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AMIGA FORMAT

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Christmas starts here

Year's best?

The much hyped Worms reviewed and on disk

Revealed!

Exclusive details of completely new Amiga

Re-Mastered

Dungeon Master 2 - better than the original?

Scorcher!

The latest Blizzard accelerator on test

Heavens above

Explore the night sky with your Amiga

The right buy

Our definitive buyer's guides put you straight

Cinema 4D

Review of Germany's best kept secret.

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More details on this jam-packed special issue on the back cover

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ioEXTENDER ...	£59
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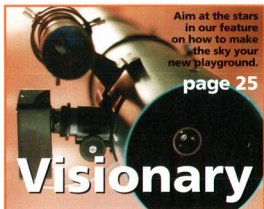
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Every new Amiga game reviewed and rated!



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An age old classic receives go-faster stripes. Is it better?



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Now CD32 owners can get in on the top Doom-clone so far.

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We give you a handy, ready-made Christmas list.

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87 Blizzard

The latest version of this ever-popular accelerator for the A1200 is even smaller and faster than before. We find out if it is the fastest accelerator available for the A1200 without upgrading to an 040 or 060.

89 Cinema 4D

It has been over a year in coming, but this exceptional 3D animation system has finally made its way from Germany and looks set to repeat its incredible success over here. Could it be the most important launch of the last year?

94 Edit Plug

This tiny edit controller puts the Amiga in the driving seat when it comes to creative video power. If you've got a burning desire to leave your mark on the cinematic world, read and take note.

99 Power Super XL Drive

The floppy disk takes a leap forward in terms of storage capacity - 3.6Mb to be exact.

100 Disk Magic

Unlike most other file managers, this program is not grey and boring, but does this mean it is short on features?

106 CD-ROMs

This month we have even more brand-new CD-ROMs. These include a disc dedicated to AGA Amiga owners only, which also provides a pleasant working environment. For the graphically minded, there's the Colour Library as well as E.M.C Phase 1 CD, which is full of DTP tools and files. Not forgetting a first in CD-ROMs - a disc full of commercial, nothing but commercial software.

108 Dear Santa...

It has been a wonderful year for Amiga-owners - not only has the Amiga been saved, there has been an abundance of new releases. We give the information you need to compile your ultimate Christmas shopping list.



Best of Bordeaux

No, there's no doubt – the Amiga is back and it's here to stay. We toured the birthplace of the re-born A1200 and give you a full report on...

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The Amiga is back in full production and Amiga Format was there to witness the happy event.

Fidonet

Find a cheaper way to get connected... What exactly can it do for you? This is a feature you simply can't afford to miss.

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Bazooka Grandpa Flump, dynamite Princess Di, aim your homing missile at Michael Fish... It's crazy, it's fun, it's Worms!

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Coverdisks



Coverdisk A: Organiser 2 – p140

Try out the full version of Digita International's brilliant PIM, *Organiser 2*. This non-cutdown version of the program provides you with all of the program's features until February 29th. You'll also be able to save yourself 10 quid off the retail price – see page 17 for details.



Coverdisk B: Worms – p138

Try out our exclusive, three-level, customised version of Team 17's wacky, wild and sociable combat extravaganza. *War* has never been so wriggly, silly, pointless and violent in the history of Amiga games. Then again, maybe it has.

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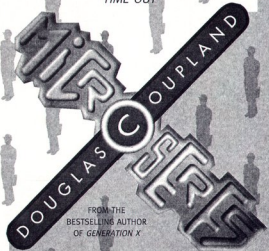
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OF GENERATION X

'Coupland continues to register the buzz
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CHRISTMAS 1995

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Christmas In View

Nick Veitch admirably resists putting on a red cloak and a dodgy white beard to tell you about this special, festive issue.



The Amiga is most definitely back this Christmas. Already stores that have them are selling out faster than they can be resupplied and when the big chains get in on the act, including the Escom stores, Amiga Technologies will surely reach their sales target of 60,000 units.

If you are the proud owner of an Amiga for the first time, may I take this opportunity to welcome you to our magazine and to the Amiga community. You'll find, I'm sure, that Amiga owners are as helpful and friendly as the machine is wonderful. We're so kind and wonderful that for this month only you'll find a special seasonal subscription offer on page 137 - you wouldn't want to be without 12 issues worth of hints, tips, reviews, advice and news would you?

On the news front, you'll find that on page 12 we have an exclusive and sensational report from the recent Video Toaster User Group show in Los Angeles, where the General Manager of Amiga Technologies made a speech outlining the future for high-end professional Amiga equipment.

But before you get all carried away with things a long way off, why not relax for a bit with a spot of mindless, over-the-top violence. I know nothing makes my Christmas more complete than exterminating things with extreme prejudice, so I'm thrilled about our excellent Coverdisk game this month - the long-awaited *Warms*.

Those tedious, prattling bigheads at Team 17 have been going on for months and months about how great this game was going to be - and the really annoying thing is that they just might be right. Check out the Coverdisk, and see what we thought on page 49.

If you'd rather think more positive, peaceful thoughts at this time of goodwill (you siss), then why not take our other Coverdisk for a spin. *Organiser* will let you plan the weeks and months ahead, say in the knowledge that you'll never be caught out by your Auntie Mavis's birthday ever again. We're running an upgrade offer to the full version, so check out the details on page 17.

As if all that wasn't enough, you'll find our seasonal buyer's guides indispensable if you are new to the market or just want to jog Santa's memory at the appropriate moment.

So, as I can tell there is a big star approaching fast, I'll just say thank you for your support over the last year, wish you a merry Christmas and I hope to see you in the new year, when we have some amazing stuff lined up for you!



relative. Stand Prop.
Prod. domestic three
Amiga laptop, 1/15

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Petro & Gilles of Amiga Technologies



AMIGA FORMAT news

Power Amiga is go!

Petro Tyschtschenko, President of Amiga Technologies GmbH, has finally made public his desire to produce a world-beating RISC-based Amiga. The announcement came at the 2nd Annual Video Toaster Expo, held in the Universal City Hilton, Los Angeles on 1-4th November. The event is one of the more important dates in the calendar for US Amiga users, who on the whole tend to see their equipment more for professional and business purposes, than their European cousins.

In a half-hour speech to a packed ballroom of about 500 people, Petro Tyschtschenko, pulled up a black cloth and revealed a brand new production Amiga 4000 Tower and also showed, cased in lucite, no less, an actual A1200 motherboard produced by Amiga Tech. along with a full A1200 bundle pack.

He then, after much suspense, announced that the next generation Amiga will use Motorola's PowerPC CPU and will be dubbed the Power Amiga. Explaining the choice, Mr Tyschtschenko expanded:

"There were many options possible. Motorola proposed the Power PC, there was also the HP PA, the Minisparc, or DEC Alpha processors. All of them had advantages and disadvantages, the choice was very hard indeed. Ladies and Gentlemen, we made our choice. The next Amiga will be called Power Amiga. We removed 'PC' for aesthetical purposes.

"The Power PC processor is fast... especially when it runs a decent Operating System. We made that with an Operating System like AmigaDOS, the Power PC processor will show all the power that it has; it will be faster than with other Operating Systems."

Commodore themselves had been thinking of a RISC-based machine over two years ago. They were then working in co-operation with Hewlett Packard on what has now become known as the PA-RISC chip. While that chip is in many ways more powerful than the PowerPC



Amiga Technologies put on quite a performance at the Video Toaster User Group show, Los Angeles.

processor, Amiga Technologies obviously recognise the strategic advantage in adopting the same technology as Apple and IBM.

"Another important reason for our choice is the partnership that this processor brings to us. Apple already had the experience of a migration from 68000 processors to PowerPC; and we can take advantage of this experience," commented Tyschtschenko, adding:

"Motorola and IBM will also be precious partners for the Power Amiga project, on the software side as well as on the hardware side. Of course, we are also in talks with IBM and Apple."

He also pointed out the true multitasking benefits of AmigaDOS and, in a more startling

announcement, suggested that AmigaDOS itself would be ported to other platforms. This leaves no doubt as to the OS chosen to run the Power Amiga, as many had feared it would be simply another PowerPC box running Windows.

"AmigaOS is excellent and will become even better. We have decided to port it to other platforms as soon as possible. Of course, we are also aware of the features that our system lacks. Long-awaited features, like memory protection, virtual memory and strong network abilities are on top of our to-do list. The next version of Amiga OS will hopefully include all these important things."

Pictures and additional reporting by Hans-Laser.

A1200 gets CD-ROM drive

Despite an abortive attempt to produce a CD-ROM drive for the A1200 by Commodore, Amiga Technologies have seen the potential of such a device and have created a new and upgraded model. The Q-Drive, as it will be known, will have been unveiled at the Computer '95 show in Cologne by Amiga Technologies.

The technical specification of the drive is quite impressive. It will be attached to the A1200 via a PCMCIA connection, rather than the trapdoor and thereby leave this free for accelerators and RAM cards. The mechanism itself will be quad-speed and, therefore, will have a transfer rate of 600 Kbits. It is also multi-session compatible, which is necessary for reading PhotoCD discs. It will have Hi-Fi stereo output and will be able to mix audio and Amiga sounds.

On the serious software front, there will be an audio CD player, PhotoCD display and slideshow creator. Game fans will be relieved to know that there is also CD32 emulation.

All of this, except the software of course, will be contained in a relatively compact external unit measuring 24x15x5 cm with its own PSU. You can bet that as soon as they are available we'll be getting our hands on one of these little beauties, but for a sneak-peek, look out for our Computer '95 show report in the next issue.

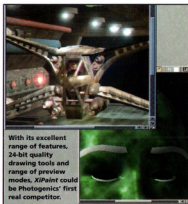
- Amiga Technologies choose Motorola chip to power next generation of Amigas p12
- Team 17 rethink Amiga strategy p14
- SCALA goes on show at the cop shop p17

XiPaint on CD!

XiPaint has finally made it to the shores of the UK. Previously this 24-bit painting package has only been available in America and Germany, but now German company GTI are further expanding their excellent product-range in the UK, by supplying the latest version of the program on CD-ROM.

One of the big advantages of supplying this program on CD-ROM is that there is plenty of space for additional images, tools, fonts and materials. It is possible to draw many similarities between *XiPaint* and *Photogenics* – although *XiPaint* has not been designed as an image processor, it does work in real-time at 24-bit quality, providing previews on both standard machines and those with graphics cards.

Some of its painting features include an enormous number of paint modes, a flexible interface and support for layers. Prices and UK distribution have yet to be set, but we will have a full in-depth review next month.



With its excellent range of features, 24-bit quality drawing tools and range of preview modes, *XiPaint* could be *Photogenics'* first real competitor.



Despite the lack of any obligation to Amiga Technologies, the 'Man from Escom' will be stocking the new Amiga bundles.

Major Deal Sets Up Amiga For Maximum High Street Penetration

Amid much rumour, counter rumour, confirmation and denial, the Amiga will at last be officially stocked and sold in 200 Escom stores throughout the country.

The deal between the retail division of Escom and Amiga Tech. has been finalised, and initial stocks of the machines will be in Escom shops by the time you've read this.

Escom view the price point as filling a gap below their entry level PCs, retailing at around the £600 mark.

More pleasing for Amiga Technologies is that, between the Independents, Tandy and Escom, the "60,000 units by Christmas" target is looking more and more viable by the day.

The Amiga will even make it into the 'Man from Escom' brochures which regularly fall out of Sunday papers on to the newsagents' floors.

Incompatibility blues...

Reports have been filtering through from retailers and end users of software incompatibility problems caused by the drives fitted in the new A1200s from Amiga Technologies.

Claimed failure rates as high as 95 per cent with present Amiga software have been nipped in the bud thanks to *Amiga Format*.

Incompatibility does exist, though. The full extent of the problem is not yet known. But 95 per cent seems grossly excessive. So far, the majority of recent software tested by *Format* has passed the acid test and worked with the machine, and not all machines seem to suffer from the problem. When contacted, Amiga Tech. UK suggested that the problem was most likely to be "software not written within the guidelines".

One software publisher, who didn't wish to be named, countered: "It's more likely that they haven't stuck to their own guidelines. Previously registered Amiga developers haven't been contacted

by Amiga Technologies about this drive." This developer's last game was written within Commodore's guidelines, yet refuses to load with the new A1200 drive.

The drive in question is the Panasonic JU 257 A. This is actually a High Density drive which Amiga Technologies have 'jumped' to read and write to normal Double Density disks.

Peter Kitell, Amiga Technologies Director of Development said that it was too soon to make a conclusion, or form an opinion on what had gone wrong; they were currently "investigating theories" and "investigations will take place to the end of next week" (10/11/95).

An official statement on the matter will be made at the Computer '95 show held in Cologne between 10-13th November. We'll be bringing you a full report next issue.

Meanwhile, here's a list of what we know works for sure and what might not:



Trouble on the horizon for the new Amiga Magic pack?

WORKING:

Alien Breed 3D
Worms
Dawn Patrol
Gloom
Coala
ATR
Team
Bravo Romeo Delta
Hollywood Hustler
Championship Manager Italia 95
Thomas The Tank Engine Pinball

NOT WORKING:

Citadel
Death Mask
Fears
Lotus 3
X-Copy doesn't recognise disks
Cool Spot
Player Manager 2
Cannon Fodder 1&2
Aladdin
Lion King
Zeewolf

The Smith Column



Let's have no doubts about this, unless the computer world wakes up and takes some notice; it's not going to be like the death of pop music (1992-93), nor is it going to be the new Hollywood (1992-94). It's going to end up like the car industry with a few big players creating homogenised vehicles

with more and more features taking you further and further away from actually doing anything.

Look at the motor world at the moment: thousands and thousands of compact cars, all looking very similar and all doing the job efficiently. Then you have the exotic motors, complete with bells and whistles, airbags and stick-shift CD players, but affordable only to the wealthy. Now, if there was a healthy industry with companies attempting to provide some cutting edge technology at affordable prices, we might have lower emissions, better fuel consumption and greater safety, because the big boys would be forced into competing.

Now look at computers. We're heading rapidly towards a situation where PCs and then Macs are the stable far for the average person. Sure, you can look to Silicon Graphics Indigos, Sparcs, DEC's and NeXTs, but

The technology is flexible enough and the hardware is expandable enough for both neophytes and experts...

these really are the Ferraris and Bugattis of computing. Aside from the Amiga, there are now no longer any computers that fill the roll of the cheap car that can be improved on, added to and generally learnt about.

And this is unhealthy for everybody. With Operating Systems and pseudo Operating Systems such as Windows 95 becoming more and more similar, there are no new ways being developed to actually look at computing differently.

Everything is heading towards the same kind of GUI (except for places such as the Xerox PARC hotbed) and this can lead to tunnel vision, and this tunnel vision can lead to a crippling lack of research and development ten years up the line.

I see the Amiga as being the key to a new kind of thinking in computing. Replete with keen users and the demo crews who are still getting new things out of the system, the technology is flexible enough and the hardware is expandable enough for both neophytes and experts to experiment with and increase their (and/or) horizons by not being shackled to the conventional systems.

Optimistically, if Amiga owners grab their idealism with both hands and start to use the hardware to develop new hardware and software, these will be taken up by the big players, because the Big Players will have no other choice.

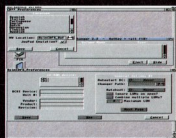
So, for the good of us all, play with your Amiga, see what you can make it do and then make it do more. There's nothing to lose and there's a whole lot to be gained.

Contact Tim Smith on gashhead@ix.com.pulink.co.uk and gashhead@team17.com

The opinions expressed here are only sometimes those of Amiga Format.

Asim 3.0

One of the most popular programs in the States that has not been distributed widely in Europe is *Asim CDFS*. Produced by Asimware Innovations, this excellent CD-ROM filesystem is packed with useful features and several tools. *Asim 3.0* is



now available from Siren Software at a price of £49.99, which includes the Fishmarket CD, on 0161 7965279.

Some of the utilities supplied with this latest version are the audio CD-player *AsimTunes*, a conversion program for PhotoCD images, CDTV and CD² emulators and full support for both ISO 9660 and Mac HFS CDs.

We'll be reviewing this program in the next issue.

Re-Appraisal For Team 17

Team 17, the famous Amiga games software developer, contrary to previously released statements, have exclusively revealed to *Amiga Format* that they will not, as originally intended, be leaving the Amiga.

The decision, due partly to the warm reception of *Alien Breed 3D* by *Amiga Format* in issue 78 and the rise of the game to the number one spot in the full price Amiga 1200 charts, means that Team 17 will again be receptive to games sent in by budding Amiga talent.

In issue 52 of *Amiga Format* we ran a competition for readers to write their own games. One of the games sent in was written by Andy Davidson and called, of all things, *Worms*. This game, picked up later by Team 17, is now appearing on almost every computer and console platform known to man (full review starts on page 49) and has all the hallmarks of becoming a cult smash.

Continuing the vein of good news, Team 17 also exclusively revealed to *Format* plans to release a data disk follow up to *Alien Breed 3D* which will rely on the original passcode book, feature a completely new set of 16 levels, and also feature a level editor which will let players of the game do the following: Fully design new levels of the game; incorporate new alien graphics, movements and behaviours; add new sounds, new wall, floor graphics and new game text. Also included will be comprehensive documentation on the first game, guides to designing new levels, and hints, tips and suggestions to help in the first game.

Part of the huge success of *Doom* on the PC and *Marathon* on the Mac was due to this ability to customise graphics, sound and level design. The Public Domain went mad with people frantically swapping new designs and sounds with each other; one of the best moments in *Marathon* was when you killed an Alien and the late Sid James could be heard laughing his inimitable laugh.

No firm dates have yet been set for this release, but it's expected to happen within the first two months of 1996. We look forward to this development with optimistic excitement. Send your games to Team 17, Longlands House, Wakefield Road, Osset, West Yorkshire, WF5 9JS. Tel: 01924 267776



Worms started out life as a simple game sent into *Amiga Format* and passed on to Team 17. Team 17 are still on the look-out for new Amiga games. So, send them in.

Breathless

Power Computing are set to enter the heady world of Amiga game publishing with a stunning first-person perspective shoot-'em-up-exploration-'em-up.

Created by art Italian company, Fields of Vision, and entitled *Breathless*, the graphical and technical proficiency behind the game was enough to make everyone who saw it at *Amiga Format* feel, quite literally, breathless.

Breathless not only has the potential to match Marathon on the Apple Macintosh, it has the potential to beat it hands down. Exploitation of the engine to achieve a full-screen effect requires an accelerator, hence the obvious and logical link with Power Computing – suppliers of several of the most popular accelerator cards on the market, including the Falcon 040.

The gameplay of *Breathless*, however, remains the same on a standard A1200 – even though a smaller screen and lower resolution is required to maintain an effective running-speed.

Of all the features listed in the text file accompanying the demo of the game, the most impressive are the raytraced graphics, the variable lighting, the artificial intelligence of the game's adversaries, logging on to terminals to upgrade weapons, the look of the game and, most important of all, the ability to look up and down.

This feature is a first on the Amiga for so called Doom-clones.

It means that when walking up or down stairs the player can see what's coming; if creatures are in a pit or on a ledge, the player need no longer feel puzzled at where shots hitting them are coming from, they can look in that direction.

The knock-on effect of this game could have wide repercussions for Power Computing, game development and the Amiga market in general. Power Computing are power players in this field. Their marketing expertise combined with games like *Breathless* to showcase the potential of their Amiga-based hardware product could create a force to be reckoned with.

With news emerging of the development of a Power Amiga, combined with the falling price of A1200 accelerators, the Amiga could rightfully regain its place in the mind of the public as the premier computer for productivity, ease-of-use and gaming.

Roll on next year.



All of these screenshots are from Fields of Vision's up and coming new game *Breathless*. They're also promising a level editor and customisable texture maps.

nibblets

STORE OPENING IS JUST A GAME

The opening of eight brand new Game stores proves that the successful independent game software chain is going from strength to strength.

Eight new stores have been opened in the following locations: Basildon, Loughborough, York, Maidenhead, Ashton-under-Lyme, Bradford, Wrexham, and Wolverhampton.

Game carry Amiga software, so now you know where to look.

A PLEASANCE AFTERNOON

Anyone wondering about the fate of ex-Commodore Managing Director, David Pleasance, should be pleased to hear that he's set up a company called Tangent Music Design.

As the name suggests, the business is based around a 24-track recording studio using A4000s as the base technology. Amiga Format will be featuring Mr Pleasance, his studio, and the software and hardware it uses next issue. Tune in then for more information.

NEW DIMENSION TO FREE MAG

Video Update, the free in-store mag given away in WH Smiths is looking to games firms for editorial material of their upcoming games. Anyone wishing to do so should contact Gaynor Edwards on 0171 436 8383

Amiga to The Rescue

Prodis PLC, parent company of official Amiga distributors SDL, have, as of 19th October 1995, applied for an Administration Order to protect themselves from wayward creditors and liquidators.

A downturn in trading conditions since the dissolution of Commodore and consequent non-supply of Amigas has hurt SDL financially, as the Amiga range of computers and associated peripherals is their main income.

The move should raise no alarm bells among end-users of Amigas due to the timing and purpose of the administration order.

Now that Amigas are finally shipping throughout the UK, the order means that SDL have a three month stay of execution from paying outstanding debts.

The period of October to January has traditionally been the most important and profitable time of SDL's operations.

Amiga Technologies will continue supplying SDL with new Amigas and is confident of the success of the product.

Current sales performance in the High Street suggests that SDL are odds on favourites to pull through and resist the threat of bankruptcy to its parent company.

In typically bullish mood, Jonathon Anderson speculated that even if the worst scenario were to happen, there were plenty of outside interests willing to step in and buy SDL as an on-going concern.

Whatever happens, the success of the new Amiga seems assured.

"You may be worried to hear that this demo is, basically, a vector demo. No need to hide behind the sofa, though."

PD SELECT PAGE 79



The Bradford Column



I recently had the onerous task of sifting through over 14,000 floppy disks, all containing pirated software, which had been seized by ELSPA. My purpose was to separate the HD from the DD, count 'em and box 'em so they could be recycled as 'second-user' disks. As you can

imagine, such an activity was as mind-numbingly tedious as configuring a PC to play the latest 'interactive movie,' so I began inventing little sub-tasks to keep me awake. Which games were the 'most wanted', which publisher was losing most through their products being lifted, etc. Sadly, I have no conclusions; I kept losing interest.

Something which did occur to me, though, was the sheer ignorance of the perpetrators. Many of the disks used as raw material for their ill-gotten gains would have been worth far more in their original state than with the data that had been copied on to them. I came across about ten AF Coverdisk versions of *Imagina 2* which had been overwritten with 'classics' such as *Bump 'n' Burn*. Idiots.

Depressing though it was, the vast majority of the floppies were PC, which suggests that all those publishers deserting Amiga, and citing piracy as the reason, may be jumping out of the frying pan into the microwave. There they were, 16-disk bundles, stuffed to the shutter with the likes of *Corel 5*, wrapped neatly with an elastic band and '£10' scrawled on disk 1 in felt pen (don't try this at home kids unless you want to serve time inside HM Prisons).

All those publishers deserting Amiga and citing piracy as the reason, may be jumping out of the frying pan into the microwave.

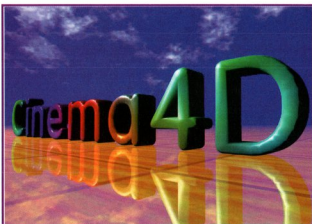
Of course, with the advent of CD-ROM, piracy is set to be a thing of the past on PC, isn't it? Is it? With recordable CD drives now down to under a grand, it will be even more widespread. It's a lot less time-consuming to copy one CD than 16 separate floppies. And a lot less risky for potential recipients of the 'products' too; at least with a floppy of dubious origin, there's a fair chance of acquiring a malignant virus too, at no extra cost. Surely publishers realise this? They've spent most of their short lives beating about piracy, yet many of them are now concentrating entirely on the 'global format' that is CD-ROM.

