of you with Deluxe Paint or Personal Paint. I have used terminology employed across all these packages so thus can find the appropriate reference or the can find the can find the can be seen the can find the can be seen the can find the can find

ROUGH SKETCH

The first step when designing any computer-oriented artwork is to miss sure you have a rough on paper from which to work from. By designing or paper first, you can easily correct an enhance your scene without wasting precious time in your paint package.

When you are happy with your



by using dithering techniques you an build a third colour from two other colours and ease the strain on your palette

Don't go spare

One of the most useful tools in any paint package is a Spare page, normally accessed with the J key. While designing backgrounds you can use the spare page to test different effects before applying them to the work page. In fact, the spare page prover such an invaluable page that I regularly save mine so that useful bits and pleces can be retrieved whenever I need them.

Steve White explains how you can join the artistic masterclass and improve your desktoo graphics techniques



Creating the right colours is the first step in any graphics venture. Use them wisely or suffer the consequences

that may be required. A spread is a range of colours blended between a start colour and end colour. You may want to contail a spread of greys, in which case you simply select your start colour [black probably], select Spread, and then click on the end colour [white]. Your paint package will automatically fill in the loos between start and end with the

Obviously, those of you with AGA achines will be able to create more tensive spreads, allowing for smoother anxitions between colours. However, ore colours invariably means more ork, although the finished artwork will ob better than a 16 or 22 cripus image.

COLOUR SELECTION

the most

nor mose or you wern non-what machines, the side of colour selection is a more difficult one and of colour selection is a more difficult one and you may find your scene doesn't led to life to the will be 16 or 32 colours. If you also require spreads, you may even have be consider HAM (Highd And ModBly) imode which is extremely you in the polium Paint. Renember that it is the foreground elements of your clearing that you region that you of most importance—a background can easily be Colverdo by yout a single colour, how at

One way to fately create colour transitions (proved) is to use dimensing. Dittering widths by creating at chess board pattern made up of has colours. Due to the residence, the effect fools the cycle fitto thinking its seeing a new colour. If you differed the dand white it would look like pink, green and find appears as belyon. If you do not own an ASA, machine it may be a worthwhite everce to acquisity create an image with different to acquisity create.

Alliya 2D Fall I



ough it's tempting to start your gan with the foreground, the best is to start is the background. The ignound is invariably the simplest nent in design and can act as an of the start of the start of the popular disciplines in computergn is patience!. It also acts as an elsent reference for your foreground nents and you may even find better boning than you originally un originally.



There are two styles of natural background - realistic and cartoon. Whichever you choose, they both dictate the style of foreground graphics

The real world

Probably the most hightening type of background is a natural one. The sex, land, rock, sig, desen and snow are all natural backgrounds that make artists crings. The problem with natural backgrounds is that critics won't allow for instakes, if it's the inside of a spaceship or building you made up it doesn't matter what people say, because it's your creation.

There are two ways to design natural backgrounds and both work equally well. You can go for the realistic design in which you attempt to accurately recreate the background as much as possible, or opt for the more cartoon look, using less colours and taking less time.

dictate the foreground style to some degree. If you create a complex background with many colours then you'll probably have to do the same with the foreground elements. Therefore, for those of you with non-AGA machines it may prove a sound decision oping for the cantoon-style background.

In the next issue I will be explaining in detail how to go about designing natural ackgrounds – both realistic and cartoon. I'll also be taking a look at Gradients and low they can speed up the background process.

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Defining an Allexx function as a procedure is. for the most part, a good thing to do because variables and data used within that function then modified by anything that happens in other areas execution environment and as scripts get larger.

parameters. This approach is fine if you've only

As you probably know, Allexx provides an

be done to make the whole set of pseudo-

Coming soon

developed. A questionnaire program or simple flat-file database utility are two applications that come to mind and, in a few months time. If the returning to the script we've built over the last few issues to explain how things like random access file handling facilities can be added.

way of using a fully-fledged ASL fill requester in your ARexx scripts with just a single line of code. Trust me – it an issue that you must not miss!

How to expose 40urself!

constant definitions defined in just one place within the source, but eliminate the need to pass

Stem exposure is then an extremely useful method for making suitably defined data sets available to a procedure. Another change made

pseudo-constant

The display may look the same but underneath the surface some significant code changes have been made

you'll notice that I've been able to make the procedures by just exposing the f. stem.