I can imagine many, over the coming years, asking themselves searching questions such as: 'Why were we in such a hurry to dump Amiga? Yes, there was piracy, but bloody hell, we used to still sell bucketloads.' When Sensible get around to finishing *SWOS* on PC, do they think they will replicate the Amiga's sales figures of last Xmas? It should do, of course, but I'll wager it won't. If I'm wrong, I will volunteer to be the Sensible bog-cleaner for the day.

The Amiga is still a viable platform. It will not die overnight like the ST, even if certain publishers want it to. Those who are sensible (if not Sensible) should remember that a contingency plan is. While still in a position to make one.

Contact Dale Bradford by fax on 01633 896087.

The opinions expressed in this column are those of a sheep wrangler, not necessarily those of Amiga Format.



Cinema 4D upgrade

The superb German raytracing program *Cinema 4D* is set for a major upgrade. By the time you will have read this, version 3.0 will have been unveiled at the Computer '95 show in Cologne, Germany. This already impressive program will have its one major flaw removed - lack of procedural textures. This should give it enough power to perhaps topple 3D heavy-weights like *LightWave*.

Along with this important new addition, there will be several other refinements made to this excellent 3D system. This will include advanced inverse kinematics features, loads of new program extensions, even faster rendering and compatibility with the forth-coming PC version.

To find out more about this brilliant, new package turn to the review on page 89.

A600 '020 Power

Yep that's right, you long-overlooked A600-owners will soon have the chance to boost your machine's performance level to that of an A1200. This brand new accelerator card, the Apollo 620 turbo, incorporates the 68020 processor as used by the A1200.

Unlike most accelerator boards that fit in the trapdoor expansion slot, this board fits over the CPU of the A600. It also incorporates a 6882 25MHz FPU as standard that should give it a performance on par with a A4000 030. Memory can also be added as 1, 2, 4, or 8Mb SIMMs. The board also features a 32-bit memory shut-off switch to help retain compatibility. Look out for the review in next issue.

The board will cost £209.99 plus memory and is available from Gasteiner on 0181 345 6000.

Syquest strike back

Unhappy with the wave of positive publicity that greeted the launch of the Iomega Zip drive (see AF76), Syquest are putting a big push behind their new EZ135 drive. The drive, which uses 135Mb cartridges, is trading on the 'established technology' angle, but is also challenging the Zip on speed and price. Although the unit is slightly more expensive at £199, extra cartridges will be the same price as the Zip (£14.95), but offer 35 per cent more storage space. Contact Almathera on 0181 687040 for more details, or wait for the review next issue.

"With all the talk of hidden costs on the Internet, sign-up fees and monthly charges, it is important to remember that Fidonet is completely free."

Darren Irvine gets financial about Fidonet, the cheaper alternative to the Internet

FIDONET PAGE 33



Amiga Gets Nicked By Cleveland Police Force

An information system that makes innovative use of Amiga hardware and software has resulted in highly efficient information retrieval and substantial fiscal savings for Cleveland Constabulary.

The Cleveland Constabulary Information Network (CCIN) will serve over 1,500 officers in the Cleveland area and enable them to draw upon the extended information resources of the regional police force.

The system was developed by the head designer of CCIN, Tom Keegan. Due to its cost-effectiveness when compared to comparable PC-based systems, Tom said: "I based my decision on the simple fact that the Amiga is an ideal multimedia system and much more cost-effective than a PC."

Officers can draw upon full-screen, moving images – not the postage stamp screens offered by the PC – 24-bit pictures, stereo sound, stunning 3D graphics and stereo sound as standard.

The system is based around Amiga 4000 technology

with Scala's InfoChannel at its heart. Hardware costs to date have settled around the £150,000 mark which includes 30 touch screen Point of Information (POI) terminals with MPEG video playback cards to match.

Also included as part of the system is a complete MPEG video encoding suite, meaning that any video footage shot or recorded by the police, be it from the scene of a crime or from a television programme, can be put on to the system to be retrieved from any of the POI terminals.

All CCIN terminals are controlled via a central workstation using leased BT megastream links to connect to the regions police stations. It is through the central workstation that information will be continually updated and kept fresh. Officers will even be able to advertise items wanted and for sale to each other.

Cleveland's force hope to recoup the development costs of the system by selling it to other forces around Britain.

nibblets

A1200 IS A CRACKER

Viewers of ITV's hit psychological detective, *Cracker*, may have been a bit surprised to see that the actress who plays the long-suffering wife of Fitz, used an Amiga 1200 in a therapeutic role to save her from the incessant crying of her new-born child.

What next? A PC decked out with Windows 95 in the police interrogation room and Fitz asking the question: "So you think you're superior do you? Why? Your childhood proves otherwise".

NORTHERNERS ARE "STUPID"

In a survey of a 1,000 people carried out by MMRB International, some uncomfortable truths were revealed about the hype behind and comprehension of the Information Superhighway.

60 per cent were aware of the Internet; half of that number thought they understood its function, while a measly two per cent only, actually had access to the Internet at home.

Predictably, younger people have more savvy about the implications of the new media than their older compatriots. Disturbingly, Southerners demonstrated a greater Internet awareness than their Northern brothers and sisters.

FUTURENET IN TOP SCHOOLS OF NET SITES.

Post Survey, a US-based independent rating and review service for Net users, has placed Future Publishing's FutureNet in the top five per cent of Net sites worth visiting by the Net cognoscenti.

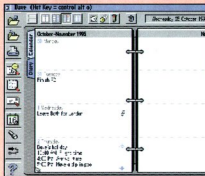
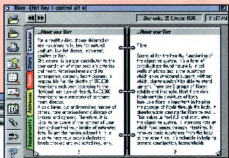
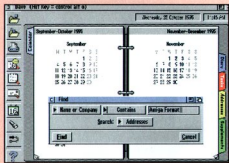
Karl Foster, Editor of FutureNet, was typically modest about the rating: "When the best Web page creators in the world are given material from the best magazines in the world, you can only expect good things to come of it."

FutureNet is regularly accessed over one million times in any given week. Find out why by pointing your Web Browser at: www.futurenet.co.uk

Pull yourself together

You've probably already played around with the demo of Digita's Organiser on this month's Coverdisk. You will know about its powerful features, such as the themed diary, Address book, Calendar and the useful supplements section. Alas, I have some bad news for you – it will stop working on February the 29th and your life will once more be plunged into chaos and uncertainty – unless you take this very special opportunity to buy the commercial version...

For a limited period, Digita are offering an upgrade price of £39.99, a saving of £10 on the RRP. To take advantage of this offer, contact Digita, now on 01395 270273, or write to them at: Digita International, Freepost, Black Horse House, Exmouth EX8 2YZ, England, or via e-mail: sales@digita.demon.co.uk.



Your Coverdisk will only work until the end of February, so make sure you put this upgrade offer at the top of your "To-do" list.

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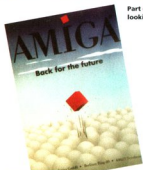
Part of the Amiga production line looking particularly jolly...



Joint Managing Director of Amiga Tech, UK, John Smith, in serious conversation - new plans for the Amiga in the pipeline, perhaps?



Never before has a man been so admired for putting a box together.



Born again



Mr Tsytschenko is presented with the very first (malfunctioning!) Amiga board to be produced at Solecron... could be worth a fortune in years to come.

"You are cordially invited to tour the premises of the re-born Amiga..." read the fax from Amiga Technologies. We quickly put Anna Grenstam on a plane to France.

Can it really be true - the golden egg has finally hatched? After an 18 months' mail-biting wait, I saw with my very own eyes the A1200 in full production again. Rumours and doubts about Escom's sincerity in taking over the Amiga have been rife and it has been difficult to sort the truths from the hype in the intense chaos following the collapse of Commodore. It was therefore with a certain amount of scepticism I boarded the plane to Bordeaux in France following the invitation from Amiga Technologies to tour the birthplace of the re-born Amiga - the Solecron Corporation plant in Canéjan.

The plant is beautifully situated, but the buildings themselves have to be described as functional rather than architecturally adventurous. What takes place inside, though, is far more impressive. In remarkably quiet surroundings, 720 white-coated people

WHO ARE SOLECRON?

Solecron Corporation is a company name Amiga users will get very well acquainted with from now on. It is at their plant in Canéjan outside Bordeaux that the A1200s are produced and the Amiga Magic packs assembled. And it is to a large part thanks to them that an estimated 70,000 Amigas will be available in the shops worldwide before Christmas.

Solecron describe themselves as a "company providing customised integrated manufacturing services, such as remanufacturing, fulfilment services, test services, system integration, PCB assemblies, materials manufacturing and engineering & design".

The company was founded in 1977 and have, besides the headquarters in Bordeaux, three

plants in the US (North Carolina, Washington State and California), one in Malaysia, one in Scotland, one in Germany and a commercial office in Tokyo. They employ 11,000 people worldwide and of those 93 presently work on the Amiga in three shifts, 24 hours a day, seven days a week.

Solecron is also, besides computer electronics, engaged in activities such as aerospace, automotive electronics and telecommunications.

The President of Solecron, Mr Gallant, was as mystified as he was impressed that a computer could survive for over a year and a half with no machines on the shop shelves.

"No other computer could have done that; what's so special about the Amiga," he



Jean-Philippe Gallant, President of Solecron, at the press conference following the tour of the plant.

asked me over a wonderful glass of red vintage wine? "Well, Mr Gallant," I thought, "that's for us, the Amiga users, to know and for you to very soon find out".

Let's raise our glasses to a happy and mutually prosperous partnership!

research, produce, check and pack some of the most advanced, cutting-edge technology of today.

Big, industrial machines press various components in place alongside people working with eagle-eyed precision; everything seems to run very smoothly and efficiently, and with very profitable results according to the company sales figures.

"We are hoping to get at least 70,000 Amigas out into the shops by Christmas," said Sandrine Gouverneur, Process Engineer at Solecron with a PhD in Microelectronics (only top people work on a top machine), when she showed me the little green boards being churned out at an amazing rate.

It is amazing when you think about the fact that Petro Tyschtschenko, Managing Director of

Amiga Technologies, and Jean-Philippe Gallant, President of Solecron, first shook hands on the partnership on 28th June this year and on the 13th September the first board was proudly presented. "It didn't work for much more than ten minutes, though," joked Mr Gallant at the press conference following the tour.

But with an equal amount of hard work and skill it didn't take long to sort out the problem and the boards being produced now are working fine. "We have three 100 per cent quality-controls and have at present no more than a 1-2 per cent failure rate", the Project Manager, François Demond, informed me proudly. And that Amiga Technologies have gone for quality rather than merely quantity was self-evident when walking around the spacious factories.

When Mr Petro Tyschtschenko, thanked and congratulated Mr Gallant on the feat of meeting the tight deadline forced upon him, he responded "It's easy when you are dealing with such a great product". And there's no doubt that the Amiga is in good hands and will continue to develop as a great product.

World-leading technology names such as Hewlett Packard, IBM and UNISYS keep the Amiga-Logo company on the production line. So will the Amiga now try to muscle in on the big boys' territory and seriously compete with the PCs, SEGAs and Playstations of this world, or will it continue to keep its head down as a fairly specialist, niche machine? What it all boils down to is a simple question of marketing.



LEFT AND RIGHT: More happy people hard at work getting the Amiga into the shops for Christmas. Hurrah for them!



RIGTH: Microvitec were present to answer any questions about the Amiga monitor that they are producing for Amiga Technologies.



LEFT: John Smith and Solecron Project Manager, François Demond (right), mean business in their white lab-coats.

So, tell me Mr Smith...

I caught up with the Joint Managing Director of Amiga Technologies UK, John Smith, over a cup of cappuccino before we boarded the plane to Bordeaux. It has no doubt been an exciting, but nerve-wracking, four months for everybody involved with getting the Amiga back into the shops. "How does it feel now that the wait is over," I wondered? This is what he said:

We are now on our way to see the birthplace of the resurrected Amiga. Has it been plain sailing all the way, or have you had a lot of obstacles facing you?

For anyone to resurrect a product that has virtually been out of the market for 18 months is pretty amazing. For example, things like DRAM. DRAM is on worldwide allocation and ours is special DRAM, not the normal type, so hence people turn around and say: "Well, with respect, we had problems from Commodore, so it's going to cost you extra... and we want cash".

If you want to create a complete unit and only one part is missing you obviously don't have a complete unit and there were quite a few bits that Escom needed to go out and source. So, yes, we have had quite a few obstacles to face. People tend to forget, property rights, patents, logos, etc., is one thing, but sourcing someone to build it, getting it built, the trial runs, the pilots... everything from scratch. To do that from scratch in four months is quite tremendous.

What efforts are you putting into research and development (R&D) at the moment?

There are a lot of people out there already developing and we will source

their brains... we will utilise what they have already got. Answering your question, R&D is important to us and we are, for example, working on a RISC-based Amiga during this next year. We also realise that as good as the Amiga is at the moment as an O20 machine, we know that we have to bring more power to it; we have to develop and expand it. That is on our priority list and I can say that certainly within the first half of next year we will start to expand and improve beyond the O20 as we know it now.

Mr Tyschtschenko mentioned that you are talking to Newtek about the video toaster, which is obviously very exciting. What other plans have you got for the Amiga in terms of development?

Well... I can definitely say that we are working on an Amiga with specification somewhere between the A1200 and A4000. We are also working on RISC and an Internet-bundle sounds like a very good idea...

What market are you hoping to aim the new Amiga at?

Well, RISC-based, for example, goes all over the place to be honest with you - from people with workstations, migrating down to consoles, etc. I suppose the idea is that it's layered - you can have it just as a game machine if you like, or as a multimedia delivery platform, high-tech computer, graphics machine, etc... It can be developed in so many ways. It will be a question of making as many options as we can from that technology.

We have had quite a few disappointed readers not realising that Scala, supplied in the Amiga Magic pack, won't run on the standard A1200, but needs an extra 2Mb RAM. Was this a genuine mistake on behalf of Amiga Technologies?

No, not at all. Towards the end, we had already sourced all the other contents for the Amiga Magic pack and we had this fantastic opportunity to do something with Scala. Put simply, we thought it was an excellent way for the users to get this program very cheaply.

You are quite right, Scala doesn't work on the standard machine, but the one thing we found from research is that within six months 66 per cent of Amiga buyers have expanded their machines, either by extra RAM,

THE KEY TO SUCCESS

When at the press conference I asked Mr Tyschtschenko about advertising plans for the Amiga, he avoided the subject by saying that "all the Amigas we can produce for Christmas have already been ordered – we need no advertising". "What about for the long-term future, then," I asked. "Well, *then* we may have to think about advertising more seriously," he responded unassertively.

Sitting next to Mr Tyschtschenko at the dinner in the evening, I pursued the subject and he admitted that Amiga Technologies' advertising budget is a problem at the moment – a lot of money has been spent on keeping the promise of getting the Amigas back in the shops before Christmas – but that he was going

to plead with the parent company, Escom, for an improved budget next year.

To me a great product is an excellent start, but to rely on that solely, without a marketing budget to back it up, is dangerous business. Saving money by hoping that the machine will sell itself is like walking on very thin ice.

If Amiga Technologies wants the Amiga to be a name for the future and not just Christmas 1995, money will have to be spent on spreading the word by other means than solely loyal users. By giving the Amiga a well-deserved advertising boost software developers should also be keener on continued support for the Amiga and that's absolutely vital – after all, what is a machine, however good, without great software?

"Software developers can rely on us," Mr

Tyschtschenko confidently stated and he also mentioned that Amiga Technologies have been in close contact with various software houses. He didn't want to disclose what was discussed, but if Amiga Technologies' plans to release a new software bundle with the A1200 every three months is to come true, let's hope it's the beginning of a long and happy partnership.

Let's also hope Escom take note and open that fat wallet of theirs to spend some of its contents on a global advertising campaign to tell people of this high-quality, great-value, multi-media computer of ours.

With such an investment, the future for the Amiga is looking very bright indeed. Here's to "The man from Amiga Technologies!"

Continued overleaf ➡



RIGHT: An enormous amount of human precision work goes into each board.



ABOVE: What's this, I can spot a smiley face... fire her for excessive happiness immediately!



RIGHT: Mr Petro Tyschtschenko was the proud 'father' during this day of cheer and pure relief.



LEFT: Sandrine Gouverneur, Process Engineer, proudly presents that small, green board that is the Amiga's heart and soul.

extra drives, or whatever. This shows that they take their machines very seriously and means that they can take advantage of Scala if they want. The box will also now carry a sticker with the information that Scala requires another 2Mb RAM that is not included in the pack. We are, however, looking if there is anything we can do to help with this upgrade procedure. We haven't just left it there, we are actually trying to help the end user.

Getting the Amiga into the Tandy shops was obviously an excellent deal. Are you talking to any other High Street shops?

What about the "surprise" one – Escom. Quite a few people have asked me: "Are you going into the Escom shops or not?" I'll be quite honest with you – they are a very professional organisation with over 200 stores in prominent high-street positions. And the fact that they are within the group, to me makes a lot of sense that these shops ought to have the Amiga there as a flagship. What we want to do is say: "Yes, the Amiga is back and there are over 200 stores where you can see it and purchase it from". I would suggest that certainly before Christmas, probably in the beginning of November you will see Escom stores stocking our product.

Mr Tyschtschenko mentioned that you are talking to Dixons at present. Any others?

Yes, we are talking to others at the moment. But the fact that we are actually coming late to the market, as in that we have had 18 months out of the market, makes it difficult for us to find space on the shop shelves. I am only going to get between 60,000-70,000 Amigas before Christmas, so how thin can I spread it? I have made a commitment that I will look towards my independent trade – the people that have faithfully supported the Amiga over many years. Of course I need the High Street and I'm very pleased to do business with them, but I would like the bulk of my machines to go through the independent trade.

A lot of users would like to see the Amiga being taken "seriously" and not just as a great games machine. Any comments?

The fact that we put Scala in there, aside from the fact that you need to

expand the A1200 first, shows the serious side of what the Amiga is capable of. If you look at the pack itself, you see that we have put a lot more productivity in there this time.

We have to say that we have been very fortunate in that we have had huge sales in the UK of A500s and A600s. In actual fact, there's nearly 2.5 million Amigas in the UK alone. I don't know how many of those are still being used, but from the response we get, obviously a lot of them.

So, as the ultimate games machine we sold thousands. But we have had 10 years of the Amiga and what that says to me is that the people have grown up with the Amiga and now realise just how good the machine really is – it's not just a games machine; it's so much more. So we believe we should show off some of that – we thought, let's put more productivity in there: let's add a much stronger paint package; let's get all the users connected... And that's exactly what we are trying to do with the re-born Amiga. We've got a more productivity-based pack with only two games in there and we are promoting the more serious side of the machine as an entry-level computer.

The games machines that are out now are excellent – no one is going to take that away from them, but that's what they *always* are – games machines. Ours has a keyboard – for education, fun and sheer computing at entry-level, there still is nothing to replace the Amiga.

The pack contains some very good serious software, but the games have been under a lot of criticism. Why not show off some of the best of Amiga games, such as the Doom-clones?

Well, you mentioned *Gloom*, *Alien Breed 3D* and *Fears*, for example. One of the problems we've had is that we are a pan-European pact. You have a big problem with that kind of violent games trying to get it into Germany, because of their constraints.

Going back to the other end of the scale, since it is an entry-level computer, kids of today have grown up with computers from 5-6 year olds. So what I'm saying is that since kids get into contact with computers from such an early age, you need to have something for them as well. The games... OK, they're "cuties", but they are addictive and easy to play. We think that all-round this is a very good pack. And if one thing is certain, it's that if 95 per cent of the time people play games, then they are going

● ● ● Interview continued on page 22

IT'S UP TO YOU...

Amiga Technologies need to know what you, the Amiga users, want from your machine.

What do you like/dislike about the Amiga Magic pack? What software/hardware would you like bundled with future Amigas? What would be the dream-Amiga look like? Which features are absolutely essential and which would be nice in the feel-good stakes...?

So, why not be part of a positive force to make the next Amiga what you want it to be? Write (as clearly, succinctly and professionally as possible) with your ideas and criticisms to:

Mr Petro Tyschtschenko
Amiga Technologies GmbH
Berliner Ring 89
D-64625 Bensheim, Germany
Fax: +49 6252 709 520
e-mail: gbo@amiga-tech.de

DATES TO REMEMBER

21st April

● Escom buy out Commodore

13th June

● First contact with Solecron at the Amiga Technologies headquarters in Bensheim, Germany.

28th June

● Philippe Gallant of Solecron and Petro Tyschtschenko of Amiga Technologies shake hands on the partnership in Bordeaux.

17th July

● A dedicated team working on the Amiga is in place.

August

● Reconstruction of missing technical data is carried out.

● Design of the lines and ordering of equipment takes place.

● Contract with AFEMP.

● Far East inventory assessment carried out by the Solecron Penang audit team.

● A supply and demand plan is being drawn up.

● Manufacturing lines are installed.

1st September

● The first functional Amiga 1200 board is produced.

13th September

● The first customer shipment of Amigas is sent off.

19th September

● The first customer shipment of Amigas is sent off.



RIGHT: François Demond, Project manager at Solecron.
BELOW: Boxes of Amigas addressed to Tandy, UK!



LEFT: Gwynne Thomas is the Materials Director at Amiga Technologies.



RIGHT: Sandrine Gouverneur is also smiling on the day.



... continued from page 21. to go and buy more games – and, of course, that will keep Mr Retailer and Mr Developer happy as well.

Marketing can make or break a product. Why has the Amiga been so badly advertised and will you put more money into marketing?

I have to say that you are quite right about advertising. Certainly between now and Christmas our efforts have gone into getting the product back into the stores. That has been an enormous drain on resources. We will book ads in magazines such as your own before Christmas and large-scale advertising will certainly ramp up next year.

So, we won't see "The Man from Amiga Technologies" coming through our letter boxes this Christmas?

Not exactly... well, it depends on how you look at that. If you look at the advertising potential of Escom, you shouldn't be surprised to see the Amiga advertised by them quite vigorously in the near future.

A lot of people have put forward the idea of selling the Amiga in customised bundles, such as a graphics/animation bundle, music bundle, etc.? Is that something that has crossed your minds?

One of the problems we have with that is that at this moment in time we believe that we have identified what is the main selling area.

If 90 per cent of my sales is going to be to first-time users and I can provide excellent software of a more general nature, then I have to do that. To find little specialised pockets... value-added retailers do that in their own way, so there are plenty of packs available that users can customise and put together to utilise the Amiga in their own way.

As it is at the moment, 90-95 per cent of my business is done through the retailer, over the counter, and I have to think and gear my software towards that.

So you don't think it's a good idea?

It's not that I don't think it's a good idea, but when you specialise your

packs like that, how many different packs can the shops stock? For example, music comprises about 5-6 per cent across the complete computer market. There are, after all, packages freely available for people to specialise in anything that they want.

Who decides on how the Amiga should be developed? Do you take the users' opinions into account at all?

We have a development team that try to formulate what is best and most practicable for the Amiga. We try to listen to the trade and end-users as much as possible and get quite a few "wish-lists" – some of them we can acknowledge and deal with, some of them we can't.

The one thing about the Amiga all the way through is that it has tried to be the "listening-bank" of computers. If you like. So, yes, we are always willing to hear from people who have good ideas.

As I said, some of them we can deliver, some we can't... some things come later. Some of the people I have heard saying that: "I want a faster, more powerful Amiga" – I think some of those wishes will come true very soon...

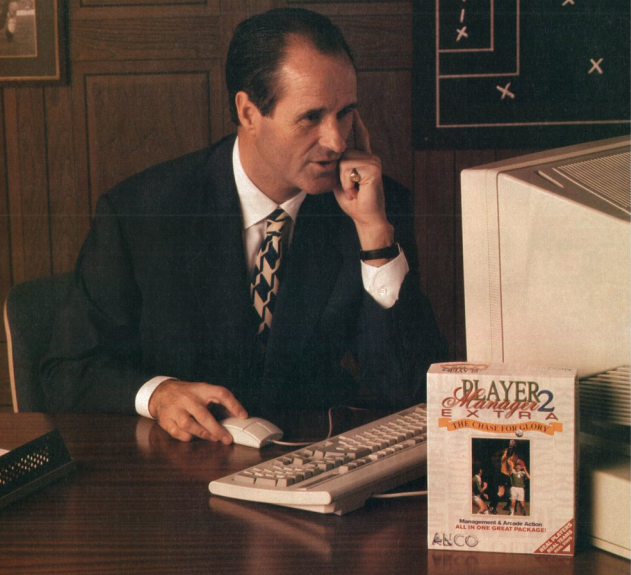
Have you got any sales predictions for Christmas?

I will have between 50,000-60,000 units for Christmas and it's my belief that we will sell all of those. Overall, it's only possible for us to produce between 100,000-120,000 units before Christmas. We will be on full production then and it's almost certain that we will sell all of those units between the UK and the rest of the countries. This year it's a matter of how much we can actually produce – next year, of course, it's a different game and we'll just keep looking to produce new machines and hopefully go from strength to strength.

Have you got a personal 'dream-future' for the Amiga?

I would not only like to get the Amiga back to the dizzy heights that it was certainly in 1992-93, I would like to go beyond that. And I believe the Amiga as a product is so good that we can do that again. So, here's to the end of 1995 and here's to 1996.

TIME ON YOUR HANDS..?



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CD-ROM
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£39.95

Newly released, Disk Magic (screenshot on the left), is the ultimate file and disk management utility for your Amiga. DiskMAGIC makes every task you perform - from the copying of a file, to the extraction of an archived file, as simple as a clicking on a button! In fact, after using DiskMAGIC, you'll wonder how you ever used your Amiga without it!

DiskMAGIC is exceptionally configurable, with the ability to alter window layout, file types, action buttons, fonts, screen mode, archive handling, viewers and more.

DiskMAGIC is compatible with all Amigas running WB2 (or higher) and with LMB or more of free memory.



As music experts (all sampler products are our own design, built and programmed in the UK), you can trust HiSoft to deliver the right package for you: a professional Midi interface (ProMidi £24.95), a great-value, 8-bit direct-to-disk sampler (Megalsound £24.95) or a superb quality 12-bit stereo, direct-to-disk PCM/DA unit (Aura), both samplers have superb real-time effects.

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Termite is 100% WB2 Style Guide compliant and provides you with all of the modern user interface features to really enjoy playing in the highway!

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Cinema4D

£199.95

This exciting new package is available at the amazingly-low price of only £199.95. Cinema4D is set to revolutionise the 3D-rendering and animation market.

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Astronomy Dominie

Twinkle, twinkle little star... Use your Amiga to see what they are. Sebastian Rhees whisks you off to the moon and back.

— look at any of the popular astronomy magazines to see the amazing pictures that readers send in.

However, for a while I have been wondering if it is possible to get my Amiga involved in the act. The Amiga has excellent graphics capabilities and many superb programs; there must be something that can be done. The answer came in the form of three letters.

CCD CAMERAS

You may have heard of the letters CCD. A CCD (Charge Coupled Device) is a special integrated circuit (silicon chip) which acts like an electronic camera. It works because photons of light hitting the CCD chip cause tiny electrical charges to change. The chip consists of a grid of this light-sensitive material and when scanned electronically it produces a picture. Each light-sensitive unit forms a "pixel" in the display.

CCD cameras are incredibly small and cheap compared to the bulky and fragile tube systems which they replaced. CCDs made the camcorder possible and they are also finding uses in security systems and video phones.

Over the past few years, CCD cameras have become cheaper and cheaper, and it's now possible to buy them in bare "stand-alone" form, rather than inside a camcorder or other device.

Like any other camera, you can point a CCD device at the sky and take pictures of the moon and planets. Camcorders are all geared to bright, sunny days on the beach, or filming friends doing silly dances at wedding receptions and so the results are poor. However, take the CCD element alone and attach it to a telescope directly, and it's an entirely different story.

Continued overleaf →

When you look up at night and look at the stars you are looking back in time. (This is assuming you are out of doors, not living in a large city and that there are no clouds). Every star you see is a Sun, but they're so far away it can take the light between three and several million years to reach your eyes.

Astronomy is a popular hobby and is perhaps one of the few which is a true science that can lead to real discoveries — amateurs are always discovering comets and supernovas, and are getting to give them silly names.

This feature is all about how you can use your Amiga to help you get into astronomy. If you want more general background information, you can find a dozen books on the subject in the local library.

Astronomy and photography have always been linked, because, other than sketching, there is no other way to make a permanent record of observations. Even more importantly, a long exposure photograph will capture images which are too faint to see in any other way.

For the amateur astronomer, astrophotography can be a frustrating business. It takes years of practice and a lot of expensive equipment to get good results; although, the effort is well spent

If you have Web access, you can find a wealth of images on the Internet. One of the best sites is the home of NASA at: <http://nssdc.gsfc.nasa.gov/>

For images from closer to home, why not visit the Armagh Planetarium on: <http://star.arm.ac.uk/>

BUYING A CCD ELEMENT

Tracking down a CCD camera for sale isn't easy, but you should try Maplin Electronics (01702 392000), who sell both a colour and monochrome version and Selectronic (01993 778000) who provided the mono version I used in my experiments.

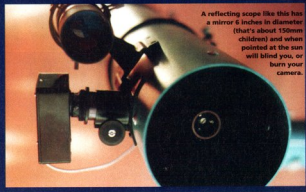
SAFETY TIPS

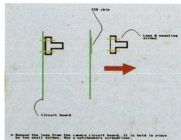
■ Never, ever, ever point the CCD camera/telescope at the sun. If you do, you will simply burn a hole in the chip and ruin it. There are easier ways to

waste money. Likewise, never, ever look at the sun yourself through the telescope. You will burn a hole in your retina and either blind yourself, or see black dots for the rest of your life. Don't do it. Really!!

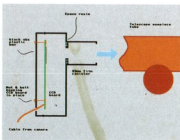
■ Never use a monitor, TV or video recorder outdoors. Even if the night is dry, dew may form which may cause short circuits and possible electrocution. You have been warned and we can take no responsibility if you fry yourself.

A reflecting scope like this has a mirror 6 inches in diameter (that's about 150mm children) and when pointed at the sun will blind you, or burn your camera.

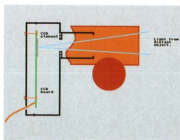




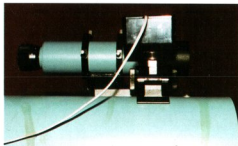
The lens is usually held in place with two small screws and some seating compound. Remove it gently (keep it, you might need it) and, whatever you do, resist the temptation to touch the CCD chip. One touch will cover it in enough fingerprint grease and sweaty acid to make it useless. So, hands off!



Since the telescope is designed to provide a real image at around the eyepiece tube, no other lenses are required. The real image is formed either by the specially curved mirror, or the other lens in the telescope; it depends on what sort it is.



Finding the best focus point will take some trial and error. Set up the camera connected directly to a monitor and point the camera at a distant object. Focus the camera by using the rack-and-pinion adjustment, or by moving the camera in the tube. Eventually, you will see a sharp picture – if it appears blurry or distorted, check that the camera is exactly parallel to the eyepiece. If the image is washed out, make sure no light is leaking into the camera box.



BUILDING A DIY CCD CAMERA

Making your own CCD system for connecting to a telescope is actually quite straightforward and certainly something which anyone with a little skill can do in an evening. You will need to make sure that your telescope is suitable; there is little point trying to add a CCD camera to a 40mm refractor scope which costs ten pounds. The reasons are that: a) the quality is poor to start with, and b) cheap scopes do not allow the eyepiece lens to be removed, essential for fitting our CCD camera.

The hardest part is getting hold of a CCD camera element. If you are mad, you could take your dad's camcorder apart, but I wouldn't recommend it. Far better to buy one – see boxout on p25. You can have loads of fun with the CCD

The CCD camera, encased in a small plastic box, is attached to the eyepiece of the camera by means of a 35mm film case.

camera if you later decide not to attach it to a telescope (looking in your own car, planting it in your sisters bedroom, etc.).

You can buy colour or monochrome cameras and, as you might expect, the colour ones are a lot more expensive. There is little to be gained from using a colour camera at this level and the mono ones produce sharper pictures.

The CCD camera itself looks terribly dull. It's usually supplied as a bare, printed circuit board, about 10cm long and four or five cm wide. It may have spaces for infrared LEDs; the reason is that CCD cameras can "see" IR light (try pointing your television remote control into a camcorder lens and watching through the viewfinder) and adding powerful IR LEDs provides enough illumination for the camera to act as a good security system. However, in this application the LEDs are superfluous.

There will be somewhere on the card for attaching cables; you will need a power supply (normally 9 or 12 volts; a small, regulated DC power supply will suffice since only a few milliamps are needed – see Maplins again). There will also be a connection for the video signal output. The video signal ground and the PSU ground may be the same on some cameras. When connecting cable, use lightweight, screened cable to ensure the picture-quality remains good. I

found that with good cable, even 20 metres wasn't too long.

The video signal is a perfectly standard composite or monochrome video signal. You can view the camera's output either on a standard Amiga monitor (use the CVBS connector at the back of Philips monitors), or use a suitable SCART connector to feed the signal directly into a video recorder and view the image on your television.

DO YOU "SEE"?

The CCD camera nearly always comes with a lens fitted as standard. We don't actually need the lens and it must be removed before the camera can be added to the telescope.

The lens is not needed because we are using the telescope itself to focus the light. For the CCD camera to "see", a Real image must be formed. Check your GCSE physics books and you will see that a Real image occurs when the light rays converge at a single point. Think of focusing the sun with a magnifying lens; when the focus is right, a tiny but sharp image of the sun appears and the paper and/or exposed skin catches fire.

Housing the camera is also easy. A small, black ABS plastic box from Maplins is ideal. It is easily drilled, not only for the small nuts and bolts you will need to mount the CCD camera board,

USING YOUR AMIGA AS A CAMERA

The video signal from the CCD can be viewed on a monitor or recorded to video tape, or digitised with an Amiga fitted with a VIDI, ProGrab or VLAB unit.

The grabbed images are then available for image processing using the many different graphics tools available.

Favourites are Art Department Professional, Photogenics, ImageFX and Personal Paint.

Here are some images which were grabbed using the CCD camera detailed in this article.



1 Image captured with the relatively low resolution (but cheap) VIDI 12 digitiser; the image is much sharper on videotape. The Moon was half full at this point and *Sea of Serenity* is in the middle of the picture.



2 The original image, grabbed by VIDI12 in 256 shades of grey. The image is 320 lines by 512 pixels, although the CCD chip used has a resolution of twice this width.



3 By using Art Department Pro, it was possible to adjust the gamma correction, brightness and contrast to improve the quality of this image.

DISTANT SUNS ■ EMERALD ■ 0500 749469 ■ £27.95

Knowing where to look in the sky to find the Moon and planets is a challenge all by itself. Luckily, everything doesn't move around at random, but follows strict mathematical rules. Follow the rules, do some sums and you can pin-point any object in the sky.

Following rules and doing sums is something that computers are very good at, which is why *Distant Suns* is such a worthwhile program. If you are in any way interested, you must get this program immediately.

You start by inputting your location and the time of day. *Distant Suns* will then display the stars, planets and other objects that are visible. You can have the objects named if you

wish (planets and constellations), or view them as though you were outside in the dark.

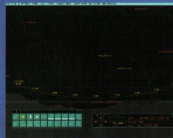
Distant Suns will also show you what the sky would look like tomorrow, or next year or ten years ago – it makes no difference. Several settings are provided so you can watch real events, such as lunar eclipses or the approach of Halley's Comet.

The more important objects have images associated with them – the Moon changes phase, the planets have pictures from NASA and the galaxies have small renditions scanned from photographs.

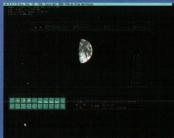
The attention to detail is amazing and with full AGA support (lots of excellent images are

supplied) and an AReXX port, you can expand it even further. The current version is 5.01, which is an update to 5.0. The only difference is the ability to read more star catalogues from the Apple Mac CD-ROM version. An Amiga CD-ROM version is planned – if there is enough demand, it will get done.

Overall, this is one of the most informative and useful programs you are likely to have on your Amiga. If you are already a keen amateur, you can print out your own personalised starmap before you go observing. If you are a dabbler, you can explore the night sky from your desk without getting cold. It's nothing short of amazing.



Using *Distant Suns* to plot the view from your back garden is only scratching the surface...



The Moon and planets are rendered in the correct way, so you know what to expect if you go outside.



Why restrict yourself to Earth? The preset events supplied include a rendezvous with Halley's Comet.

USING THE CCD / SCOPE SYSTEM

The camera works best when pointed at the Moon. In fact, it doesn't work very well with anything smaller, unless you are prepared to put a lot of extra effort in. Back to the Moon, however, and if it is full, it may produce too much light for the camera to cope with. If so, block the main entrance to the scope up a little until the image improves. Finding the focus point can be tricky, but once you have it right, you won't need to alter it.

Remember that when viewing the Moon, you need shadows to see detail. The full Moon may look pretty, but it is almost useless through the scope. A half or quarter Moon is best, as the shadows cast by the craters give excellent images.

I find that the system works best if I videotape the entire evening's viewing and later decide if any images are worth

digitising. It also helps if you can connect a microphone to the video recorder; in this way you can give yourself a running commentary – "This bit is good. Drat, some clouds coming. Whoops this is where I tripped over the cable and surprised the next door neighbour".

Remember that the video recorder and any monitors should not be used outdoors. Dew will form and could potentially cause you to electrocute yourself. Keep them indoors and pass the cable in. It helps if you have a volunteer indoors to shout encouragement and guide your viewing.

Although the Moon is the best object to view, you can still have fun with the stars and planets. The stars will look like tiny dots, but the planets will appear as disks – the size depends on the power

Continued overleaf →

but also to drill the hole to allow light to fall on to the chip. It makes sense to take your time to make sure the camera is mounted perfectly flat and that the hole in the box is directly over the centre of the CCD element.

The eyepiece tube of my telescope happens to be the same size as a 35mm film canister, so I drilled a hole in the end of one and glued it to the box. The canisters are made of a plastic which doesn't glue well, so epoxy resin or even tiny screws will be required. It may be necessary to cut a slot in the side of the canister to make a snug fit.

This scared and desolate moon looks in even worse shape than our own Moon. It's called Miranda and orbits the planet Saturn.



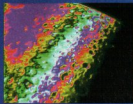
4 A negative image can show more detail, especially of craters right on the terminator line (the boundary of light and shade). All graphics programs can invert an image in seconds.



5 A line detection algorithm highlights the craters and areas where the smooth zones (the badly-named Seas or "Mare") reach the mountainous zones.



6 Combining the edge-enhanced image with the original gives a photograph with more detail. Combining several frames can bring out hidden details in all images.



7 Sometimes, but not always, false colour can enhance an image. In this case it doesn't do much, but it does look pretty.

Syzygy Research have just released some very interesting software called "The Digital Universe". We hope to bring you a full review next month. For more details visit their web-site at: <http://www.syz.com>

✦ of your telescope. With a good sized scope, you should be able to see Jupiter's moons and Saturn's rings.

CCD TECHNIQUES

The advantage of the CCD image rather than viewing with your eye is that the picture is a standard video signal. It can be either displayed on a television set for many people to look at together, or be videotaped. It can also be passed into a video digitiser such as Vidi or ProGrab.

Digitising the image (either "live" or from pre-recorded videotape) opens up some amazing possibilities. First of all, it gives you an accurate record of what you have seen. IFF images are easily stored on disk for future reference.

Secondly, a digital image is ripe for image processing. Now, at last you can really use all those strange filters which are included with *Art Department*, *Image FX* or *Photogenics*. Processing the images will bring out extra detail – you can even make animations from the subsequent day's viewings.

Professional CCD cameras also offer the possibility of "time exposures". Just as with real photographic film, the longer an image falls on the CCD element, the more information is

RIGHT: This image was captured by one of the Voyager probes passing by the planet Jupiter. It shows the first active volcano to be found anywhere other than Earth in the solar system – on the small Jovian moon Io.

BELOW: Venus is the nearest planet to earth and as these shots from NASA show, it can be a pretty inhospitable place.

TELESCOPES

To see objects that are a long way away, you need a telescope. The telescope magnifies the image, but also gathers more light than would be possible with your eye alone.

There are two main types of scope: reflectors and refractors. Refractors are the most common, especially in the smaller sizes. Light enters one end of the tube and is refracted through a series of lenses until it pops out the other end.

Reflectors use a curved mirror; light enters and is reflected back up the tube to close to the very top. It is then reflected at at right angle to an eyepiece mounted on the side.

Larger scopes often have smaller

"finder scopes" mounted on the side. Since the larger ones magnify so greatly, finding small objects can be difficult. However, the finder scope is less powerful and once the image is centred in the viewfinder it can be viewed in through the main scope.

Buying a telescope can be a tricky business. Unfortunately, unless you are prepared to spend a lot of money, it can be a waste of time. Avoid cheap models, because they are often nothing more than toys.

You really need something like a reflector with a six inch mirror: and that can cost £500 or more. Check the adverts in the astronomy magazines, or join your local astronomy club.

gathered. If you grab a dozen frames and add them together, you will obtain a better image.

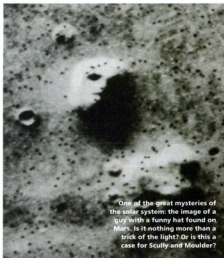
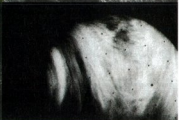
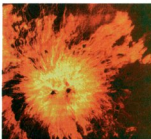
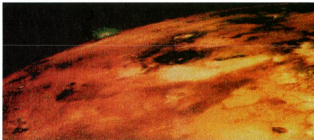
Unfortunately, this is pretty much state-of-the-art on the Amiga, so you will be on your own as far as writing software goes. However, with a good image processing program and some ARexx, you should be able to get some amazing results.

Remember that pro cameras also use what is called the "dark field". The dark field is the image produced with the telescope totally blocked; although no light reaches the camera, an image is still produced due to the nature of

the CCD device. The dark field is subtracted from the finished image and this provides a picture with much more contrast.

If you are writing your own software, you might like to know that pro systems are also capable of tracking images as they move across the camera and some can even steer the telescope automatically.

With an Amiga and a CCD camera connected to your telescope, the sky is really the limit; you will be able to achieve as much as your ingenuity lets you. Make sure you let us see the results!



One of the great mysteries of the solar system: the image of a guy with a funny hat found on Mars. Is it nothing more than a trick of the light? Or is this a case for Scully and Mulder?

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FIDONET JUST WHAT EXACTLY IS IT?

Ever on the lookout for ways to save money, Darren Irvine takes a look at a cheaper alternative to the 'Information Superhighway'.

By now there can be no one who hasn't heard of the "Information Superhighway", and when people use this over-hyped term, they mostly mean the Internet. In fact, there is so much hype surrounding the various aspects of the Internet, that you could be forgiven for thinking that the Internet was the sum-total of computer communications.

Of course, this isn't true and the Bulletin Board community is still going strong. In almost every part of the country there are any number of BBSs specialising in everything from Amigas to Red Dwarf. In terms of person-to-person communication alone, the Internet has one big advantage over individual BBSs – the ability to send E-mail anywhere in the world.

That's where Fidonet comes in – it's a network of bulletin boards, allowing E-mail and files to be exchanged between BBS users all over the world.

WHAT EXACTLY IS IT THEN?

As well as person-to-person E-mail, Fidonet is composed for the most part of "echos". These echos are discussion areas dealing with a wide range of subjects – admittedly not as far-reaching as the Usenet newsgroups on the Internet, but still with enough variety for almost all tastes.

These echos are spread across Fidonet to any participating BBS that requests a feed. For the most part, the echos that are in use in the UK are UK-specific, but there are a number of echos that allow transatlantic and global discussions. Although in each echo you can address a message to a specific user, or reply to a specific message, all the messages sent by every user are available for anyone else to read. This is, in

contrast to Usenet, where messages get posted to the group, rather than to another user via the Fidonet echo.

Additionally, although there are numerous technical differences between how Fidonet and Usenet operate – both internally and from the user's point of view, perhaps the biggest difference between the two systems is that Fidonet is a non-commercial organisation run by amateur BBS SysOps and is completely free to use.

FIDONET STRUCTURE AND ORGANISATION

The worldwide Fido network itself is split into chunks geographically for ease of administration and has an addressing system which is a reflection of this.

Fidonet as a whole is broken down into component parts known as Zones, Nets, Nodes and Points. Additionally, for the purposes of administration the entire network is also divided up into Regions.

Nodes are the actual computer systems which form Fidonet and can be anything from Amigas through PCs and



You view the list of current messages in any echo. The ones with an asterisk are unread.

Macs, to Sun workstations. Nodes are grouped together geographically to form Nets and these Nets are in turn grouped together to form Regions – these tend to be large areas, such as countries, or large states in the US (the UK is region 25 and Ireland is 26).

Finally, several Regions are grouped together to form Zones. Points are specialised users of each of the Node systems, using their own computer systems to access Fidonet rather than via the BBS running on their "Boss" Node. This "Boss" term refers to the system through which all of a Fidonet Points mail travels. The general format of a Fidonet address (known as 4D addressing) is as follows:

Zone:Net/Node.Point

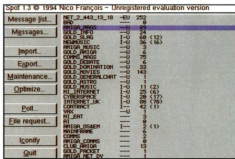
My own address is:

2:443/13.18

indicating that my system is Point 18 off Node 13 in Net 443, which, in turn, is located in Zone 2.

Note that actual nodes have a point number of zero which may be omitted.

This is what Spot's main screen will look like when you've had the time and inclination to subscribe to a few echos.



EXCHANGING MAIL WITH THE INTERNET

Fidonet is connected to the Internet via several gateways and is organised in such a way that all Fidonet addresses can be represented as Internet addresses in the following way:

firstname.lastname@pPOINT.fNODE.nNET.zZON
E.fidonet.org

This looks a bit frightening, but becomes obvious when you see an example. My name is Darren Irvine and my Fido address is 2:443/13.18 and so to send mail to my Fido address from the Internet the address used would be:

darren.irvine@p18.f13.n443.z2.fidonet.org

Note that using the gateway in this manner can be even slower than normal Fidonet mail, so don't expect overnight results. Sending mail the other way round, from Fidonet to the Internet, is also done using a gateway.

The most commonly referred to gateway is at the Fidonet address 2:25/25, but there may be a gate closer to you – ask your SysOp. To actually send a message from your Fidonet system to the Internet, create a standard Fido NetMail and send it to user "UUCP" at the address of the gateway.

The subject line can be anything you like, but the important thing is to include the Internet address of the message's intended

recipient as the first line of the actual text of the message in the following format:

To: <destination address>

For instance, if for some reason I wanted to send a Fido message to my Internet address which is darren@plasma.thegap.com, I would send a Fido NetMail with the following header information:

To: UUCP 2:25/25
Subj: Fido/Internet testing

I would also include the following as the first line of the actual message:

To: darren@plasma.thegap.com

HOW IT WORKS

There are two main types of mail on Fidonet. The first is EchoMail, and comprises of publicly accessible mail sent to one of the Fidonet echos.

EchoMail is spread across Fidonet from system to system like ripples on a pond – this pass-on-the-message system results in Fidonet's cost effectiveness – few systems have to make non-local calls to do their share of the message passing.