> these two routines have been created as procedures they both need their own CSI

/* inverse video style command */ I* inverse off command */ /* italic text style command */ /* bold text style command */ /* underscore text style command */

Listing 2: The example program's static variable data set in its new stem based form

Listing 3: The modified versions of the routines shown



That got your attention course, what Paul Oueraa is talking about this month is ARexx stem uariable exposure, but you knew that



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he internet is big. I don't really mean big. I mean BGI it's got millions of Res; it has millions of Less as millions of Less as millions of Less as the millions of Less are you going to home in on the pages which less your interest if you can't find them. It's not omuch like a needle in a haystack as a needle na needle forching.

In record school and the service of the Section of Section Sec

Most of the original search engines started out as lists of sites, just classified lists which enabled you to scroll through topics and pick

Take me to your header

Web has grown a thousand-did since then and those old lists and lists of lists have grown a little bit long in the booth. What was needed was a way to search the lists and give the user a sorted list of those entities only containing the keywords. This was possible using scripts which can generate HINE, pages and squirt them to you at your browner, so sites like Yahoo and Looss were born.

ptem has now moved over to a search ngine, so you can pretty much guarantee that a site exists, you will be able to find it within about 15 minutes of goofing about with search engines. In the old days it could have taken days.

report back if you find any rice borny sizes. I want to have a copy size corner, and Thi looking for size which make you laugh, cry, sick, make your hart sand one ond, in fact make you do anything occest go someplace else. Find your (Liffs to Phil South Corner Golumn, Angua Computing, Meda House, Adington Park, Macceleried SA10 4NP. Look forward to hearing from you.



Some good starting points

E STADOL SE

Yahoo – this is the fun one, and it has a lot of very cool links, as well as some very good serious ones. This should be your first stop, and if you get fed up with not being able to find what you want, then try some of the others.

http://www.yahoo.com/

Lycos – this is the big one, and I'm not talking about the Texas sale. The files here are huge, in fact they have a small one for people who haven't got all day, but the large one is the best for Wide Area searches.

http://www.lycos.com/

WebCrawler – a nicely laid out search engine, and some good features to steer ye



to the subject of your choice. http://www.webcrawler.com/



Submit Rt – If you need to publishe your own pages, then this is the place to do 8. at 8 has automatic connections to almost every search engine on the planet. It is also a good source for finding out which sourch engines there are and where they hide. It's like a search engine for search engines, [Deans that's conficing...] http://submit-ft.permailink.com/submitld/

Aminet – this is the best way into Aminet. The FTP route into WUArchive is always full, but the Web access is usually open. Either try this one or the German site, sometimes access is quicker to the European mirror. http://www.thive.wwstt.edu/~aminet

ttp://www.ciive.wusu.com-aiiiiiec

http://www.uni-paderborn.de/aminet

Imperial College – the Premier UK FTP ste, being a mirror of the Sunste network, so if you have any other machines like MAGS or PCs hanging about for indeed hungry emulators needing softwarely this is where you can fill your boots with more software than anyone usefully needs.

ftp://src.doc.ic.ac.uk

ArchiePlex – this is an HTTP version of the Archie server, an old internet thing which used to be the best way to search for files. This is a better way, but using similar technology. If you can't find a file then this is the one for you. http://src.doc.ic.ac.uk/archieplexform.ht ml

http://src.doc.ic.ac.uk/archieplexform.ht ml AINWeb – another Web page searcher. Not as dynamic as the others but occasionally it comes un with a link the others mist. A sparch

web address to it. http://web.nexor.co.uk/public/aliweb/se arch/doc/form.html

Richard G. L'Hommedieu, Jr. Home Page

- although not a search engine as such, it
dogs have the best collection of Amiga
graphics links anywhere on the Web, as far as I
can see. It's a well maintained site and fachand

And he looks good in a dress. (I v about the dress part.) http://www.pb.net/~limg



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loads of badly organised directories filled with low quality (in some cases even pathetic) graphics. Being a little dissapointed, the user then looks in the font directories and finds, a massive task on his hands, he has hundreds of fonts (that are probably duplicated many times) and no way of knowing what he's got! The poor end user is then literally forced into loading every individual font into an application, just to see what fonts he's

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owly data. This month finights to also stated from the format function also stated from the format function also according of the function and there a look are content of disturbed dig and for America. If you remember, but in store 80 we had a look at the difference between structured (pinetwise tenom as ventral into the suppose of part. We also the also at the eventral formats supposed by Amigs software, and the contents in all those in the supposed formats supposed by Amigs software, and the contents in a supposed by Amigs software, and the contents in a supposed by Amigs software, and the property of the supposed of the supposed in the Public and supposed by Amigs software and some software and software and some s

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Each volume also comes with useful advice for final Writer users, explaining how to displa a proper image rather than a cross box, and reminding the user that EPS images can take a long time to load and print for unaccelerated Amiga owners. Himm, perhaps I should have said 'owners of unaccelerated Amigas' instead....o., If leave it the way it is.