Bear in mind, though, that simply getting access to Fidonet doesn't guarantee access to all the echos – your Boss Node must be able to supply you with a feed to the echo you want. Most BBS SysOps will be prepared to get hold of any echos that you might want if you ask them nicely.

Of course, there are trade-offs from this cheap mail transfer system – Fidonet mail can be extremely slow, taking a number of days to reach its destination unlike the minutes required by the Internet. Still, you can't have everything and it is free after all.

In EchoMail, messages do not have to be addressed to a particular Fidonet Node or Point

address, but just to the real name of any user that reads that echo, or to "All" if you want everyone to pay attention.

The other sort of mail available is called NetMail and is private person-to-person mail, similar in functionality to E-mail on the Internet – although it still suffers from the slowness of EchoMail. In the case of NetMail, you must specify the full Fidonet address of the person to whom you wish to send the message.

If you are sending NetMail to a Point, then the user name field is not important, but if you are sending to a Node, you must fill in the name of the person that the message is intended for – all the users of the BBS and the SysOps themselves share the same Node address.

BEWARE THOSE PHONE BILLS

Although you can access just about everything that Fidonet has to offer by interactively logging on to a BBS that is a Fidonet Node, extended access in this way can result in foolishly large telephone bills. Although, using an off-line reader can go some of the way to solving this



Using Spot to send a message to myself from Fidonet to the Internet.

problem, the best solution is to become a Fidonet Point. All you have to do is to find yourself a friendly FidoNet Node within local-call distance and ask the SysOp if they are willing to let you become a Point off their board.

Being a Point gives you your own private Fidonet address. You'll get the same low-cost

WHAT SOFTWARE IS NEEDED ?

Once you've found a BBS system from which you can become a Fido Point, you need to install the appropriate software on your Amiga.

Although it isn't the most fully-featured system around, I have come to prefer a program called "Spot" to handle my Fidonet mail. Spot requires an additional program called "Trapdoor" to communicate with your Boss Node, but both these programs are available as shareware from almost all BBSs.

Here is a quick guide to getting the Spot/Trapdoor combination up and running.

1 Download the software from the BBS. At the time of writing, the current incarnations of the software required are 1.84 for Trapdoor and 1.3a for Spot – the actual filenames are:

TD.1.84.LHA

and

SPOT13A.LHA

2 Create a drawer called MAIL, and make an assignment called MAIL: to Point there.

Beneath MAIL: create three directories called INBOUND, OUTBOUND and AREAS. Extract the Trapdoor archive to MAIL: and the Spot archive to RAM:

3 Run the Spot Installer. Run the Spot install script from RAM: and when prompted for a directory in which to install Spot, select MAIL:. For the rest of the installation, accept the defaults.

4 Configure Trapdoor. Trapdoor requires a configuration file called (appropriately enough) TRAPDOOR.CFG, and although most archives come with an example script, there are a few things you might need to change. The following example script contains the minimum commands needed to get Trapdoor up and running:

Create a file TRAPDOOR.CFG in your MAIL: containing commands similar to the following – note that you should of course replace the fidonet address, password and phone number shown with your own address and password and the number of your own Boss Node.

NODE 2:443/13.17

This is your Fidonet address.

NAME "Disaster Area"

This is a name you give to your system.

SYSP0 "Darren Irvine"

Your name.

PASSWORD "*****"

Your password.

BAUD 38400

The max speed your serial port can handle.

BOSS 2:443/13.0

Your Boss Fidonet address.

CALL 274919

The phone number to call.

OUTBOUND "Mail:Outbound"

The directory to find outgoing messages

INBOUND "Mail-Inbound"

The directory in which to store incoming messages.

LOGFILE "Mail:Trapdoor.Log"

Location of the log.

MODEMUNIT "AT1"

These are the defaults for MODEMHANGUP

"R" my Sportster 14k4 modem.

MODEMDIALPRE "ATDT"

There is a help file with MODEMDIALPOST "I"

Trapdoor which will help you find the exact

settings for your own modem.

SERIALNAME "serial.device"

Standard serial configuration.

SERIALUNIT 0, SERIALFLAGS 0, SHARED

More standard modem type DSR set-up

commands 7WIRE.

LOGWINDOW 30/15/580/133

STATWINDOW 30/155/580/93

SCREENMODE ACTIVE

NOBACKGROUND

AUTOOVERSCAN

These commands determine the way in which Trapdoor opens up its display windows.

COLORS 256/4095/10/160

This configuration is for fairly quiet colours in windows opened up on Spot's own screen.

RETRIES 99

Number of times to retry a call.

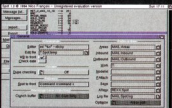
REDIALDELAY 20

Delay in seconds between call retries.

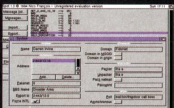
5 Setting up Spot. When you run Spot for the first time, you will be taken through a short installation sequence. You need to enter your name, Fidonet address (assigned to you by your SysOp) and the actual network domain name (almost always "FIDONET").

6 Using Spot. The screen will show a list of echos to which you are connected in addition to your NetMail area – shown as your Fidonet address. The actual process for joining new echos will depend upon the software being run by your Boss Node – ask your SysOp for details when they are assigning you your Point number.

In both NetMail and EchoMail areas, you can send new messages, reply to existing ones, and forward messages to other areas.



In addition to this install sequence, you need to set up a few things in Spot's Settings menu. Firstly, select "General" and make sure the values you have look similar to this.



Next, select "System" and make sure your details are correct – note that the text in the field "Port" should read "mail:bin/trapdoor CALL BOSS".

mail facilities that nodes do, and some of the other benefits of being a Node (such as the ability to request files from other BBSs) without having to go to the trouble of setting up as a Node. But why not go the whole hog and become a Node?

Well, if you already run a BBS then this is probably the way to go, but there are disadvantages. Perhaps the most obvious (beyond the actual hassle of setting up the Node software itself) is that except in rare cases, Fidonet requires all Nodes to be up and running ready to receive mail for at least one hour per night, which means giving up your phone number.

So, becoming a Point offers most of the features of Nododemo, without compromising privacy and convenience. Note also that since so many BBS systems offer free Point set-ups, there is no point paying for a subscription-only board, unless it offers other services aside from Fido that are of interest to you.

With all the talk of hidden costs on the Internet, sign-up fees and monthly charges, it is important to remember that the entire Fidonet network is completely free. Combine this fact with the availability of PD or shareware software and the

PASSWORD PROTECTION

Your SysOp will ask you to choose a password when you are setting up as a Point of their system. This password is used when connecting to or resigning from various echos, or obtaining help on using your Boss' system. Generally speaking, this password is used in the "Subject" field of special control messages sent to a control user at your Boss Node.

This password is also used by Trapdoor when connecting to the Boss Node to ensure that the person downloading your EchoMail and, more importantly, NetMail is actually you.

current low prices for 14K4 modems, and you will be hard pushed to come up with a reason why you shouldn't give Fidonet a try. Even if you already have Internet access, you might be pleasantly surprised by the (for the most part) friendly atmosphere pervading Fidonet echos.

I use both system regularly, and find that one complements the other. And since Fidonet can also be used to send mail to and receive mail from the Internet itself, it offers an ideal and cost-effective way of joining the world of comms in general.

'LET THE TOURNAMENT BEGIN...'

Shang Tsung
Tournament Master



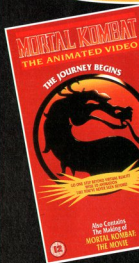
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XINQIA, MAGS (89-0)		48 <- [75] -> 87	2:2508/6
From:	Stephen J Harris		
To:	Phil Freepard		
Subj:	Clear up your laige!		
In a message of 16 Oct 95 Phil Freepard wrote to Mat Bettison:			
Hi,			
Re: Bested. :-)			
Re: Wash your mouth out and then catch the next plane back to Darwin.			
Without wanting to get too picky here, there is a salley after the word. For, the echo rules have been posted in here, I don't expect we'll see further swearing from Hal, or anyone else for that matter.			
Although, perhaps I don't show it, I am glad to have a staff writer from an Aussie magazine taking part in this echo, better than none at all. Hal's contribution to CU Bells and comes in general is clear to be seen. I just hope he can take other people's opinions in a mature way.			
Not forgetting John of course, who has been around in the Bells community since Hal was still in short trousers (probably) :-)			
Steve			
:-) Hal, open the god bay doors or else I'll run MS Windows!			
:-) Spot 1.3a 8:50			
:-) Origin 1.2 2:2508/6/5 1)			
EDN-PR: 23/18 50 51 52 54 55 56 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100			
EDN-PR: 23/18 50 51 52 54 55 56 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100			
EDN-PR: 23/18 50 51 52 54 55 56 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100			
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EDN-PR: 23/18 50 51 52 54 55 56 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100			

This is what actually reading a message in a Fidonet Echo looks like. And yes, sadly, wherever you go you may well see Mat Bettison swearing.

JARGON

Boss - The Fidonet Node that you Point off.

Bulletin Board System (BBS) - Computer systems that have been set up to allow people to connect to them (log on) and use their facilities over a phone line. Many BBSs are Fidonet Nodes.

EchoMail - A public conference on Fidonet, very similar to a Usenet Newsgroup

NetMail - Fidonet's private E-mail system

Point - A special type of BBS user with an associated Fidonet address.

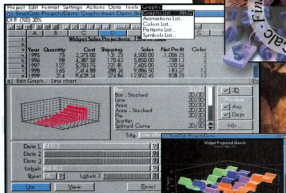
Poll - The simple act of calling up your Boss Node to exchange mail.

SysOp - The person in charge of a BBS.

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AMIGA FORMAT SCREEN PLAY



Steve McGill

Who'd have thought a game that encourages wholesale aggression and violence against colleagues and friends could be such a big hit with the staff of Amiga Format.

Yet, despite our initial reservations, that's what Worms was with us. On several occasions we didn't go home until Wilf, the Future Security man, came round and told us "Time to go. You can play that game tomorrow". Find out why I awarded Worms a Format Gold on page 49.

On a more serious note, we hope that Amiga Technologies take swift action on the news spreading like wild fire concerning software incompatibility.

The Amiga Magic pack is selling like hot cakes and its success could be the much needed catalyst for game development to get the Amiga back into mainstream development.

Several, nearly finished projects are still on the shelf waiting for more positive signs in the market. The current clamour for Amigas by the public could be all it takes.

If you've read our news story on Breathless, you'll hopefully understand why I'm feeling so smug in relation to our less fortunate Mac and PC brethren. When was the last time you saw a full screen Doom-clone running on their machine? Merry Xmas from me and the team.

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

- 90+%** The crème de la crème. Only the very best, most playable and original games are awarded an AF Gold - the most highly prized rating there is.
- 80-89%** These games are very good, but due to minor flaws are not the finest examples of their genre.
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- 60-69%** Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.
- 50-59%** Below average games which are unlikely to impress your mates or your wallet. Avoid.
- 40-49%** Overwhelmingly poor quality games with major flaws and appalling gameplay.

Less than 40%

The absolute pits.

Reviews

Steve McGill

takes a look at what's up and coming on the games



That famous explosive Bloodhouse routine in action. Watchtower looks a bit like Chaos Engine and plays a bit like Commando.

WATCHTOWER

AGA Amigas ■ Daze Marketing ■ 0171 372 4375

Imagine a 16-bit version of Commando, merged with the graphics of Chaos Engine and you're just about sussed the appeal and gameplay behind Watchtower.

Daze Marketing sent one of their representatives round to our office this month so we could take a look at this new game. They're undecided on whether to publish it or not.

In the course of play and being killed a lot, we found out that some of the

programming team behind Watchtower also happened to be behind Stardust and Super Stardust. We should have known really, for the same nifty explosion routine when things get blown up by here.

First impressions are good. The animation of your character and the baddies is impressive and the scrolling of the screen is smooth and unobtrusive. More powerful weapons and bonuses can be picked up by shooting crates and various objects and this adds a bit of spice to the gameplay.

The enemies are plenty



Several of the bigger objects, such as this boat are destroyable



The watchtowers of the game's name are deadly and dangerous

and intelligent enough to present a dangerous challenge. There were three levels of difficulty, although I found the easiest level a bit difficult, but that's probably just my ineptitude at shoot-'em-ups shining through.

There are, as the name suggests, watchtowers to be shot up and these can be very difficult to overcome.

The only real objection I had to the gameplay was that when you start firing with the little bloke, he stops and shoots. With the high rate of incoming fire, this is a distinct disadvantage. Especially when you cast your mind back to Commando of old and the ability to shoot on the run it presented you with.

Nevertheless, Watchtower presents a newish slant on an old style game and with a sort of retro game movement in full flow at the moment, this could be a very opportune moment for Daze to publish the game.



We played a one level demo that only hinted at different locations.

Continued overleaf ➡



The Future table presents the player with an odd 'played around with' table that the gamer can only guess the theme of. Best guessers can win a prize from Effigy.

✦ PINBALL PRELUDE

AGA Amigas ■ Effigy Software
■ 01526 834020

Despite the fact that computers let programmers play around with mathematical laws and design aesthetics to their hearts' content, up till now pinball games have pretty much tried to copy their arcade-based, 'one-pound-per-three-credits', real-life brethren.

Pinball Prelude from new kids

on the block, Effigy Software, dispenses with these boring restrictions. Instead, it opts to play around with the Amiga medium and have some frivolous fun at pinball's expense. But this jape taking doesn't sacrifice the fun, playability or feel of the game.

In fact, after just a few plays, it quickly became apparent just how spot-on the responsiveness of the flippers, the reaction of the ball to the flippers and the

reaction of the ball to the various objects dotted around the table really was.

What's more, the first table is completable, whereas the other two are cumulative in their scoring system. The tables are themed, and the theme lies within the framework of past, present and future.

As if that wasn't enough, the game offers several different screen modes, ranging from hi-res laced, to lo-res, which helps

immensely considering there's also a multi-ball option – the number of balls can be user selected from 2-10.

In all, an eclectic and useful mix of options and features. We're looking forward to reviewing it next month.



The table set in the Present is beautifully presented, plays well and makes far more use of the AGA chipset than Pinball Mania.

ZEEWOLF 2

All Amigas ■ Binary Asylum
■ 01225 428494

Hurrah! The improved sequel to one of my favourite games ever is almost ready to ship in time for Christmas.

That's right, *ZeeWolf 2* is hovering around at the almost finished stage of its collectively

rotational life. *Format* has already had the good fortune to play around with the first eight levels and we can report that things are looking good.

Binary Asylum have listened to their critics and added several new features to the game which not only augment the look of the game, but also improve the gameplay.

There are different terrain types, ranging from ice worlds, to toxic wastelands. Objects, such as houses, tower blocks, oil rigs, and pylons, help induce the feeling that you're flying around in a self-contained little world immensely.

Most important of all, and the quantum leap in the evolution of the game, is the ability to control other vehicles through a mechanism known as a 'remote link'.

Basically, it means that you can drive tanks and fly planes without fear of damage to the *ZeeWolf*. It adds another dimension to the gameplay.

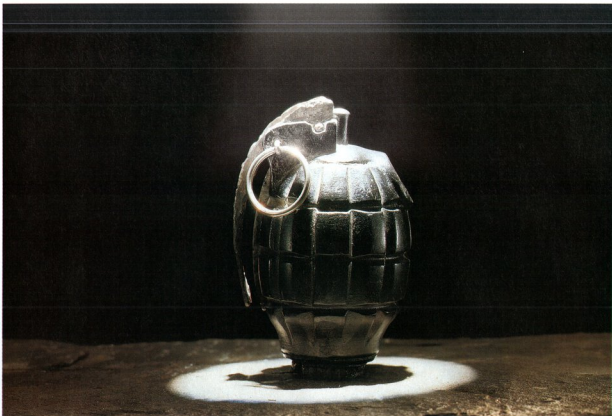
In all, I'm literally champing at the bit to get my hands on the game and can hardly wait until next month when, if all goes according to plan, the completed game will land on my desk.



ABOVE: The familiar map and mission screen is still here for *ZeeWolf* veterans. RIGHT: The new landscapes coupled with the new objects add to the beauty.



...and now we can drive a Buffalo.



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THIS MONTH'S

charts

This month's charts gives those wild and wacky Wakefield boys at Team 17 something to celebrate over the Christmas period. Lucky people.

THIS MONTH'S FULL PRICE TOP 20



Alien Breed 3D



Turbo Trax



Super League Manager



Formula 1 Grand Prix

1 (2)	Sensible World of Soccer (Renegade)	FG95%
2 (-)	Alien Breed 3D (Team 17)	FG93%
3 (1)	Player Manager 2 (Anco/Virgin)	81%
4 (3)	Premier Manager 3 (Gremlin)	85%
5 (4)	Ultimate Soccer Manager (Impressions)	84%
6 (6)	Sensible Golf (Virgin)	81%
7 (5)	Colonization (Microprose)	FG95%
8 (12)	Tactical Manager 2 (Black Legend)	55%
9 (7)	Super Skidmarks (Guildhall)	FG92%
10 (20)	World Cup Year 94 (Empire)	85%
11 (9)	Fifa International Soccer (Electronic Arts)	79%
12 (Re)	Overlord (Virgin)	85%
13 (18)	Football Glory (Black Legend)	80%
14 (14)	Rise of the Robots (Time Warner)	18%
15 (8)	PGA European Tour (Ocean)	83%
16 (-)	Turbo Trax (Kompakt)	79%
17 (19)	Combat Classics 3 (Empire)	81%
18 (-)	Animation Workshop (Empire)	55%
19 (10)	Starlord (Microprose)	52%
20 (16)	Jungle Strike (Ocean)	87%



Sensible World of Soccer



Death Mask



The Settlers



Zaxxon

TOP-10 CD32

1	Super League Manager	Audiozone	80%
2	Morph	Millemilium	78%
3	Gloom	Guildhall Leisure	FG91%
4	Super Skidmarks	Acid	FG92%
5	Death Mask	Alternative	77%
6	Subwar 2050	Microprose	84%
7	Int Sensible Soccer	Mindscape	FG91%
8	Last Ninja 3	System 3	79%
9	Sensible Soccer 92/93	Mindscape	FG91%
10	Top Gear 2	Gremlin Interactive	55%

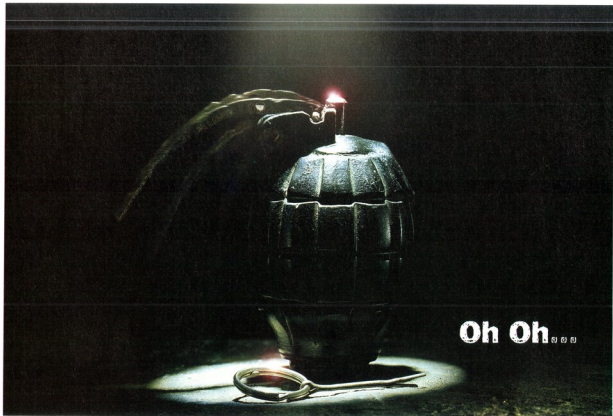
TOP-10 BUDGET

1	The Settlers	Blue Byte	FG94%
2	Formula 1 Grand Prix	Powertex	FG94%
3	ZeeWolf	Empire	FG90%
4	Monkey Island 2	Kix	FG95%
5	Indiana Jones: Atlantis	Kix	81%
6	Syndicate	Hi Squad	FG94%
7	Mortal Kombat	Virgin	74%
8	Dune 2	Hi Squad	FG90%
9	Dawn Patrol	Empire	69%
10	Space Hulk	Hi Squad	77%

TOP-10 A1200

1	Alien Breed 3D	Team 17	FG93%
2	Gloom	Black Magic	FG91%
3	The Lion King	Virgin	69%
4	Ultimate Soccer Manager	Impressions	84%
5	Jurassic Park	Ocean	74%
6	Sim City 2000	Maxis	FG90%
7	Tower of Souls	Kompakt	44%
8	Roadkill	Guildhall Leisure	80%
9	Super League Manager	Audiozone	80%
10	Aladdin	Virgin	FG90%

Weekly chart updates can be found on FutureNet, Future Publishing's own Internet site: <http://www.futurenet.co.uk/computing/amigaformat.html>.



Oh Oh



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Join **Steve McGill** in the umpire's chair as he judges **Audiogenic** to have served an ace that would give **Dan Maskill** a stroke if he were still alive.



Super Tennis Champs



SUPER TENNIS CHAMPS

Publisher

Audiogenic
0181 424 2244

Price

£19.99

Versions

A500/600/1200

System requirements

1Mb

Release date

December

Graphics 7 out of 10

Bright, breezy and fun.

Sound 7 out of 10

The balls sound right when struck by the racket

Addiction 9 out of 10

Really comes into its own when played with other people.

Playability 9 out of 10

Another 'minutes to learn, years to master' style game.

Overall verdict

One of the best Christmas surprises we've come across.

90%

■ **STC** is one of the best tennis games on any platform... Terrific fun – go and get it.



Doubles-play, whether engaged in by one or four people is simply terrific.

Super Tennis Champs is one of those games that makes you proud to be a member of Amiga Format. In the month before Steve Bradley spontaneously combusted, he was sent a nifty tennis game programmed by Elton Bird of Mental Software.

Sussing its potential immediately, he passed it on to Audiogenic and to our sister magazine Amiga Power. Power immediately put the game on to one of their Coverdisks (we didn't have the room) and Peter Calver of Audiogenic put Elton to work on improving the basic game.

Super Tennis Champs is the result of all that hard work and I'll only play for a Glasgow Rangers season ticket if it isn't the best tennis game ever to have appeared on the Amiga.

Now, realising the terrible consequences of being wrong, I'll have to justify some of the bold assertion.

One of the first things that a tennis game must possess is a believable sense of physics and an intuitive control system to match.

The characters' varied abilities mean that some opponents' backhands are more to be feared.

Super Tennis Champs has both in abundance. Not only can you control the type of serve and shot that's played, the spin and velocity of the stroke is also under the player's control.

To further complement this variety, the game also exploits the use of two-button joysticks and CD32 controllers to make certain shots, such as lobs and drop shots easier to pull off. This adds real skill to the matchplay and when two opponents of similar ability come up against one another, the result can be an absorbingly fraught and tense affair.

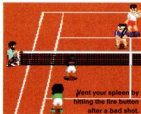
Moreover, Super Tennis Champs introduces the concept of character play. That is, some characters – of which there are sixteen – have stronger matchplay characteristics in certain areas of their game. For example, Paulo is very fast on his feet around the court. Shrewd players, once they're familiar and well practiced with the game, can exploit

this so that someone whom they're markedly superior to could be given one of the best characters to play, in an improvised form of handicapping. Just in case this isn't considered relevant, the option exists to switch the character traits off, so that all characters are equal.

Furthermore, the game also makes use of parallel port joystick adaptors enabling up to four players to take part at the same time. Great fun, considering that doubles can be played with only one person.

So, in all, Super Tennis Champs presents potential players with amazing gameplay, a whole host of options to customise the game to the participants' delight and, most importantly, entertains in a manner that encourages spontaneous laughter and temper tantrums at the same time.

So go for Super Tennis Champs; it's one of the best tennis games on any platform. Terrific fun – fully deserving of a Format Gold.



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What's it all about?

Well, rather like the morning after a really hot curry, the feeling is impossible to explain. You simply have to experience it.

So no matter what else you do today, get hold of a copy of the playable PC demo of Worms and blast away.

Who knows, maybe you'll have the world's hardest worm.

© TEAM 17 1995

WORMS PLAYABLE PC DEMO - <http://www.team17.com/>

Steve McGill is feeling vaguely brave and stars in a brilliant, new, horror-movie style game where his days are numbered and life is looking bleak.

Citadel



ABOVE: Despite being mostly useless, the FMV does add flavour to Citadel's plot.

RIGHT: On the whole, the balance of Citadel needs reappraising. You tend to die a lot. Like here.



Bibles worth of text have been written about and contributed to the hyperbole and hoopla surrounding the idea of the interactive movie.

In theory, it sounds great; in practice, it's a crock – delivering no more than a motley collection of full-motion video clips, costing more than

the development costs of an average Amiga game. A waste of resources and a waste of time. Especially when you consider the scope of games that could be turned out by the likes of Polish development team Arrakis with less than half the money allocated to posturing PC game developers.

Take Citadel, their first commercial UK release. It represents

what the concept of interactive movies should be all about. If ever there was a game that tries hard at being all things to all men, it's Citadel.

No matter which Amiga you own, Citadel will run on it. No matter which Amiga the gamer owns, they can now engage in a 3D, first person perspective, immersive world.

For more info on the technical aspects, check out our Accelerated Gameplay boxout.

Much like the brand name of Hoover becoming synonymous with all vacuum cleaners, Citadel has to suffer under the coined branding of 'Doom clone'. An unfair slander on Citadel and other so-called Doom clones, such as Gloom, Fears and Alien Breed 3D.

The crux of the matter doesn't come down to what the game's called, however. The enjoyability of the game lies in the use of the perspective, the pace of the gameplay, the credibility of the plot, the actions of the denizens poised against you and the execution of the control system mechanics used to



ACCELERATED GAMEPLAY

The most impressive technical element of Citadel is the unobtrusively efficient manner in which it utilises and exploits available hardware. It almost bends over backwards to ensure that players, no matter what model or configuration of Amiga they own, will be able to obtain an acceptable running speed.

Here's a run-down of what can be done:

DETAIL:

There are three levels of detail, high, medium and low. The highest level includes permanent effects like blood splashes, impaled corpses... that kind of thing. The textures for the floor and the ceiling can also be switched off. As is the norm these days, running speed is significantly increased.

SCREEN SIZE:

The main determinant in the running speed of Citadel is that of screen size. There are eight in all, ranging from sub-atomically small, to full-screen big. The smallest could be likened to looking out of a post box, while wearing slitted glasses. The largest, well, it's great – it makes you feel like you're almost there.



MINIMUM DETAIL: Ensures that items such as guns are visible.



MEDIUM DETAIL: With floor and ceiling texture on things look good.



MAX DETAIL: Hard to think this is the same as the screen on the left.



SMALLEST SCREEN: Runs like the wind, this screen. Even on an A500.



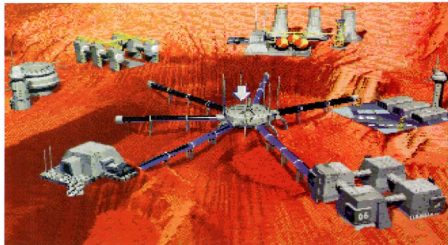
MIDDLE SCREEN: Similar to Breed 3D. Good for unexpanded A1200s.



BIGGEST SCREEN: Owners of accelerators can revel in this screen.



A large part of the disk space taken up by Citadel is given over FMV clips which are impressive first time round.



LEFT: Use this screen to access various parts of the complex which have still to give up their secrets.

keep everything finely balanced and working in tune.

Citadel is mostly perfect in these departments. But not quite.

The plot is strong and gives the gamer focus – find the pieces of a large bomb and blow a complex full of horrible genetic experiments into oblivion. This is your cue to play seek, destroy and collect throughout the seven main areas of the huge complex.

Of course, it's not always the player who's doing the seeking. The nasties you're up against exhibit a fairly high level of artificial intelligence and behave in a manner which means that slack or sloppy play is punished mercilessly; even competent and inspired play can be penalised. More so if the hardest difficulty level has been selected.

In fact, much like *Fears*, there's a

bone of contention here concerning a couple of the installed play mechanisms. Bumping into walls takes damage off your man.

Admittedly, this only happens while playing on the hard difficulty level, but things are difficult enough without adding to the pain. What's more, on the hard level weapons eventually malfunction due to damage. When faced with a barrage of fire from all sides, it isn't pleasant to be left with a malfunctioning weapon.

Much more pleasant, but still managing to keep you on your toes, sweating with concentration, is the easy level. It makes the game accessible and opens up more of *Citadel's* pleasures to the gamer, but still remains fiendishly difficult – verging on too difficult.

The reason's simple. Independent

game testing. There wasn't any. *Citadel* was tested by the in-house development team at Arrakis. Admittedly, most of the testing was carried out by coders not working directly on *Citadel*, but they're still too close to the game.

But looking the positive side, there are many, many good things about *Citadel*, the multitude and variety of creatures, the weapons and ammo, the credibility of the surroundings, the skill required to proceed satisfactorily, the satisfaction gained from completing a level, the configurability of the program to suit your hardware and, most of all, the entertainment factor.

If we go back to the introduction for a minute and think of first person perspective games like *Citadel* as movies, then *Breed 3D* could be considered an action thriller, like *Aliens*, that's tense and always on the go. *Gloom* is a Steven Seagal movie with non-stop action that never lets up until you're mentally exhausted.

Citadel would be a horror movie like *Day of the Dead*. You know everyone's going to die, except for one or two people. That's what *Citadel's* like. Most times out you know you're going to die, but there's enough chance and optimism to make it through at least once. And that's what makes you come back for more and more. Exciting and dangerous stuff indeed.



We feel like this near deadline every month on Amiga Format. Irrelevant wibble aside, this is the screen that you'll see quite a lot of when playing *Citadel*. It means that you've just died.



Not unlike the Aggro Skinheads in *Gloom*, these guys are every bit as aggressive.



The use of atmospheric and meaningful texture maps enhances the gameplay.



Other maps have complained about the above static. Why didn't they switch it off?

CITADEL

Publisher

Black Legend

Price

£29.99

Versions

A500/600/1200/4000

System requirements

1.3 Kickstart upwards

Release date

Out now

Graphics 9 out of 10

Looks great on all Amigas.

Sound 8 out of 10

Suitably scary and atmospheric.

Addiction 8 out of 10

If only I had sidestepped sooner.

Playability 8 out of 10

Verges on being almost too difficult.

Overall verdict

The sort of game that Amigas were made for.

89%

■ The nasties behave in a manner which means that sloppy play is punished mercilessly.

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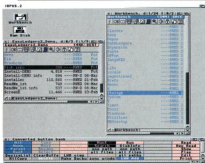
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Join **Steve McGill** as he gets all wriggly, squiggly and giggly, playing one of the funniest but deadly serious war-mongering games this year.



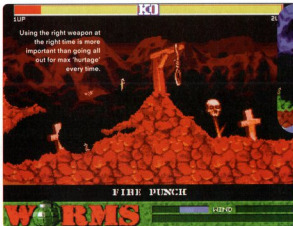
Worms

With the world of video games being sucked into a maelstrom of technical overkill and blown out the other end in a whirlwind of power programming, you'd be forgiven for thinking that *Worms*, the latest offering from Team 17, is a backward, verging on mad, retrograde step.

Your major mistake, of course, is that in the insane gaming world, the fools have taken over the asylum. Team 17 have retained a vestige of sanity throughout the coup. For *Worms* pays homage to what should be the ultimate goal of any game; entertainment, sociability, gameplay and addiction.

A triumph, if covert, tribute to *Worms* was the behaviour of the Amiga Format staff during the last week before this issue went to press. What initially started out as friendly games ten minutes before 'going home' time, turned into epic battles where the very character of the participants was on the line.

Anna Grenstam, our Viking-descended Production Editor, exhibited a cold, vicious streak of aggressive efficiency, with a firm tendency to come out blasting on all

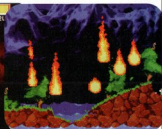


fronts; favouring homing missiles and dynamite as her starters and the Uzi as her main course assassination weapon of choice.

Graeme Sandiford, our Streetfighting Technical Editor, opted for a more elegant and 'honourable' strategy of cluster bombing and fire punching his way to victory. Although just what he was thinking when on several occasions he chose to

sacrifice a Worm during a kill when he could have saved it, is beyond us.

Nick Veitch, Celtic Bosso Supremo, exhibited a typically well thought out and balanced blend of strategy and tactics that was the undoing of many an ill-prepared opponent. His patient and intelligent use of both weaponry and terrain made his killings all the more obscene due to their calculated methodology.



Not as devastating as they could be, Air Strikes are more of a devastation luxury.



Weapon drops can conceal weapons such as 'sheep' that aren't in the standard menu.

Continued overleaf →

TESTING THE TERRAIN

There are eight different terrain types in all (A500/500 owners can't access all of them) which make a considerable difference to the way *Worms* plays.



Hell is frightening and oppressive.



Alien world means low gravity.



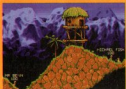
Explosions are best in the Arctic.



The Desert offers minimal air cover.



The Forest offers excellent cover.



Gain high ground when in the Jungle.



A Mars day helps you kill Worms.



Top scrimmage in the Scrapyard.

McGill's proud of this landscape. It's what you get when you type in "Ayrshire".

WORMS

Publisher

Team 17/Ocean
01924 267776

Price

£29.99

Versions

A500/600/1200

System requirements

1Mb

Release date

Out now

Graphics 7 out of 10

Functional, passable and effective.

Sound 7 out of 10

Same as above, only more so.

Addiction 9 out of 10

Amiga Format was almost brought to a halt.

Playability 9 out of 10

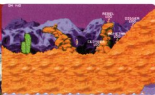
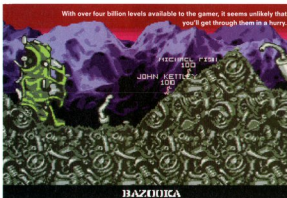
Creative genius at work behind this game.

Overall verdict

Minutes to learn, an infinity to master. That is its appeal. That is its legacy.

90%

■ Suffice to say, *Worms* thoroughly deserves to be a real smash. Buy it today!



★ Me, well, I exhibited my inimitable, inspirationally creative (and modest) style that could never be copied due to the outlandish flair and capacity for self-destruction harboured within my breast.

Incidentally, I got picked on the most because I was the man to beat; and, 'miraculously', I managed to lose more games than anyone else. Well, we can't all be winners.

Now, before you slope off thinking that the above is an attack of *Amiga Format* over-indulgence never before seen this side of the open plan office, bear with me.

The key to the gameplay and psychology behind *Worms* is the variety it presents to participants – give people choice and a multitude of options and their character, peccadilloes and behaviourism is going to shine through. That's what happened to us when playing *Worms*.

Remember, the keyword here is variety. *Worms* presents players

with fifteen different types of weapons with various effects, causing

varying amounts of damage.

To complement the weaponry, there are six different utilities, ranging from teleports to underground digging.



Exploitation of these can result in deeply strategic games.

As if this wasn't enough, the game is played over eight different types of terrain (check out "Land Ahoy"), each of which exhibit different kinds of gravity, traction and cover. Add to that, the terrain generator which can quite literally conjure up over four billion unique landscapes and using the word 'variety' starts to feel a bit feeble.

But even this wasn't enough for Team 17. If you've already played our top Coverdisk, you'll have seen that the third level is a custom *Amiga Format* level.

That's right, if desired, you can create your own levels using *Deluxe Paint*, or your own paint package of choice. You just have to make sure the super bitmap is the right size (960 x 350).

So, hopefully, by this time you should have realised that the scope and depth the game offers in terms of strategy, tactics and style is virtually limitless. Yet, this limitlessness can be further tailored and shaped to the preferences of all parties (or not in some cases) through the vehicle of the options screen.

Every weapon and every utility can be switched off, have its number of accesses increased or decreased, or even be made infinitely accessible.

This also extends to the length of time a round is played in and the length of time each player has to take a shot. In effect, the game is fully customisable and lets players inject it with their own personality and character.

In fact, it's with sadness that I have to leave the review due to the restrictions of space. There's so much more that could be delved into and said about it, that I'm almost ashamed to leave.

Suffice to say, *Worms* thoroughly deserves to be a real smash. You find things out about the depths of people's deviousness, creativity, prejudices and intelligence when you play this game.

It's wonderful to take part in and even better to win. Buy it today – you certainly won't regret it.



THE CHOICE OF WEAPONS IS YOURS

The real secret to dominating your enemies in *Worms* is in learning when to use a particular weapon or utility. Sometimes, the terrain you're in almost dictates what should be done.



Spectacular carnage from Air Strikes.



Bazooka: Lethal in the right hands.



Dig in with the Slow Torch.



Don't lose a turn. Bungee.



Mines are almost as good as dynamite.



Dragon Balls can be cleverly used.



Use the Drill. Anna calls you "boring".



Dynamite is evil and vicious. Hurrah.



Fire Punches are satisfying to use.



Deep strategy leads to Glider use.



Timed Grenade launches are clever.



Beware the Swedish Homing Missile.



Kamikazes are surprisingly effective.



Mines a damaging explosion thank you.



Escape using the hooked Rope.



Shotguns. Most versatile weapon.



Teleport to safety or into danger.



The Uzi. Excellent for assassination.



The Mini-Gun. From a Weapon Drop.

"Probably the best football game ever!!!" screams the back of *Team's* box. We'll let **Steve Bradley** be the judge of that.

Team



At least, *Team* has real teams, real kits and real players, even if they are way out of date.



The 'fully animated crowd' is a horribly flickery thing. And for a horribly flickery thing, it doesn't make much noise.



Acrobatics from the Aston Villa keeper. Just a minute, they're playing Manchester City. And that was a shot on goal. Blimey.

Well I guess we'd better nail this misapprehension early doors, for *Team* most certainly isn't the best football game ever. In fact, *Team* is an extremely poor football game, vying for the moniker of 'Worst ever football game to look a bit like Sensible Soccer'.

Consider the following: There is only one league of teams, the English Premiership. And they're out-of-date by a season. Doh! Come on guys, if you're going to give us real teams and real players, at least make a vague attempt to ensure they're up-to-date.

'High-quality sound effects' and 'fully-

animated crowd' are also lovingly enscribed on the packaging. The effects take the form of 'tic' (yes, I kid you not) when the ball is passed and a drum tap when the ball hits the advertising hoardings. Oh, and there is the occasional burst of horrendous 'white' crowd noise.

Another boxular comment: 'Innovative gameplay'. Wrong. Imagine the chaps at Sensible Software playing a really early version of Sensible Soccer, Jon Hare chipping in with: "We should be about there in six months". *Team* looks a bit like Sensible, but play them back to back and *Team* flounders embarrassingly.



"Guys. Guys. Guuuuuys, come on, where are you?"

The ball is difficult to control, it's incredibly tough to string any kind of passing manoeuvres (what with there being no pass-to-feet option and all) and the players seem to be way apart from each other which, considering your vast pitch view is somewhat ludicrous.

Why do these people bother? They must have played Sensible Soccer, Football Glory, Goal!, et al. Surely you can learn a lesson or two from the way these games have been put together in the way that the players move and interact in the way that the sound complements the action? In *Team's* case, the answer is clearly no. Not that one would be so cynical as to suggest that some programmers are content to trot out any old example of the Amiga's best-selling genre; that some are not even vaguely concerned whether their game is pushing boundaries, knowing full well that they can flog a few, no matter the quality.

We'll give coders Impact Software the benefit of the doubt. Chances are they're enthusiasts just like you and me. A labour of love that went horribly wrong? Who knows? *Team* just feels horrible though; a mere journeyman when compared to the majestic SWOS, that game by which all football games on this platform shall be judged. But the price? 30 quid is outrageous. "You cannot be serious," as John McEnroe might have put it.



TEAM

Publisher

Impact Software

Price

£29.99

Versions

Generic

System requirements

1Mb

Release date

Out now

Graphics 6 out of 10

Sensibly small, though not as good as their master.

Sound 1 out of 10

To be frank, appalling.

Addition 3 out of 10

Horrendously frustrating, please avoid it.

Playability 3 out of 10

Way, way, way, way, way, way behind SWOS.

Overall verdict

Quite simply a pointless release. Way behind the competition, *Team* is rather an embarrassment in comparison.

34%

Team is a mere journeyman when compared to the majestic SWOS.



Yes, *Team* has cups and leagues, and you can change the number of teams too.



Aha, you can edit the team data to suit your own purpose. Even put Steve McGill in.



8-3 on aggregate. Oh dear, just as well it's Southampton they're playing this round then.

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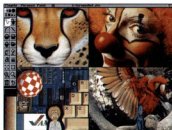


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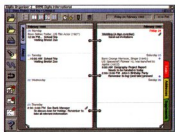
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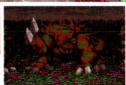
Finally coming back to the surface, **Nick Veitch** gives his assessment of this heir apparent to the RPG crown.



Dungeon Master 2: Skullkeep



Don't tread on the... abhhh. Some monsters are linked to particular areas.



This dinosaur-type monster is very tough, but with no tactical ability.

Computers are useful things. They have (with arguable consequences) relieved mankind's burden with their speed,

efficiency and accuracy, and this isn't just true in banks, libraries, offices, ships, aircraft and nuclear power stations.

Computers have successfully separated the fun, thrill and excitement of Roleplaying from the tedium of looking up charts, throwing 20-sided dice and trying to explain to your mother that Gary Gyax is not a disciple of Beelzebub (probably).

Although there were others, it was the original *Dungeon Master* which built on this and created a true, real-time atmosphere for the game. This is no turn-based, 'sit back and think of what to do' game - fast sword-work is just as important, if not more so, than strategic planning.

THE GAME REMAINS THE SAME

Dungeon Master 2 does not try to change any of these base elements. It is still, recognisably, of the same genus. In fact, visually there is little difference at all.

The screen area is still surrounded with little gadgets and display panels, the whole can be still totally mouse driven (you can use the keyboard if you want) and you still get a little hand icon to move around the screen and interact with objects.

In fact, even the beginning is almost identical. You pick your three travelling companions by wandering around a labyrinth scattered with suspended animation tubes. To add

Click on this to see your character's vital statistics, or to view particular items.

What are you wearing on your head. A Helm of some sort is sensible.

Use this to scoff your fallen prey, or to imbibe revitalising potions.

Sound menu. Change the volume of the effects, or turn the music on and off.

Save a game. You can save up to nine different games; unfortunately, you cannot give them particular names.

Beddy-byes. Sleep, that knits up the ravelled sleeve of care. In other words, you regain magic points and strength while asleep.

Close this window (or use the right mouse button)

Your current food level. If this goes red you are in trouble. Steak is most satisfying.

Ditto water. This will last longer (conversely to real life).

The contents of your backpack. It isn't very big, but you can get bags and chests to put things in.

The hands are obviously where you keep the main weapons or items. Some weapons are better than others.

The pouch area is useful, mostly for carrying water.

The most important stats are your health and mana. Mana is basically the amount of magic the character can perform.

Your scabbard. Tuck an extra weapon in here to be safe.

Your current load for this character. You can always stash non-essential items somewhere - theft is not a big problem here.

Not entirely decorative, some jewellery or capes enhance your abilities.

HEALTH 88/79
STAMINA 88/88
MANA 42/42

FOOD
WATER

13.6/46.9 KE

ON THE CONVEYOR BELT TONIGHT...

These are some of the items you will stumble across on your travels:



POTIONS

These have many different effects and you can even make your own (if you have a spare flask).



FOOD

A man's got to eat. You shouldn't run out of food, as you can eat many of the monsters you kill.



MAGIC MAP

Shows a limited area around the party. Some have the option to display monsters and marker points too.



SILVER COIN

You will need lots of these. And some gold ones, some copper ones and a few gems too.



KEY

You need these to get into various parts of Skullkeep and the surrounding area.



NECKLACE

Some of these have special attributes. Put it on and see which characteristics are affected.



BOTHA

Not made from the skin of former South African leaders, but indispensable for carrying water.



SHIELD

Useful for hiding behind. Some have special abilities, such as this one which can teleport the party.



BOMB

Throw at baddies. It explodes and upsets them. Several types exist - this one is your standard fireball.



HELM

Helm. You wear it on your head. It keeps your hair dry.



someone to your party, you merely have to defrost them.

The real thing that set *DM2* apart from the others (before it spawned a series of imitators) were the clever tricks and traps. Noticing a slightly discoloured stone on a wall (don't play this game in black and white) you press it in, activating a secret panel, behind which you find a key - that sort of thing. Things have more scope to be fiendish in *DM2*. You can now push, pull or slide many objects around (lamps, tables and even big boulders if you are strong enough).

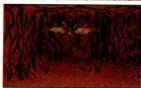
There are also a lot more open spaces (especially in the beginning) and there is more scope for the monsters to apply some sort of tactics. Instead of being stuck in a narrow corridor, where you just had to slug it out toe to toe, you can now run away. So can the monsters, or if they are particularly nasty, they'll gang up on you.

MONSTER? WHERE MONSTER?

The monsters have far more character in *DM2*. I don't mean that they are easier to engage in polite conversation, or that you would like to take them home for tea or anything, but instead of just being monsters with different attacks and stamina points, they have their little foibles too. Wolves like to attack in packs and are easily distracted by bones (or a dead member of your party). The dinosaur things are slow movers, and you can easily run around them and attack from behind all the time - they lose interest if you get far enough away too. Trees (the animated kind) are vicious, but they don't like fireballs and will run away if they are getting a hammering.

As you progress through the game, your characters will gain experience. Not in the tedious way you get experience in the usual RPGs, where everyone gets so many points every time a monster is killed.

In *DM2*, experience is gained through practice. The more times you wish your sword, the better it will become. The more you try to cast spells, the better at waving your arms around you become. If you like, you



could just spend hours attacking the bushes (and there are plenty of suitable ones in the first part of the game) and become a Craftsman Fighter. But it would be very tedious.

DULL, DULL, DULL

Which brings us nicely on to gripe time. On the whole, tediousness is reduced in this version. You are not, on the whole, forced to travel back through half the game levels just to get some food, and the teleporter is very handy indeed. There is still some level of tedium, though, mainly to do with the shops.

Yes, it is very realistic; yes it does give you the scope to barter (vaguely). But it's most certainly dull. I challenge anyone to find it thrilling to spend 18 minutes (count 'em) buying basic equipment for their team, only to step outside and beat. Save as you go.

But the atmospherics have been improved, as has the presentation. The graphics are slick, the animations pleasant, the sound and music atmospheric. It's like all that stuff Scottie was going on about in his Enhanced Games feature a while back. The experience is almost cinematic and certainly absorbing.

There are some improvements that maybe should have been made, but it is heartening to see a tried and tested formula being improved on and brought up-to-date. There is certainly lots to get stuck into too. ☺



That pile of bones on the ground used to be Tresa. She can be resurrected, though.

TOP: Going shopping is easily the most tedious and time-consuming part of the whole game, but very necessary.

BELOW: Some poisonous bats in a cavern. Unlike the original, *DM2* doesn't progress in a 'deeper equals further on' kind of way. There are many underground and overland locations throughout.

DUNGEON MASTER 2

Publisher

Interplay 01235 821666

Price

£40

Versions

A1200 (but actually worked on an A3000)

System requirements

2Mb RAM, Hard drive

Release date

Out now

Graphics 9 out of 10

Nice animations, great lighting, very atmospheric.

Sound 8 out of 10

Again, the atmosphere is just right, though some spot effects are a bit cheesy.

Addiction 8 out of 10

As compelling as ever. If I can just get past these skeletons with big machetes.

Playability 8 out of 10

If it ain't broke... much is the same as the original, but the changes are improvements on the whole.

Overall verdict

Addictive, compulsive, atmospheric and only occasionally tedious. Pricey though.

81%

■ Slick, cinematic, absorbing, huge, lots to get stuck into and a bit expensive.



Join **Steve McGill** as he treads carefully through treacherous corridors, fights off vicious monsters and eventually makes it to his desk.



Alien Breed 3D CD³²



Never lose respect for these creatures. They may seem like cannon fodder, but they'll kill you quicker than I could say...

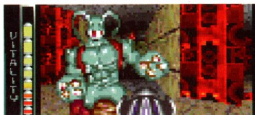
One of the big game smashes on the Apple Mac platform this year was Doom-clone extraordinaire, *Marathon*.