The bitmapper versions of the clip art are. The bitmapper versions of the clip art are somewhat disappointed by the part of the clip art are subject to the clip and the clip are clip and the clip and subject to the clip and the clip are clip and down to print a printer resolution. Use the printer resolution but of good printer produces to compare the clip and the clip art with the necessary down to good the clip and the clip art with the necessary down to good available in compatible. The volumes are also available in the compatible. The volumes are also available in the compatible of the compared to the clip and the clip are the

compatible. The volumes are also available in ProClare formed for throse who citing to Gold Dick's products, and each set retails at £19.55 ingly or £17.50 if you buy two or more piece of software that recently hit my docreate.

prize goes to

Bursting the bubble



bursts, oh

abo useful systemswide, is Gordon Feeyles ARM.

Very, it's a system start har allow any program to use ProstScript type I fonce, but no, ARM deben't stant for Adobe Typo Manager, Adobe being too shortsighted to allow Gordon to use their name. So ARM atool for Amiga Typeface Manager. But Adobe didn't like that, so now Gordon has changed the name to ARE – Amiga Typeface Engine.

The patch uses the femous Post library and is quite simple and transpierer to all solutions of that also works with CG forst. And although ATE is still at a best sage at lanter this, it is actually faster than the way CG forst get calculated and displayed. If you want to contact Gordon with a view to having a look at this software, or to express your support in his flight with Adobe, then drop him all the solutions and then drop him all the solutions.

gordonf@freenet.vancouver.bc.ca Lastly, there should be a datatype on our CoverDisk this month that will prove useful to desktop publishers. Datatypes are, of course, only usable if you have Workbench 3.0 or

Calendar-oriented clip art comes in very handy when you are sending out sames reminding people about deadlines above, but since Workbench 3.1 offers some great advances over Workbench 2, especially for graphics card owners. I expect most of you reading the column will be able to use the detapper. The datapper in question allows you to view complete character sets for a forst, a type preview by youlf, and since you will, and a picture out as FF from Multiwiew, this tool should be a nice way of creating a library of type preview?

should be a rine way of costing a blowy of goog persieves. It is also very landy to check for the consistence, or not-estimate, of cristin discreticiation of cost of and accurate clean which are other not put. In the otherwise from Costouoly, this discretion is really only for one with standard CG and bimapped form, and hower land the chance to typk with ATE yet, but if it can note with proparties from a vest. It would be very handy. Of counce, if you are canning flagsfarem 3, you have all you like the cost of the cost of the cost of cost of cost of cost of cost of the cost of cost of cost of cost of the cost of cost of cost of cost of the cost of cost of cost of the cost of cost of the cost of cost of the cost o

Font o' the month

or a long time new it hat been ammon practice in magazines that awe a section devoted to DTP to have a next of the month, so from this month meanfal, I will be tecking for good, nexual or simply odd forth to be tecking for good, and the properties of the propertie



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'm always getting letters asking me how to do this or that in Amos, like 'How can I write a game of 'effender'?' or 'can you show me how to

emulate the bouncing palis in Ping Pong?", or How do you do that trick with the characters de-rezing in Robotron? I tell you, it's a never ending struggle for sainty in this house. What is worse is that hat the time, people don't went to know how to code, they want me to write the program for them and put it on the disk they send me. Forget it, busterf it's my job to teach people how to code, not do the work for teach people how to code, not do the work for

But just when I was resolved never to do the drily work for anyone again. I got a letter from an a Amiga Computing reader – Relevies of Edinburgh – who assect. The tried as hard as I can to make a bell bounce around the screen like it does in Pong or those Arkanoid clones. How do you do it so it looks good? Okay, all right Ligher just Here is my way.

games ever devised as a computer or video igame, and it was certainly the first video game owned. I don't know about you – but then I'm sad and old. The thing which always fascinate me about the game was the way the ball bounced around the screen. It seemed to

simulate a real ball bouncing around, which of course is incorrect because real balls bounce in three dimensions not two. But as a 2D game or ping pong it wasn't at all bad.

It was quite a flow wasn't bret that a friend or

It was quite a few years later that a friend o mine, I think it was probably Aaron Fothergill, showed me how to compute bouncing things with vectors. The example is as follows:

Cars of 7 mode or man off 1 cts 0 f 10 k s, Paper 0 langer 17 Vector "1988 Days 17 Vector "1988 Cts 0 i Dar 0,0 To 3,3 Set 300 1,0,0 To 4,4 Cts 0 rys-100 Exe-100 rys-100 William 27 rys-100

....



Pong was one of the first computer games

What's that pong?