Set on a spaceship overrun by Aliens, the player's task was to liberate the ship by fair means and foul. Several sub-tasks had to be engaged in, including map and computer terminal accessing.

The different stages of the game took place on multiple levels and involved running up and down stairs a lot, while wasting anything that got in your way.

Due to the action taking place on different physical levels, the option to look up and down was offered to the player. This was an incalculable aid and offered a sense of realism and enjoyment which helped to elevate *Marathon* to the status of classic.

If you see this guy at such close quarters, you're in trouble. Run away, dodge, blast and weave.



Now, before you start getting all angry about me mentioning a top game from another platform, consider this: *Alien Breed 3D* can quite legitimately be considered to be *Marathon* with its wings clipped, not clipped enough to stop it from flying, but just clipped enough to limit the height of its flight.

When you consider that the Mac needed to run *Marathon* at a nice screen resolution and running speed would cost you well in excess of £1,500, it brings into sharp focus just how excellent *Alien Breed 3D* truly is on the CD³²; a machine that started out life at a smidgeon under £300 and is now available for just under £200.

That's why, I can't recommend *Alien Breed 3D* on the CD³² enough. I regularly take the office A1200 home to play *Breed 3D*. Its balance, its scope, its pace, and its ability to reward good play are nothing short of breathtaking.

It looks great, it sounds great, it plays great, it's great full stop. The one main difference, and advantage, it has over the A1200 version is that you also have an ambient sound track that can be played throughout the whole game.

As such, anyone with a CD³² should treat themselves and their machine to a truly classic game which showcases the real power of the much maligned Amiga-based technology. Team 17 have already gone on record that they have reconsidered their plan to abandon the Amiga and CD³² market.

So, go on, treat yourself. Show Team 17 that despite their knockers they're still one of the major players in the Amiga market. Show them that it's worth their while staying. If you do, you can confidently look forward to more excellent games like *Alien Breed 3D*. You know it's worth it.



The variety of the many locations, rooms and corridors throughout *Breed 3D* help the gamer immerse themselves in the world.

ALIEN BREED 3D CD³²

Publisher

Team 17 - 01924 426 7776

Price

£29.99

Versions

CD³²

Release date

Out now

NEW!

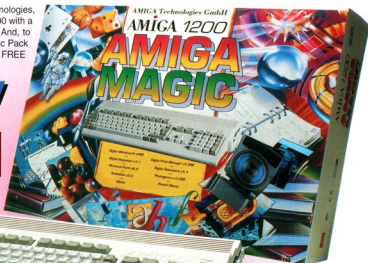
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COLOUR MONITOR UPGRADE
SEE PAGE 2



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CD ROM 2
Collection of 3D objects in other formats including Imagine (175 MuB), 3D Studio (119 MuB) and Sculpt 3D (20 MuB). Textures in JPEG format complete with thumbnails. PD graphics programs and demos for PC and Amiga. Collection of 3D landscapes in Lightweight, 3D studio and Imagine. Video Toolbar directory with videos and CG films.

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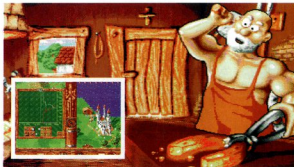
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Spending his days in gaming stupor, **Steve McGill** knows his games and how to crack them with skill, judgment and patience... and by blatantly cheating of course.

SEND IT IN

If you have a hint, tip or cheat to share with other Amiga gamers, write to: Steve McGill, GameBusters, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW. Or, better still, send it on a floppy disk.

GameBusters



SETTLERS: "Remember," said the friendly blacksmith, "don't attack the bad guys if they're occupying buildings they've just built for you."

SETTLERS

Having trouble with *Settlers*? Here's a tip for anyone who wants their enemies to make buildings for them in the *Settlers*. Simply find a place on the map where your land and the enemy's land meet and where the enemy's road (make sure the flags are far apart) passes very close to the border.

On your side of the border you place a flag as close as possible to the border and the road, then special click (both mouse-buttons together) on the flag to bring up the "Transport" menu.

If you have put the flag in the right place, then there should be a little symbol underneath your flag. (It looks like an intersection). Click on this symbol and the enemy's road will join on to your flag.

Then it's just a case of joining your flag to your building foundations and waiting. Your enemy will make your buildings for you and, if you want, even occupy them for you. If not, then remove the roads from the flag and carry on with your game.

Please note - your enemy will occupy every building built, including guard houses, garrisons and watch towers. This can be bad, especially if you decide to attack the bad guys who have just built things for you. Their knights will attack you of your own knights and they will also go back to their own castle.

Don't worry when you look to see how many buildings you have and the display says, for example 1+1 or 1>1000 through the rest of the game because the computer has confused yours and the enemy's buildings.

Christopher Hindley,
Clwyd

COLONIZATION

John Southwell from Faversham in Kent has found a useful cheat for gaining untold riches in *Colonization*.

It only works if most of America/New World is explored: Send out seasoned scouts to Lost City rumours and save the game one block away. Then move into the requisite square.

If you don't like the outcome, then load up and try again. Considering that they are random, you can find hundreds of 'Fountains of Youth' or Lost City treasures worth about an average 5,000 gold.

Time-consuming on floppy, but John reckons it's worth it.

John Southwell,
Faversham, Kent

CHAMPIONSHIP MANAGER

Graham Stavers brings us these cheats for *Championship Manager*: If a player wants to go abroad, list him and fine him. After about a week,



COLONIZATION: The tip we've given here is probably best used when installed on HD.



CHAMPIONSHIP MANAGER: More chance of British clubs being successful in Europe here than there is in real life.

he'll want to renew his contract. If a player wants a short contract, keep clicking OK on a five year deal. He will either agree, or want a longer contract.

Also, sell all your players over 25 and replace them with younger ones - around about 20. The youngsters values rocket and all play for their national teams. Don't forget to buy Ashley Ward - he comes in handy around season 3 and 4. Don't ask your scout to watch a player whose team has been relegated from Division 3. The scout will retire.

Graham Stavers,
New Herrington, Tyne and Wear

TINY TROOPS

Quick tip on *Tiny Troops* demo from Amiga Format 77.

Click on the Jolly Roger (all out attack) straight away. Click on a troop when he's about to die, then keep clicking on the Jolly Roger and he will not die. Instead he will become invincible.

Daniel Elkington,
NSW Australia

■ Sell all your players over 25 and replace them with younger ones... Their values rocket.



TINY TROOPS: If you fancy being invincible, then follow our tip.

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Steve McGill just shot down some illegal aliens and then shouted "Goal". Had he finally snapped? Or was it just re-release fervour?

Re-releases

Football Glory

Hit Squad ■ £9.99 ■ AF67;80% ■
New Score 82%

That Football's played differently and treated differently throughout the numerous countries of the world is an understatement.

It's the same with football games on the Amiga too. If Sensible World of Soccer was likened to a smooth, passing Italian-style game, then Football Glory, by contrast, would have to be compared to a kick and rush Endleight League game.

Not that that's a bad thing, mind you. It's just that in terms of aesthetics, enjoyability and playability, one is streets ahead of the other. No prizes for guessing which.

Nevertheless, Football Glory offers a viable substitute for Sensi. There are five special moves which can be activated and they add to the gritty, grungy, unpredictable feel of the game.

The special moves are: bicycle kicks, back heels, tackle avoidance, volleys and speed bursts. Each, if activated at the right time, can give the skillful player the edge over his opponent and provide a meaningful alternative to the almost sterile beauty of Sensi.

So, despite the limitations in terms of smooth gameplay, there's absolutely no reason available that can possibly stand in the way of a thorough recommendation for Football Glory. The reduced price of just under ten pounds makes it a compulsive purchase.

UFO: Enemy Unknown

Powerplay Plus ■ £16.99
■ AF65;FG90%

An updated and modernised version of 8-bit classic, Laser Squad. That's what UFO: Enemy Unknown unashamedly was and is.

Capturing many of the classic elements of the 8-bit classic, UFO improved on it by introducing a different perspective, prettifying the graphics and making the basic scenario more in-depth in scope.

Aside from the tactical elements involved when dealing with the enemy, UFO also demands a long-term strategic outlook in order to build up bases throughout the earth, research suitable weapons to take on increasingly dangerous aliens and finally to build a craft to take you to the aliens' home world.

As with all things, to be

82%



FOOTBALL GLORY:
Versus SWOS is like
Rangers v Juventus.
Absolutely no chance.



FOOTBALL GLORY: Orange shorts with green and red stripes. Yeeuch.

successful takes a little bit of luck, a lot of hard work and intelligent use of the resources to hand. Not worth blowing by rash behaviour, the game rewards intelligent play.

In later missions, the moves of the aliens can take an age on an A500. There's always going to be a trade-off of this kind with a game as intelligent and complex as UFO: Enemy Unknown. So if the idea of waiting around a bit puts you off, buy an accelerator. You know it makes sense.



UFO: ENEMY UNKNOWN: Chess meets the immediacy and variety of the Amiga. Top fun. Even for UFO spotters.

90%



UFO: ENEMY UNKNOWN: Building and maintaining a well-equipped base is paramount to success.



Sometimes the tension when searching out aliens is tight.



Whether you're an Amiga virgin or an old hack, it can be difficult deciding what to play. Here's **Steve McGill** to help you out.



Dear Santa...

Ah, Christmas time. The season of useless adverts for sherry, perfume and cheap, plastic toys. It also happens to be the season that we bring you our definitive 'must-buy' listing of games, roughly grouped by genre and type.

For new owners, please bear in mind that there's much more on offer for the Amiga out there; this feature is more of a summary of what we consider to be the ultimate games released in the past year.

Everyone else, and that means you, don't write in and tell us what we missed out. We thought about it. Okay!

FIRST-PERSON PERSPECTIVE SHOOT-'EM-UPS (DOOM-CLONES)



Alien Breed 3D

AF78; FG93% ■ Team 17 ■ 01924 267 776

The pick of the bunch in terms of atmosphere, credibility and immersion. *Breed 3D* can compete with games like *Marathon* and *Doom* on higher end Mac and PC platforms.



Gloom is scary fast and aggressive. Much like the Haka of the Maori fame.

Gloom

AF75; FG91% ■ Guildhall ■ 01302 890000

An out-and-out shoot-'em-up, featuring furious pace and unforgiving enemies - worthy of the tired, old cliché "adrenaline-pumping fun".

Citadel

AF79; 89% ■ Black Legend ■ 01438 840003

Works hard for its money and presents the player with a nice little plot. Errs on the side of being too difficult. Will appeal to game wizards and those needing a challenge.

BEAT-'EM-UPS



Mortal Kombat 2

AF66; FG92% ■ Accclaim ■ 0171 344 5000

Motion captured sprites. Blood, gore, and extreme violence. All add up to one of the most exciting beat-'em-ups ever seen on the Amiga.



Shadow Fighter

AF66; 89% ■ Gremlin Graphics. ■ 0114 753 423

Features one of the most intuitive control systems ever. Matched to that the bright and breezy cartoon characters and *Shadow Fighter* runs a close second to *Mortal Kombat*.



Super Streetfighter 2

AF75; 88% ■ US Gold ■ 0121 605 1800

Fluid moving sprites with all of the characters that made this an arcade smash. Exploits the CD32 controller to enhance the special moves. Main criticism was the size of the sprites.

WARGAME



Coala

AF78; 85% ■ Empire Interactive ■ 0181 343 7337

Helicopter Flight Sim that dispenses with the pedantic realities of flight sims and lets the player get on with the business of blowing things up.



Zeewolf

AF66; FG90% ■ Binary Asylum ■ 01225 428494

Natural successor to *Virus*, David Braben's classic 3D shoot-'em-up. *Zeewolf* features a helicopter scouring an early hypnotic landscape, spitting out death and destruction to all of its enemies.



Cannon Fodder 2

AF66; FG90% ■ Sensible Software ■ 01799 516044

Well-designed sequel to the original. You control a group of little blokes who have to overcome enemies and complete missions at all costs.



SIMS

Colonization

AF74; FG95% ■ Microprose
■ 01454 326532

Sid Meier classic, requiring the exploration and taming of a virgin America. Trade and kill the natives, fend off attacks from fellow explorers and engage in top trading, time-consuming manoeuvres.

Theme Park

AF63; FG91% ■ Electronic Arts
■ 01753 549442

An insight into the furtive manipulation of unsuspecting thrill-seekers by covert marketing and psychological profiling. Theme Park presents a deep challenge to the most imaginative of minds.

FOOTBALL MANAGEMENT



Sensible World Of Soccer

AF67; FG95% ■ Renegade
■ 0171 481 9214

The ultimate marriage of arcade and management gameplay on two disks. Probably the most intuitive control systems of any game anywhere, the management element takes the football into a new dimension.



Ultimate Soccer Manager

AF72; 85% ■ Daze Marketing
■ 0171 372 7435

A management game that lets you bribe other managers and players, build bigger grounds and, of course, manage and select your team. Easier than most and therefore probably best suited to middle rankings and novices.



Premier Manager 3

AF66; 85% ■ Gremlin Interactive
■ 0114 275 3423

A mind-numbing amount of detail is packed into this incredibly difficult, but ultimately highly-rewarding, management sim. The most challenging to make any headway in.



Player Manager 2

AF74; 81% ■ Anco ■ 01322 292513

The success of PM2 highlighted the success that genuinely entertaining games can expect in the All Formats charts. The more than reasonable price of £19.99 also helped it along the way.



DRIVING

Super Skidmarks

AF71; FG92% ■ Guildhall
■ 01302 890000

There aren't enough superlatives in the dictionary to describe this terrific little racing game. Race 3D cars around a slippery track and beat all your friends into submission. The first computer game to feature simultaneous eight player action.



F1 World Championship Edition

AF73; 76% ■ Domark
■ 0181 780 2222

Not the best-structured first-person perspective driving game in the world, F1 makes up for it in pace and ease-of-use. Marry that to the two-player, split-screen option and you're looking at a game that's going to keep you and your mum racing into the wee small hours.

PINBALL



Pinball Illusions

AF66; 88% ■ 21st Century Entertainment ■ 01235 851 852

Finely balanced pinball game which features, for the first time, a hi-res mode to enable a highly effective and commendable multi-ball mode. Truly a pinball game of champions.

ADVENTURES



Bloodnet

AF69; 82% ■ Gametek
■ 01753 553445

Futuristic cyberpunk adventure that is influenced by the works of William Gibson and Bruce Sterling. The plot is so strong it literally bites and doesn't let go until it's drained your adventuring blood.



Exile

AF71; 88% ■ Audiogenic
■ 0181 424 2244

Arcade adventure featuring impulse, weight, momentum and Newtonian physics. Take charge of a jetpacking little bloke, who crash-landed on an alien planet.

PLATFORM



Aladdin

AF66; FG90% ■ Virgin Interactive
■ 0181 960 2255

Based on the Disney cartoon-film of the same name, Aladdin is amusing, entertaining, highly playable and fun. Yet, amazingly, it's a platformer. Recommended for the whole family!

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WE PRICE MATCH CDs

A brilliant, varied and fun selection of Public Domain programs... as ever. **Simon Carless** joins **Steve McGill** in getting to rummage through the bag of goodies that is our PD selection box.



PD Select



C42: The motion of this texture-mapped flower is hypnotic in its cyber-surreal beauty.

C42 (AGA)

DEMO

By _____ *Juliet+Case*
Ware _____ *Freeware*
PD Library _____ *All good PD Libraries*
No of Disks _____ *One*
Price _____ *Subject to PD Library*

Also available from the Internet via
ftp on all Aminet sites, e.g.
src.doc.ic.ac.uk,
demo/ta95/C42fixed.lha)

Released at the Assembly 95 party, C42 was one of the most interesting demos released there, not least because of its style.

Organic is the word. Butterflies flying across an electronic beach at sunset, cameras drifting and banking across desert sands, texture-mapped flowers opening and closing, and babies kissing whilst the picture of them distorts and bends. Yes, I know, it sounds pretentious and hopelessly hippie, but these guys are computer wizards, not hairy druids, and there's no subliminal message of peace or love here, just pure enjoyment.



C42: What sort of pollen would an electronic honey bee collect?

pub/GASP95/control1 and control2.dms.

The winner of this summer's GASP party in France, you might be worried to hear that this demo is, basically, a vector-demo. No need to hide behind your sofa, though. It doesn't rotate tedious cubes ad infinitum, but rather showcases the vector worlds and new types of vector effects. Effects that are becoming possible due to coders becoming ever more clever at taking advantage of the Amiga's hardware.

Probably due to the PC demo-scene exploring new ways of dealing with vectors, the Amiga demo scene has opened up to vectors once again. It's a welcome return.

Another positive side of this is that advances made are eventually

Continued overleaf →

CONTROL: New types of vector effects could take control of your life. Be warned!



C42: Butterflies stop fluttering and begin to kick at Groo's metallic breakbeat.

The code is top-notch and the music, by Groo, is metallic breakbeat and really kicks. It's the connection of the music to the effects which really scores points. Add some very clever design effects and a lightsourced tunnel to provide a base for the whole thing, and out comes a stylish, brilliantly designed and original demo.

CONTROL (AGA)

DEMO

By _____ *Oxygene*
Ware _____ *Freeware*
PD Library _____
No of Disks _____ *Two*
Price _____ *Depends on Library*

Also available from the Internet at
ftp i41s20.ira.uka.de,





CONTROL: The quality and beauty of the artwork in this demo make it worth seeking out.

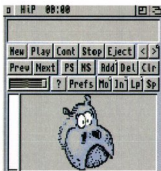


CONTROL: Ever felt like this when you worked out.

bound to filter through from demos to games. Bomb Software proved this with *Fears*. In fact, the link here is that Claws of Bomb Software is the guest musician on this release. His customary synth/dance hybrid can be heard here in full flight.

Control itself is a little surreal. The viewer is taken on a drifting journey through a sparse space vector landscape. As you spin around the asteroids and alien structures, you occasionally stop to see weird geometric shapes – translucent or morphing, or with transparent trails – slide around the screen.

In addition, there's a great fractal landscape with clouds featuring a



HIPPOPLAYER: Probably the most flexible and easy to use music player around today.

spiralling point of view and a couple of fabulous dreamy pictures by Mon. It wouldn't make a great game, due to its weirdness, but Oxygen certainly know how to program a good demo.

HIPPOPLAYER 2.11

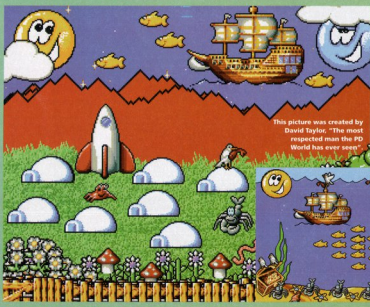
UTIL

By K-P Koljonen
Ware Shareware
PD Library All good PD Libraries
No of Disks One
Price Depends on PD Library

Also available from the Internet via ftp on all Aminet sites, e.g.
src.doc.ic.ac.uk/mus/player/hip211.lha

If you want to check out a favourite piece of computer music, whether it be a MOD or any one of a myriad of other formats, then *HippoPlayer* is

PD Selection of the month



This picture was created by David Taylor, "The most respected man the PD World has ever seen".

MAGIC PAINT BOX

UTILITY

By Malcolm Lavery
Ware Licenceware
PD Library F1 Licenceware
No of Disks One
Price £6.99 plus 50p p&tp

The introduction in the manual to this wonderful little art package states that it's been written especially for children of any age.

We gave it to our resident 24-year old child from sister magazine *Amiga Shepherd* and literally had to drag him screaming and kicking from the keyboard. Especially after he had completed a surrealistic work of art and received praise from absolutely nobody for it.

The creation on the left typify the power and compulsion of *Paint Box*. The whole picture, which we've displayed here, took less than ten minutes to create.

Given that it's easy to use and loads of fun in the process, we can see no reason for not recommending it thoroughly.



HIPPOPLAYER: As you can see, the range of options is quite staggering, yet the program remains simple and easy to use. Hurray.

renowned as one of the two best music players on the Amiga (the other being *Deltrack*).

It features more or less everything you'd ever want; not only does it multitask happily, it plays songs one after the other, repeats them, fast forwards through them, plays them whilst drinking a glass of water... get the idea.

The real power of *HippoPlayer*, though, lies in its player routines. For example, it doesn't mess up on the tricky CIA mode on *Protracker* MODs. A mode which befuddles loads of less intelligent players. It even supports PC music-formats in such as S3Ms or XMs.

This feature gives you the chance to check out thousands and thousands of excellent, widely

available PC tunes. The real-time mixing required to fit 16 channels into four means the quality of the sound can verge on being a bit grainy, but it can still sound great.

Finally, for all you nostalgia trippers out there, if you're feeling particularly retro, you can even play SIDs (Commodore 64 tunes).

HippoPlayer is most certainly a definitive music player, just don't be put off by the wealth of options on offer.

TUBES V1.6

GAME

By Chris Hodges
Ware Shareware
PD Library All good PD Libraries
No of Disks One
Price Depends on Library



Also available from the Internet via [ftp on all Amnet sites](http://ftp.on.all.amnet.sites), e.g. src.doc.ic.ac.uk, game/think/Tubes.lha.

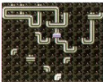
One thing that PD games do well is cloning famous games and improving on them. *Tubes* is no exception – it's a version of the famous *Pipemania*.

The basic premise of the game is the same as it ever was, having you positioning water pipes within a time limit, to allow the water to travel as far as possible, without spilling everywhere. You get extra points for looping back on yourself in the design of the pipes and for positioning the pipes so that the water flows through all of them.

This version comes with the additional interest of some clever bonus levels, including a slide puzzle pipe game which is fiendish, to say the least, and a version of Tetris using tubes, called *Tubetris*.

Excellent executed and good fun to play – time-limits for the levels, that sort of thing – allowing the player to press 'Escape' at any time makes the game a bit less addictive than it might have been. The sense of urgency that games like this thrive on feels as if it's been taken away. Professionally implemented, nevertheless.

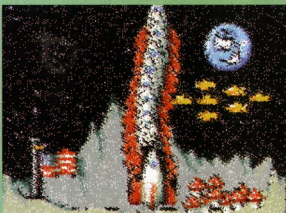
TUBES: Change the liquid spurring out of your tube from the options screen.



TUBES: Aside from the game itself, there's also a practice mode to be engaged in.

All of the freely distributable files mentioned here can be found in PD Select on: <http://www.futurenet.co.uk/computing/amigaformat.html>

Continued overleaf →



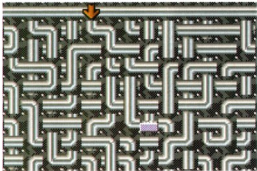
Add all sorts of blurry special effects to a masterpiece at the press of a button.

Consider it as a virtual *Format Gold* (we don't give PD or licensware percentage scores).

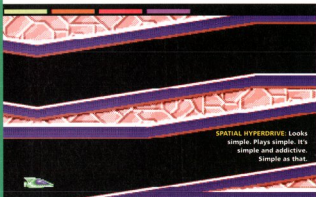
There are 84 functional icons in all. Many of these are preset background pictures and brushes. They're instantly accessible and give children (and adults) instant feedback on their dabblings, encouraging further experimentation.

The only criticism that can be levelled at the package is the inaccessibility of the undo function. It should be at hand at all times, even if it's only through a single keystroke. It's far too easy to overwrite a picture with a preset picture.

But that's only a small niggle in an otherwise excellently valued package. If you've got kids aged between two and 35, grab hold of this package now.



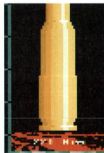
TUBES: And we thought that we'd never see a *Pipemania* clone featured in the pages of PD Select again. Nice one, Simon.



SPATIAL HYPERDRIVE: Looks simple. Plays simple. It's simple and addictive. Simple as that.



SPATIAL HYPERDRIVE: Seconds to learn, a million hair follicles to master.



AMMO GUIDE: A Winchester cartridge in hi-res glory.

WHERE TO GET THE DISKS IN PD SELECT THIS MONTH

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190 Falloden Way
Hampstead
Garden Suburb
London NW1 6JE
Tel: 0181 455 1626

Other good PD libraries

SPATIAL HYPERDRIVE

GAME

By Mike Rawes (TNGA)
Ware Freeware
PD Library All good PD Libraries
No of Disks One

Price Depends on Library
Also available from the Internet via
ftp on all Aminet sites, e.g.

src.doc.ic.ac.uk,
game/misc/HyperDrive.lha)
This game may be considered old by some (circa 1993), but it's only recently been 'rediscovered' since being posted on to the Aminet Internet archives.

Currently high up in the top 10 most popular file downloads, it's one of those simple, but nicely addictive, releases which make you wonder why commercial companies don't concentrate on gameplay rather than presentation. Not that the presentation of *Hyperdrive* is shabby.

Anyway, let's try explaining the gameplay. You're a spaceship and you have to fly along a horizontally scrolling tunnel extremely fast, while avoiding crashing into the walls. If you crash too often, you die. "Easy to play, difficult to master," to coin a cliché.

The graphics are neat – there's a smart soundtrack and a fun, two-player mode (ram your friend into

the walls whilst trying to avoid them yourself). The programmer also obviously has a sense of humour, since, some way into the game, he starts flashing the screen in time to the music in a blatant attempt to make you crash.

Hardly the most complex game ever, but nobody's ever said shallow couldn't be fun; a game which induces as much terror and adrenaline is only to be described as commendable. Much more fun in small doses, though.

AMMO GUIDE

UTILITY

By Mike Haas
Ware Freeware
PD House Roberta Smith DTP
No of Disks One
Price 90p plus 50p p&P

"Protect your Second Amendment Rights!" proclaims the about box of this high-velocity *Ammo Guide*. Put together by Mike Haas, the official title is the *Haas' Guide to Small Arms Ammunition*.

Outwit ethical debates and the inevitable humdrum tone of self-righteousness from both sides of the gun/anti-gun lobbies, there's no doubting that guns are great fun to shoot off, especially at peasants and foreigners; the bigger the gun the better.

Cheap, tasteless jokes aside, this guide contains short, snappy, incisive information bites on 80 different types of ammunition. It includes shell calibre and scaled technical diagrams for rifles, hand guns and automatics.

Technical information, such as bullet weight, bullet velocity and muzzle energy, is included, as is the history and reception by the public to the various calibre's feel and accuracy while firing.

An interesting concept let down by the lacklustre means of presentation, the appeal of the title is most definitely limited by the subject matter.

Nevertheless, a fascinating insight into the scary world of high-projectile objects.



look at

G.R.A.C.: The easy example of how to put a graphic adventure together.

LOOK PUSH PINCH USE



G.R.A.C.: And no, the logical lockpick doesn't work. But we know what does.

G.R.A.C.

UTILITY

By Edmund Clay
Ware Licenceware
PD Library F1 Licenceware
No of Disks Two
Price £6.99 plus 50p p&P

As our ever burgeoning mailbag on games tips will testify, adventures are one of the favourite game genres of *Formal's* readers.

After a while, though, seasoned adventure gamers can become so accustomed to plot lines and game mechanisms that they get bored. *G.R.A.C.* could add a new dimension to the outlook of said gamers.

An acronym for *Graphic Adventure Creator*, *G.R.A.C.* lets anyone with an idea for an adventure game put that idea into action with the minimum of slog. After familiarisation with the program is accomplished, the real business of plot, character and location creation can take place.

For these three elements are the crux of a good adventure game. The manual is keen to point this out: "Graphics don't have to be brilliant; what counts is the gameplay".

To help the users on their way, there's an example disk of what can be achieved with a bit of diligence and forward-planning.

If your efforts are of merchantable quality, F1 Licenceware are prepared to distribute the creation with the usual licenceware conditions attached.

So, if you've ever wanted to be recognised as having the talent to create an adventure game, grab a hold of *G.R.A.C.* and get plotting. ☺

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- 9) Legions of Dawn Demo
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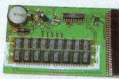
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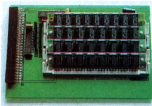
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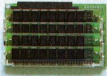
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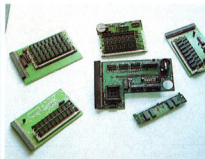
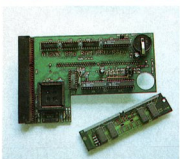


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AF SERIOUS



Creating surfaces like these in most 3D programs would be a chore, but in *Cinema 4D* it's easy.....p.89

AMIGA
FORMAT

**EXCITING
TIMES AHOY**



Graeme Sandiford

This is an exciting issue for many of us 3D fans as we have a chance to get our hands on the full version of *Cinema 4D 2.1* after a year of waiting. This excellent program has successfully married ease-of-use with power and flexibility.

To give your rendering some extra oomph, you may want to have a look at the *Blizzard 1230 IV* accelerator.

From the stable of *Cinema 4D* we've got a brand new file manager that does look as boring or grey as all the others, but is also just as functional. We also have the long-awaited *XL* drive from *Power Computing* that can store almost 3.6Mb on a single floppy disk. Don't despair if you are in a quandary over what to ask Santa for this year - we tell you which products are the ones you must have.

REVIEWS

87 **BLIZZARD 1230 IV**

Davey-boy Taylor RAMs this fine piece of German engineering with a reassuring schnnkk sound, but is it really the fastest thing short of an 040 board?

89 **CINEMA 4D 2.1**

The German-speaking world has enjoyed it for over a year and now 3D-users over here have got the chance to sample the delights of *Cinema 4D*. Graeme Sandiford jostles his way to the front of the queue and shouts in an anxious voice: "Me first, me first", as he reviews the full release of this new raytracer first.

94 **VIDEO EDIT PLUG**

Steve McGill dons his editor's cap and delves into the fascinating world of multi video editing with a device that looks no more important than an external clock.

99 **POWER COMPUTING XL DRIVE**

David Taylor gets to plug the biggest capacity floppy disk drive into his Amiga. But can he afford the disks and who will he share his data with?

100 **DISKMAGIC**

Disappointed with *Directory Opus* or infuriated by *InfoNEXUS*? Then join Graeme Sandiford in his examination of this newest file manager program.

102 **CD-ROM ROUNDUP**

Graeme Sandiford takes a look at the best the CD-ROM world has to offer and is pleasantly surprised.

105 **DEAR SANTA...**

Join Graeme Sandiford as he looks at a new program that guarantees that you'll get bigger and more expensive Christmas presents. Well, no, this is really a guide to what you should be convincing your parents or loved-one to buy you for Christmas.

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Blizzard 1230-IV

Another month, another accelerator card. What can yet another card have to offer? David Taylor brings you up to speed.



The A1200 is back on sale and new owners are probably beginning to realise that its power can easily be expanded. The days of a trapdoor expansion offering nothing more than additional RAM are over. The new cards can add a faster processor, an FPU, more RAM and even a SCSI interface.

As you've probably guessed, this revision of the Blizzard offers all of these. It's more compact than some of its competitors and looks sturdier too – mind you, no accelerator card ever looks that solid. Because the board is quite small, it is somewhat easier to fit than the bigger boards. So, it's just a case of pushing the board home; it's a snug fit, but easy enough to get in.

Removing the card is a different matter and this is something that no card manufacturer ever considers. Because they fit so tightly, it's hard to find anything that you can apply leverage to in order to remove the card. Most people never want to take their cards in and out, but sometimes it's necessary and it would be better if manufacturers realised this.

Once fitted, turn the Amiga back on and you're away. General tasks are faster, but when you use programs where processor-speed matters, you can really notice the difference. For instance, decoding JPEGs is vastly improved. Whereas you're likely to go off for a cup of tea with the standard A1200, you can actually start to use JPEGs as a viable picture format, even though they still don't load immediately. Rendering 3D images is also far faster.

You won't see such an increase in speed in programs that only make use of the custom chips of the Amiga, because they, obviously, remain the same.

The board has a 50Mhz 68030 and a 50Mhz 68882 FPU. In speed tests, it comes out at twice the speed of the A3000 and over seven times that of a standard A1200, which means it's about half the speed of an A4000/040 (but costs a lot less than half the price of an A4000/040).

The 72-pin SIMM sockets allow you to fit additional memory in the standard configurations. You can use

either the standard 32-bit SIMMs or the IBM compatible's 36-bit SIMMs, which are cheaper because of the greater demand for them.

The extra bits, used as parity nits on the PC, are ignored. If you are thinking of attaching memory that you haven't bought with the board, or are thinking of buying the board and want to use existing memory, check with Harwoods for compatibility before going ahead.

The board we tested came with 4Mb of memory fitted, which won't be enough for most serious users today. However, it still made a huge difference to the power of the original A1200.

There is a jumper setting to allow you to load the Kickstart into the faster RAM (provided you have some memory installed) allowing you to speed up the operation of Operating System functions. A second jumper is also there for you to set the speed of the memory you attach, which could improve RAM access and give a further speed increase in certain applications.

There is a SCSI module which will be available and, interestingly, the

manual talks about this kit also allowing you to fit a further SIMM, allowing you to add more memory, even if you'd bought a smaller SIMM earlier. The SCSI module will slot on to the side of the board, but the interface is unlike others and will have the module slotting over metal connectors. Hopefully, we'll get to see the SCSI module itself soon.

Last, but not least, the board does have a battery backed-up clock, which, although a small addition, is useful. It allows you to keep track of files, knowing which was the most recently created - especially useful when you are updating files. It's also essential for some Internet procedures where files above a certain age are automatically deleted - so if your clock is set wrong, your messages will never appear.

At the price, this board looks to be setting the standards. It's cheap, but offers all the trimmings. As with most boards, I'd recommend the FPU and additional RAM, which does bump the price up.

BLIZZARD 1230-IV

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The Amiga 3D market has changed in recent years. Initially geared to the needs of the keen hobbyist, programs have gradually become much more advanced in terms of sophistication and power. The good side to this is that more and more gob-smacking animations have been produced on the Amiga and programs like *Babylon 5* and *Robocop* have been made economically possible. However, all these wonderful new features have meant that the basic machine requirements have increased as well, with more memory and faster processing becoming essential.

Of course, not everyone can afford to upgrade their systems and the "beefing-up" of Real 3D and the arrival of a Toaster-independent version of LightWave have left Imagine with practically the whole of the hobbyist raytracer market. However, this has not been the case in Germany, where a program called *Maxon Cinema 4D* has been giving Imagine's butt a good and thorough kicking. *Cinema 4D 2* has been

out-selling every other 3D program in Germany for over a year now, but until recently it was doubtful if the English-speaking market would ever see it.

Well, it's here now, in the form of version 2.1, along with a neat object conversion program that can handle most popular object formats. In a way, *Cinema 4D* might to be described as what Imagine 3.0 should have been – a fully-featured 3D animation system with a modern and accessible interface.

A working environment that you find comfortable and offers easy access to its tools is essential if you want to work quickly and efficiently in 3D. As with most programs, a 3D system can have all the power features in the world and yet be useless if you can't get at them. *Cinema 4D*'s interface is halfway between the flexibility of Real 3D's and the traditional format of Imagine.

You can opt for the four-window display as favoured by Imagine (three flat views and one perspective) or choose to display one of five available views: camera, side, front, top and 3D.

Unlike Imagine, *Cinema 4D*'s 3D view is interactive. This enables you take advantage of the detail of the elevation views to model accurately and the 3D view to move your objects more naturally when it is time to create an animation. Virtually all of the program's features are available from menus, but you can also open several tool bars to give easy access to functions.

One of the most important functions of a good 3D program is a wide and varied range of modelling tools. Detailed models are one of the greatest contributing factors to the creation of an exceptional animation, rather than the movement of blocky and unrealistic shapes.

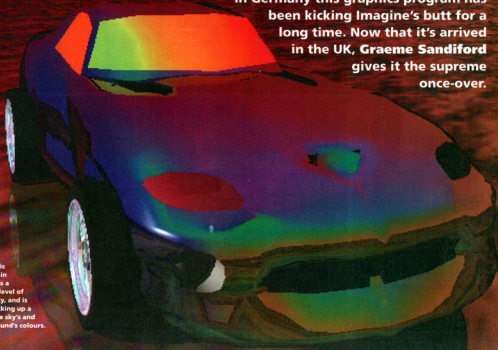
As with all 3D programs, *C4D* comes with a range of basic ready-made objects called primitives. These can be used to form more complicated objects by adding them together, or using them to remove intersecting sections from each other using the program's Boolean tools. Both the primitives and the Boolean

Continued overleaf →

Cinema 4D

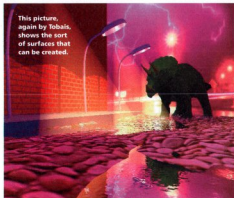
In Germany this graphics program has been kicking Imagine's butt for a long time. Now that it's arrived in the UK, Graeme Sandiford gives it the supreme once-over.

This car is actually black in colour and has a high level of reflectivity, and is therefore picking up a great deal of the sky's and ground's colours.





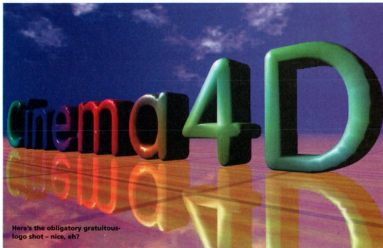
This image shows how well Cinema 4D can combine real and rendered elements - notice how the dice pick up the scanned background.



This picture, again by Tobals, shows the sort of surfaces that can be created.

operators are only of average complexity, but *C4D* has a selection of special objects which can be called upon.

One the most interesting of these is a human figure that already has its object hierarchies and inverse kinematics set up for realistic motion. This can be used in animations, or can be used as a model to base your own humanoid objects on. You can even borrow the hierarchical information using the object manager, which can move objects around in the scene's hierarchy and even add materials. Other special objects include a fractal landscape generator, a Sun-like object and an Emboss tool that will create 3D objects from the difference in greyscale intensity of an IFF image.



Here's the obligatory gratuitous logo shot - nice, eh?



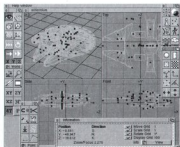
These objects have been created by Tobals Richter who is a great fan of *C4D*.

In order to create more complicated objects, you'll need to use *C4D*'s superb range of polygon objects and tools. The basic polygons include: line, axis, circle, star, n-side and flower. These make an ideal starting point for many different types of objects, from basic paths to complicated solid objects. Despite starting out as straight-angled objects, polygons like line and n-side can have their spline types changed so that they can be used in the creation of smoother or more organic-looking objects, as well as by adding points.

However, these polygons do not have any depth and will not be rendered. To turn them into 3D objects, you can use *C4D*'s polygon objects which are its most powerful tools. The most straightforward of these, and the one most people will be familiar with, is extrude, but there are also more complicated ones, such as lathed, skinned and path.

A polygon tool of particular note is the morph object which works in a similar way to extrude, but uses two polygons instead of one and smoothly blends from one to the other. The morph object is an excellent tool for creating organic and just plain bizarre objects. Most of these polygon objects have several options such as adding plates to an extrusion, rounded edges, rotate the polygon and when creating a path object use a scaling path in a similar way to LightWave's rail extrude option.

Another important aid in creating good models is being able to modify an object's shape, either by moving the points that make it up or deforming the



Here's *C4D* in its more traditional guise, with four views. You can also close all the toolbars.



Here are some more of Tobias' Star Wars-inspired creations.

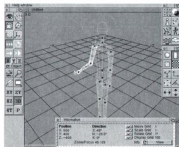
object as a whole. Very often point-by-point manipulation of an object can be exceedingly tedious, which is why one of the signs of a good modelling system is being able to edit several points at once. C4D makes this possible with tools such as magnet, align to grid and align to plane, which can be especially useful when creating morphing animations.

Perhaps the next most important aspect of 3D rendering is setting the surface attributes of your objects. A highly detailed colour maps, or a combination of colour and bump maps, can increase the realism of your objects or produce dazzling effects. It is possible to make rudimentary changes to an object's attributes using C4D's Information window or even the object manager, but to define new surfaces you need to use the Material Manager.

The Material Manager enables you to create new materials that are composed of surface attributes and texture files. C4D has three methods of applying textures: spherical, cubic and flat projection. This is pretty standard, but C4D has taken a leaf out of Real 3D's book of tricks when it comes to stopping objects swimming through their textures.

It uses a hierarchical system and treats textures in the same way as objects, which means that a texture is placed in the hierarchical level below its

Cinema 4D is the ideal choice for beginners and for those who want to go a bit further.



Inverse kinematics has never been so easy. C4D even comes with a fully articulated human figure.

YOU'RE SO SPECIAL...

If you are new to the world of 3D graphics, you may be puzzled by a few words and phrases. To help you understand what they mean and so that you can understand why Cinema 4D is so special, here's list of words and phrases commonly used in the 3D graphics world.

TEXTURES - there are essentially two types of textures: brush maps, which are picture-based, and procedural textures, which are based on complicated algorithms. Both types have advantages and disadvantages.

Procedural textures can be re-sized without losing any quality and can be tiled seamlessly. However, brushmaps generally consume less memory and rendering time. Because procedural textures are based on formulas, they can often be used to simulate natural phenomena by adjusting their parameters.

RENDERING - in order to produce the images you are after, this process uses several methods to turn the wireframes into solid objects that have surfaces and whose appearance is influenced by their environment. C4D has wide range of

techniques for producing images, ranging from a simple colouring in of polygons, to full-blown raytracing which traces every simulated ray of light back to the camera.

CAMERA - this is the viewpoint used to define the image to be rendered. As with a photographic camera, C4D's camera can have different lenses fitted to produce different effects and perspectives.

MORPHING - a process that transforms one object into another, such as a cube to a pyramid. There is only one limitation to this process, the objects must have the same number of points and sides.

HIERARCHIES - this is a method for organising groups of objects. The objects are "parented" to other objects and then become subject to the movements and rotations of the parent.

POLYGONS - these are the basic elements of any object and form the actual surface. As vectors, they are defined by points and can be re-sized and stretched without losing their quality or resolution.



C4D has a fractal landscape generator, as well as sky and ground objects built-in.

object and will automatically move, re-size and rotate with the object.

However, this also means that you can easily manipulate the texture since it will appear on screen while in texture edit mode, which makes creating and moving texture animations easy.

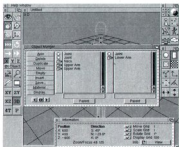
Setting the materials attributes in C4D is a very flexible process. As with most programs, you are given access to such controls as the attributes' colour, reflectivity, shininess, fog settings, transparency, luminance, highlights

and relief or bump mapping. However, it also allows you to adjust these settings through separate RGB or HSV values. This makes refining surface attributes that much more flexible and, when used to good effect, can produce some stunning surfaces, such as being able to filter out certain colours, determine which will be reflected and so on.

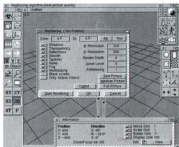
Sadly, there is one important feature missing from the program's arsenal of surface tools - procedural or mathematical textures. These are important, not just because they can be re-sized and tiled seamlessly and infinitely, but also because they are ideal for creating special effects like smoke, fire, plasma and even electricity. This is a serious limitation, but one that should be sorted out soon, either in version 3, which will be unveiled in Cologne, or through an extension.

In the animation department, C4D has incorporated just about every technique found in Amiga 3D programs. Unlike most other programs, C4D doesn't have to switch to a separate animation editor, which means you can easily make changes to an object that

Continued overleaf →



The Object major, in the centre, can be used to move objects into different groups and hierarchies.



C4D gives you plenty of options when it comes to rendering your scene and you can save preset sizes.

Given the power and flexibility of the program, it's astounding how little hardware you need to use the program.



◀ effect both its animation and its other properties without having to waste time loading up separate editors.

One of the most popular methods of computer animation is key-framing. It's a process that involves creating several key frames for each object and then letting the computer fill in the necessary frames of animation in between. This method is popular since you don't have to spend time specifying the objects' position at every frame.

Another form of animation that is employed by C4D and has the potential of creating more exact animations is path animation. This is a technique that uses paths to determine the movements of objects. This enables you to determine exactly where an object will be at every frame and control how it moves by adjusting the polygon type to give smooth or jerky motions. This method is well-suited to animations that involve repetitious motions, such as walking figures or flapping wings.

An important tool of most 3D animation programs is inverse

Check out those bump maps - hmmm, Millennium Falcon.

SEE FOR YOURSELF

If this review has you thirsting for more on this excellent 3D program, you'll be glad to know you can try out a demo version of C4D for yourself. It's available for downloading from CIX in the Directory Amiga/Slittings.

kinematics which effectively bolts objects together to allow more natural movements of connected objects. C4D's implementation of this function is by no means the most powerful or flexible, but has the advantage of being very simple. All you need to do is set your hierarchies and use the drag mode to move your objects about.

C4D has a range of other useful animation tools as well. These include a thrifty Sun animation function that emulates the change in lighting during a day due to the motion of the sun - very cool. Other tools include an impressive range of special effects.

These include explosions, morphing between objects, pulsation of objects and vibration. Two interesting ones are melt and wind. As you have probably guessed, melt simulates the melting of objects, while wind simulates the effect wind has on flexible and movable objects, like flags or water.

Well those are C4D's basic functions and I'm sure you'll agree that it's impressive, but that is not the whole story. Given the power and flexibility of the program, it's astounding how little hardware you need to use the program. Although the minimum requirement is 3Mb of RAM, you'll find that 4Mb actually lets you use the program more effectively than many others with smaller memory recommendations.

Cinema 4D is the ideal choice for beginners and for those who want to go a bit further but don't want to get bogged down with over-complicated interfaces and advanced maths. Aside from these reasons, it's the little touches that really make the program special.

Things like being able to open and access several windows at once, separate renderers to save memory, automatic saving of scenes if the program crashes and a great expansions feature that enables you to add new tools, or even create a library of commonly used objects. This may well be the product to lead the restoration of the Amiga's graphical supremacy.



CINEMA 4D 2.1

DISTRIBUTOR
HiSoft 01525 718181

PRICE
£199.95

SYSTEM REQUIREMENTS
Workbench 2,
3Mb of RAM and a hard disk.

SPEED ●●●●●
While not blistering fast, it's difficult to think of many faster renderers.

MANUAL ●●●
The manual does a good job of covering the huge array of features, but could go into a little more detail.

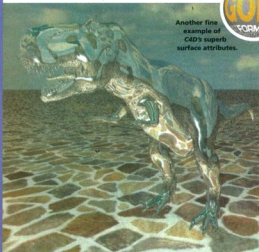
ACCESSIBILITY ●●●●●
Ah, this is how a 3D program should be made - configurable, accessible and no switching screens nonsense.

FEATURES ●●●●●
The only significant feature this program lacks is procedural textures, but hopefully not for long.

VALUE ●●●●●
There is no program on any platform that can provide such power and ease of use for this price.

"This could be the product to lead the restoration of the Amiga's graphical supremacy."

93%



Another fine example of C4D's superb surface attributes.





Edit Plug

Good things come in small packages. They don't come much smaller than the innovative Edit Plug edit controller from KRP. Steve McGill dons his director hat.

Take the KRP Edit Plug. Modest in appearance – it looks a bit like “My First Maplin Construction Kit” – it packs the potential to transform anyone’s video footage from bumbling embarrassing amateurism to slick polished professionalism.

But first, more is needed in the way of explanation.

Housed in a small plastic casing which plugs into and dead-ends the parallel port, there are two versions of the Edit Plug. The first will control three machines: two source video decks and one video recorder. The other adds the luxury of video mixer control too – opening up the possibility of true A/B roll editing.

William Gibson said “The street has its own use for things” in the book *Burning Chrome*.

And if ever there was a man who personified the philosophy of the street, he is Lithgo Wilson, owner and founder of Glasgow-based KRP Video Services.