Ping Pong doesn't have to be just mono and two dimensional

You begin by specifying the start X and Y direction between -8 and 8, and this tells the sprite which way to go. Learning how the vectors behave in two dimensions is one way of learning how to compute them in 30 which

makes for some pretty fancy 3D game ideas.

A separate routine, which is sort of related to that, is the Flip Flop, where a value is flipped

I=1 : 0E=1 Curs Off : Flash 0 Ink 4,4 Ber 0,0 To 15,15 Get Bob 1,0,0 To 1 Cis 0 Double Buffer Do Bob 1,3,100,1 Wait Wbl

If X<=0 or E End If

This is a simple example of bouncing a ball on the side of the screen. Add these things together and what have you got? A lot of code which doesn't go together to make a game? Yes, you'd be right there. But you have the seed of a came. You have a couple of processes seed of a came. You have a couple of processes. that work. All you need to do is to put them together. You can't? Doh! Do I have to do even/thing? Okay...

You set the sprite off in a random direction from the centre of the 'court', olay. You do this simply by making the input values to the vector random. Next, you check the sprite via collision detection and checking the numbers:

OG-1 or 1-101

to see if it hits the bat or a goal line. If it hits the roof or the floor, the top and bottom of the screen, you simply flip the Y coordinates so it is going in the opposite direction. So imagine the ball is going up to the top at 45 degrees. Both the X and Y co-ordinates are increasing. Then the ball hits the side. Fig flog the Y co-ordinate and make it go down and the ball appears to boounce off the roof of the court.

Write stuff

Okay, Pong me!

Let's see your Pong games then. Write a game based on the principles we've fincursed, and write a simple Pong game. Add a scoring mechanian, a method of expeating rounds and starting a new game or finishing the game all together, and put it on a disk. It shouldn't be termiby long, so If ginn the best ones in a luture so give you a little incentive, the best one gets a copy of my book Mastering Meniga AMOST, and If you've particularly unledly IT sign in too. That't beach you.

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ost people would agree that, qualitywise. listening to internal sound-based music through most Amiga monitors leaves a little to be desired. The addition of multimedia-style speakers helps quite a bit but to be honest, some of the offerings currently available have quite limited tone control circuitry. This, coupled with the fairly mediocre speakers that are normally provided. usually means that even once you've added a

(equalisation) facilities. Boosting the bass and treble end of a signal, for instance, can provide some extra 'punch' that brings music to life. If you can also control the signal level being fed

into the speaker system, it's often possible to further improve the sound quality. This is exactly where a unit called the Little 17.5cm(W) x14cm(H) x3cm(D) two channel audio mixer that provides independent gain, high and low frequency boost and cut, and left/right pan controls. The two input and two output connectors are phono socket type (i.e. the same as the Amiga uses) so when using the unit for sound output control, it's just a matter of connecting the Amiga's sound terminals to the Little Gem via a stereo phono lead (not supplied)

and you do need to remember to switch the unit off after use, otherwise current will continue to be drawn. Mains operation is also possible via most everyday regulated power supplies, and the Little Gem will operate satisfactorily

What's it got?

any polarity. And that's basically it - you place the Little

Gem into your signal line and bingo, you

whatever signal arrives at the sampler. Put the

Little Gem between the source and the sampler, however, and you can then process the sound before it enters the sampler - and this often allows you to improve the quality of the resulting Though fairly expensive (relative to the prices

no signal EQ facilities, so unless the sound source

of many of the Amiga sound systems around). the Little Gem has made a good impression. The construction inside is of reasonable quality and in important, the Little Gem has very low noise

The bottom line

Product: Little Gem Micro Mixer Price: £69-95 incl UK p&p Overseas delivery - Europe add £4, Rest of world, add £6 Supplier: Gillett Multimedia

8	
8	
9	
	9

A gem of a mixer



anywhere between 9-18 volts DC, and accepts

tone control. The other advantage of course is that you also get full control over left/right stereo hard left or right instrument panning in a song.



The internal circuit board layout looks to be reasonably good



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ossible in the real world, when it comes to

is little perceptible fall-off of the light intensity

Parallel light sources emit rays which all travel in



Step into the light



orange-yellow sunlight (e.g. R255 G220 B150) especially when shadows are also rendered. Experiment with other combinations to add a different mood to your renders.

Contact point

Artificial light

key light, but at an equivalent distance from the subject. It is usual for

more soft fill. Again, vary the colour of the lights away from the

room/environment can be lit accordingly. Perhaps there are wall or produce the desired effect. You can also add some ambient light, but

There will be situations where the key light might be a large, well-lit

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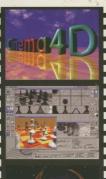
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