Since the inception of his company, he has been championing, tweaking and exploiting the inherent creative potential that lies in the heart of camcorders, video decks and video mixers.

The integral driving force behind his energy and success has been the Amiga and the multitude of uses he’s managed to wrest from it.

BURNING FOR ACCURACY

The software supplied with the Edit Plug lets genlock owners exploit the hardware giving the user power unheard of using domestic video decks.

Working on a simple principle, the editor copies the original raw footage on to another tape, but first routes the video signal through a genlock. The software displays a clock which counts in hours, minutes, seconds and frames. This clock is ‘burned’ into the copy and therefore marks every frame with its own individual time stamp.

From now on, the editor works with the copy and views the footage at his leisure and notes down the ‘in’

and ‘out’ times from each scene. These figures can be typed straight into an edit list. When this list is triggered, the software directs the source deck to search out each scene and copies it in sequence on to the recorder.

The sequence of copied scenes makes up the ‘rough’ of the production. The editor can make up his own mind whether the production works or not.

With the Edit Plug, Linear Time Code or RCTC can be used. Depending on the decks used, RCTC opens up the possibility of edit accuracy to the frame.

EDITING LIKE A GOODFELLA

Even Martin Scorsese had to start somewhere. At its most basic level, video editing requires the editor to select footage they like and copy that footage to another deck. This copying is carried out a scene at a time and is the basic building block in the craft of editing.

Say, for example, you had shot some footage of someone lying dead on the ground, covered in blood, and someone firing a gun.

By copying the footage of the gun being fired on to the tape first and then following it with the footage of the dead person, anyone viewing the new 'edit' would assume that the person lying on the ground had just been shot by the person firing the gun.

This is part of the subtlety and excitement of editing. The Edit Plug can open this exciting field up to you.

The source machines must have a compatible consumer edit machine terminal. Namely, a terminal compatible with the Panasonic 5/11 pin or Sony LANC protocols. If you're not sure about whether your equipment fits the bill, contact KRP.

The recording machine can literally be any video recorder controllable from infra-red - that is, 99 per cent of recorders presently in the home. Alternatively, and preferably, the recorder can also be controlled through an edit terminal if available.



All of the Edit Plug's features are accessed from this screen.

In effect, the minimum amount of equipment you need to shoot your own footage and edit it in a professional manner is a camcorder sporting an edit terminal, a video recorder, an Edit Plug and an Amiga.

The real beauty of a set-up like this is that it can continually be upgraded without putting the rest of the equipment out of kilter.

The main criticism of the Edit Plug lies with the software. While undoubtedly powerful, it's not the friendliest in the world to use. The manual, while comprehensive, assumes that the potential editor already has significant knowledge of video decks. The above two problems mean that learning times are longer than you'd expect by today's standards.

Nevertheless, with perseverance and patience, nothing can touch the KRP Edit Plug for flexibility and power. Considering that the price of Hi-Band video equipment (Hi-8mm and SVHS) is falling all the time and that these standards are of acceptable broadcast quality, anyone who wants to exploit the potential that will arise with the advent of cable TV should be thinking about buying an Edit Plug now.

EDIT PLUG

DISTRIBUTOR
KRP Video Services
0141 762 2510

PRICE
£120 (£150 for four machine version)

SYSTEM REQUIREMENTS
Any Amiga. Expanded Amigas preferred.

FLEXIBILITY ●●●●●
Will work with all current domestic formats. Excellent.

MANUAL ●●●●●
Comprehensive, but not the friendliest in the world.

ACCESSIBILITY ●●●●●
Takes time to get to grips with, but this power is worth working for.

FEATURES ●●●●●
The scope for tailoring the

software to work in perfect harmony with your video equipment is awesome.

VALUE ●●●●●
Tremendous value. Will probably fulfil all of your requirements until you decide to turn pro.

"Budding Tarantinos, take note. The Edit Plug puts the Amiga in the driving seat when it comes to creative video power."

87%



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Power Super XL drive

With new innovations in the storage market, does the new 3.5 inch Extra High Density drive offer too little too late? David Taylor finds out.

It performs well, but doesn't offer much use above the standard XL drive.

problem, but it's irritating if, like me, you re-boot at very regular intervals.

The drive performs pretty much as you'd expect. If you insert a DD, HD or ED disk, it recognises the format and reads it as such. If you try to format a disk, it will automatically format it to the correct density. This means 878K for DD, 1.76 for HD and 3.43 for ED.

Writing 3Mb to floppy disk takes quite some time, which leaves you ample time to contemplate exactly what the use of the drive is. The ED disks were a short-lived phenomenon on the PC and it's easy to see why. The disks themselves are costly - you're lucky if you can find them for £2.50 per disk.

In fact, you're lucky if you can find them at all. Because the drives are so rare, no high street computer shop stocks the disks and you'll need to order them specially. In addition, if you get an error on a disk, re-copying the

data all over again will drive (excuse the pun) you to despair.

With the cost of real mass storage media falling, the ability to use ED disks is not going to astound you. If you have some desperate desire to store lots of sets of 3Mb, then here you go.

If you're looking for a realistic solution to storage problems and want a useful set-up that offers good value for money, then there are better ways to spend your money. The normal XL drive will allow you to use HD disks, which is pretty indispensable for serious users, and the money you save can be put towards something with more to offer, like the Zip drive.

The Super XL can't be criticised for what it does, because it performs as specified. However, floppy disks are of limited appeal nowadays and with more interesting media arriving, we don't need to resurrect an defunct one. ☺

One of the Amiga's handicaps has been the exclusion of a High Density drive from all but the high-end models. Power Computing solved this by creating the XL drive that offered an external HD drive that was easy to attach and use.

They've now released a new drive, which in addition to reading the standard Double Density (DD) and the High Density (HD) disks, can also read Extra High Density (ED) disks.

The drive itself looks like any normal external floppy drive. It simply plugs into the external port, but in order to read anything other than DD disks, it requires you to install a small piece of software. This is easily done, because the software comes with a competent installer.

The software consists of a small CLI command that is placed in your C: directory and called from a new line, which is inserted at the very start of your startup-sequence. When you cold boot, the software installs and reboots the machine, which behaves as normal from then on. If you soft re-boot, it doesn't need to do this double-boot, as it were.

However, every single time you boot, it does flash up a message that it is installed in a Shell window. There is no way to stop this or re-direct it to nil. The original XL drive did this as well, but a patch was written and placed in the PD that allowed you to shut it up.

Hopefully, one will be made for this as well. Why? Well, if you've got a lovely startup sorted so that the Shell window never appears, your machine boots up a bit quicker.

So it's annoying to have that blown by a small piece of software that you know is in there and don't want reminding about every time. It's not a

POWER SUPER XL DRIVE

DISTRIBUTOR

Power Computing 01234 273000

PRICE

£129.95

SYSTEM REQUIREMENTS

Workbench 2+

SPEED

Normal floppy speed - copying 3Mb is tedious

MANUAL

What do you need to know? Plug in and install the patch.

ACCESSIBILITY

Can you plug in a joystick? Then you'll be fine.

FEATURES

The auto-recognition and use of the three different densities is impressive.

VALUE

Far too much money. Disks are expensive. The normal XL far out-values this drive.

"It works fine, but the extra density offers little and costs lots."

75%

DiskMagic



While file managers may not be the most attractive of programs and, in honesty, far from the most interesting, they are very often the thin, grey line that separates an efficient and well-maintained computer system from a

If you find all those large icons confusing, or think they are far too exciting, you can use the text viewing mode instead.

chaotic jumble of files and programs. Far from simply being content with shuffling files around the hard disk, these programs have evolved into a general centre of activity from which a user can perform all manner of useful tasks more easily and without having to switch back and forth between applications.

DiskMAGIC is the latest such program to join this market - a market that has only just seen an attempt by InfoNEXUS to break the almost total monopoly of Directory Opus 5. As Directory Opus has its overwhelming power and InfoNEXUS its simplicity, it would only be natural to ask what has DiskMAGIC got to offer that the others haven't? Well, DiskMAGIC's most distinctive feature is the control you have over the way it appears.

By default, DiskMAGIC's interface is very much the same as Directory Opus 4 and InfoNEXUS with two main directory windows to the left and right of the screen and the row bank at the bottom. However, as with several PD programs, DiskMAGIC also has a device list running down its centre, which provides the user with easy access to frequently-used drives or assigns.

However, the major difference is that the button bank at the bottom of

If there is one type of serious software that can truly be described as essential, it has to be file managers. Graeme Sandiford gets organised.

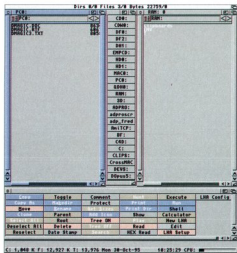
the screen is filled with large graphical icons which are called gadgets in the manual. Although, logically, this system should work well, I found it took a while to get used to.

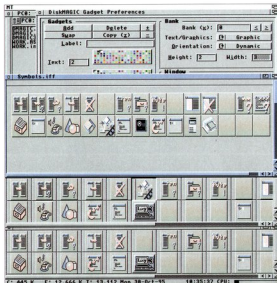
If the gadgets are not to your liking, you can use the Gadgets Editor to change their appearance. It can also be used to assign internal functions or programs to a button. You can create your own icons by loading an IFF picture and cutting out a brush to serve as the icon. This way you can discern a button's function more easily. However it would have been better if the program could have loaded a program's icon so that you don't have to make one yourself. The quickest way around this is to take a snapshot of your Workbench screen with the programs you want to add displayed.

However, this is not the limit of the program's customisation since it has 16 different editors to change certain aspects of the program's operation or appearance. Obviously, we can't go through each one, so I'll just mention the main ones.

The first on the list is the Device Editor, which enables the creation of a list of devices and assigns that you want to be on the main screen's device list. Using it is simple - you add new entries and select the device from a list of the ones available on your system. It's possible to have this list ignored and display the drives that are present on boot-up.

Although not covered very well in the manual, the Display Editor preferences is where you set the layout of the windows and which gadgets will appear on the windows, such as ones for entering directory paths and whether or not to have scroll bars. To further change the program's environment, you can use the Screen Editor. This can be used to specify the screen that the program should use, as well as the colour palette and fonts that should be used. Unfortunately, you are not given much





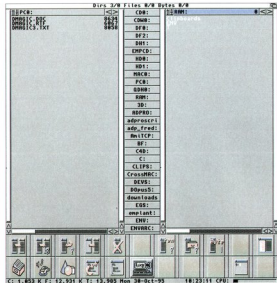
One of the great things about the program is that you can easily create your icons from IFF images by simply cutting and pasting sections.

control over the colour palette, aside from changing the colours individually.

A big plus is that the program resizes itself so that it fits any font-size the best it can. Another screen-related feature is the ability to use any screen including Workbench's.

Perhaps one of the most important features in a file manager is a filetype function. These can be used to identify different types of files and perform a user-specified operation when double-clicked on. As with the gadgets, this can be an internal function, or an action carried out by another program. This is great for displaying pictures, or animations with an external player. You can add new filetypes by specifying a matchcode, such as a file extension or a

One of the problems caused by having large icons is that you need to run the program in a DBLPAL or interlace mode to use it effectively.



This is the way that the program's interface appears by default. You'll notice the Magic Workbench feel it has with those large colourful icons.

hexadecimal string in its header for the program to recognise.

The Startup Editor enables you to set several variables at boot-up. These include the execution of ARExx scripts on start-up, iconification and which paths will appear in the directory windows by default.

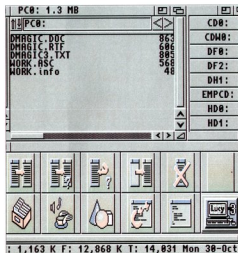
The other Editors include the Menu Editor for adding functions to menus; the Requester Editor which gives the choice of internal, intuition, or requesters; and the Hotkey Editor for creating keyboard short-cuts quickly and simply.

As well as scoring highly in the aesthetic and configurability departments DiskMAGIC has a few other nice features. This includes a unique and transparent way of handling LHA archives - treating

them just like directories. This means you can have access to archived files as if they were not archived, so you view pictures and read documents without having to de-archive them first.

It also has a nifty text reader tool, but although the picture viewer has some nice features, such as timed displaying of pictures, it's no good at displaying pictures at certain colour depths.

All in all, this is quite an impressive program and one that shows that there is still room for innovation in this market. Unfortunately, DiskMAGIC is hampered by a heavy price tag of £40, which is almost double that of InfoNEXUS and just £10 less than the more powerful Directory Opus 5. This effectively puts it in the middle ground with regard to price and power.



: 1,163 K F: 12,868 K T: 14,031 Mon 30-Oct

DISKMAGIC

DISTRIBUTOR

HiSoft

PRICE

£39.95

SYSTEM REQUIREMENTS

1Mb of RAM and Workbench 2

SPEED

In general operation the program runs at a decent speed.

MANUAL

Despite containing explanations of most functions, the manual is a bit too list-like and has no tutorials.

ACCESSIBILITY

After an initial adjustment period, to get used to the icons, the program is very intuitive.

FEATURES

Although not as fully-featured as Opus, the program can hold its own against most of its competitors.

VALUE

This product's price is way too high and stops it from being the ideal low-end file manager.

"A pleasure to use, but a bit too costly."

80%

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THE AGA EXPERIENCE

SADENESS PD ■ 01263 722169 ■ £19.99

Well it's been a long time coming, about three years I guess, but finally a CD-ROM has arrived that has been designed to exploit the potential of AGA-equipped Amigas. Although strictly speaking anybody with a Workbench 2.0 machine can use the disc, all of the programs are AGA-only and most of the files, especially the images, need the AGA chipset or a graphics card to be fully appreciated.

One of the things that is unusual about this CD is that it gives you the option to configure your system so that you can get the most out of the CD. There are scripts not just for making the necessary assigns, but setting up Magic Workbench and your screen fonts too. The contents themselves are quite varied and include the usual assortment of pictures, utilities, games, disk mags, 3D tools, animations and programmer's

tools, but all AGA-enhanced. A real find, as well, is the abundance of high-quality icons.

This really is the CD-ROM that AGA-owners have been waiting for. ☺



As this CD is produced for AGA machines, there are plenty of nice AGA-quality images.



This CD-ROM is a joy to use

93%

CD-ROM Round-up

THE COLOUR LIBRARY VOL 1

PD SOFT ■ 01702 466933 ■ £9.99

Oh no, it's yet another graphics library! However, this one is a bit different from the average fare since it has its own front-end. This program, the *CD Manager*, can be used to display, search and copy images, which is very handy indeed since you can find what you want quickly, view it and then save it to disk from within the same program.

However, despite this novel approach, the disc is actually quite disappointing. The contents vary from average to poor and the image-quality is quite poor and grainy, but it is cheap. ☹



"What do you mean I look awful? What do you expect - I've only 256 colours."



This is actually one of the better pictures, even though it is a little too small and grainy.

Nice front-end, shame about the pics.

70%

AMINET 8

PDSOFT ■ 01702 466933 ■ £12.99

Yes, it is a little hard to believe, but another AmiNet CD is upon us. As usual, it follows the same format as the legendary Internet site and includes all the files from the last disc to the site's contents as of the beginning of October.

While in the strictest technical sense there are a lot of new files, many of them are simply revisions of earlier software. However, this does not detract

from the fact that this is probably the largest and most up-to-date collection of PD and shareware around, and this volume contains an enormous number of excellent music modules. ☺

If you want tons of PD this is the disc for you.

85%

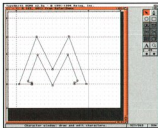


These images are an example of some of the varied contents on the AmiNet.

Continued overleaf ➔

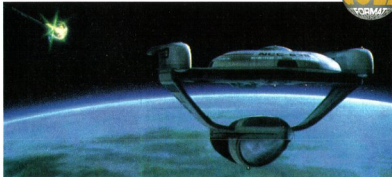
E.M.C. PHASE 1

E.M. COMPUTERGRAPHIC ■ 01255 428666 ■ £24.99



E.M.C. Phase 1 includes demo versions of Pagestream and TypeSmith.

The CD also contains many non-DTP related files and programs.



A dream CD for
DTP fans.

90%

THE GLOBAL AMIGA EXPERIENCE

PD SOFT ■ 01702 466933 ■ £24.99

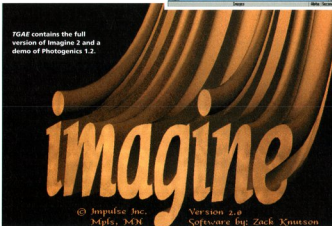
This is a very interesting CD-ROM indeed, mainly because it is not a disc full of PD and shareware. The *Global Amiga Experience* contains special versions of commercial software. While most of them are limited demo versions of commercial releases, there are eight full programs as well.

Obviously, these are not going to be brand new releases and many of them have appeared on magazine coverdisks. The full versions include Scala 1.13, Imagine 2.0, VistaPro 1.0, Distant Suns 4.0, Edge 1.721D, Clarissa 1.1, X-Copy and a program called Scurfuchs Pro.

If you are a long-time Amiga-user, then you are likely to have already used these programs, or at least have coverdisks with them on.

Perhaps the more useful programs are actually the demos, because they cover almost every program currently available and there are special upgrade tokens so that you can purchase the full programs at a reduced price.

This is a useful CD-ROM, but the price is way too high.



TGAE contains the full version of Imagine 2 and a demo of Photogenics 1.2.

© Impulse Inc.,
Mpls, MN

Version 2.0
Software by: Zack Knutson

I must admit to being a big fan of E.M.C. fonts, because they are some of the best ones around. I expected this CD to be simply a collection of all their fonts and would have been content with that. Instead I discovered a collection of useful programs and images as well.

The fonts are of a superb quality, but they have been organised in collection order, rather than alphabetical – volume 1, 2 and so on. The clip art is also of a high standard and includes

black and white, and colour IFFs, as well as EPS images. The IFF image directories contain preview images of each category to help you find what you're looking for. As well as the images suited for use as clip art, there is a respectable supply of photographic images.

Besides all this, the disc contains demo versions of Typesmith 2.5 and Pagestream and host of general utilities. This is a damned fine CD and is a must for DTP enthusiasts.

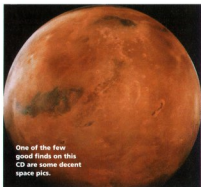
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79%

LSD 3

17-BIT SOFTWARE

■ 01924 366982 ■ £19.99



One of the few
good finds on this
CD are some decent
space pics.

This CD is supposed to be a collection of some of the best PD, shareware and demos around. The previous volumes have been quite good and have covered a broad range of high-quality software. Unfortunately, this latest edition has let the side down quite badly and contains little more than a mediocre collection of demos and programs. This is a big disappointment.

65%

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pictures from your
VCR's video output
including S-VHS.



STAGE 2...

With ProGrab's software, select an image you wish to capture using the on screen preview window and Grab (because the hardware grabs frames in real time, there's no need for a freeze frame facility on the source device). Once grabbed, simply download and view the full image on your Amiga screen. ProGrab also includes a Teletext viewing and capturing facility from either TV or satellite sources.

STAGE 3...

Use the grabbed image with your favourite word processor, DTP or graphics package.

ProGrab really does make
it that simple!

ProGRAB™ S-VHS 24RT Plus

Camcorder User commented: "If you're looking for a high resolution 24 bit digitiser then, at this price, ProGrab 24RT represents great value for money."



ProGrab™ - Voted as **The Best Video Hardware** product for the Amiga. This is especially pleasing because the Award comes from the Amiga Shopper magazine readers.

Our Satisfied Customers!



ProGrab™ - Amiga Shopper **55% STAR BUY** and comments: "I'm cheap and thankful to the original colour... we were rightly impressed" and "Highly Recommended. Whether you are a videographer or a Graphic Artist, look to the ProGrab 24RT Plus. To a winner."



ProGrab™ - Amiga Format **93% Gold Rating** and comments: "ProGrab 24RT Plus is quite simply the digitiser to get". Incredible value for money... no other digitiser comes so much for its price! Offers far more features than any other digitiser near the same price!"



Go Amiga said ProGrab™ is "Just the job for beginners and professionals on a tight budget and... very hard to beat. For free money, nothing can touch it."



ProGrab™...
Supports all recent Amigas and is also fully AGA Chipset compatible. You can render images in any Workbench screen mode resolution including HiMail mode (Amiga 5040 permitting).

ProGrab™...
Sees and Loads Images in: IF1/IF16, IF16/IF24, JPEG, BMP, PCX, and TARGA file formats. ProGrab saves animations as 'Amiga' files into .amifiles with sound (requires PCMCIA interface and separate sound sampler) as 'Amiga' or 'S-VHS' files. A range of image processing effects, picture computing (routines: Amiga only) and filtering methods are also new to ProGrab Version 2.5.x (Photogenics takes control of ProGrab with a unique toolbar to enable grabs directly from within the program - saving TDU time).

ProGrab™...
Software has built in menu and colour animation facilities. The number of frames is dependent on your Amiga's RAM.

ProGrab™...
Release 3.5.4 software now includes...

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Now works with composite PAL, SECAM and NTSC straight from the box!
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- Sound sampling and animation capabilities (separate sound sampler required)
- Saving of animations direct to your Amiga's hard drive
- Saving of animations direct to your Amiga's hard drive
- Freeing of your Amiga Parallel Port for use by a printer or other parallel peripheral device

ProGrab™ supports any Amiga with Kickstart 2.04 or later & a minimum of 1.5Mb. free RAM.

✦ A video source cable will be required to match your own equipment set up - Ask for details.

Get your hands on NEW ProGrab Plus™ Post or FAX your requirements (Quoties Trade Prices Available) on the order form provided. OK, if you'd simply like further information please contact:

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TELEPHONE
01 773 836781

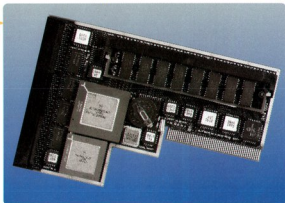
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Address:		
County (Country):		
Daytime Phone:	Postcode:	
Evening Phone:	Overseas Customers... Please write clearly, shipping etc. Card holder's signature:	
ProGrab Plus™ @ £129.95 inc. p&p £ 1 PCMCIA Interface @ £34.95 inc. p&p £ 1 V.2.5.x S/W (User Upgrade) @ £4.95 £ 1 Optional FAST Courier Delivery @ £6.95 £ 1 TOTAL £ 142.80		



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Dear Santa...

If I get another pair of socks from 'Marks and Sparks' this year, I'll scream. Try to get it right just this once. To make it easier for you I have enclosed a 'fool-proof' Christmas list:



Blizzard IV

£178.95 ■ Gordon Harwood ■ 01773 836781 ■ AF79;90%

If your budget won't stretch as far as the Falcon's price, then the next best thing is the Blizzard IV accelerator. Extremely fast and well-engineered, this is the ultimate in 030 acceleration for your A1200.



AIWA A300 CD-ROM Drive

£169.99 ■ HiSoft ■ 01525 818181 ■ AF74;86%

With many of the controls and features of an audio CD-player, this unit has the capacity to, with the help of amplified speakers, form the basis of a music centre. However, this stylish unit also performs admirably as a CD-ROM drive – outclassing most other twin-speed drives.



Falcon 040

£429 ■ Power Computing ■ 01234 273000 ■ AF77;90%

It's hard to believe, but it's true – you can fit the processing power of the A4000 040 inside your A1200. In fact, in the benchmark tests we performed it actually proved to be faster than the standard 040. At the moment, this board is the world's fastest A1200 accelerator and also has the option of upgrading to an 060 processor.



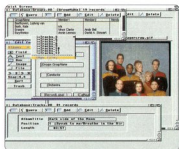
Iomega ZIP drive

£189 ■ HiSoft ■ 01525 818181 ■ AF76;91%

This incredible drive mechanism is likely to be the future of removable data storage media. Coupling a storage capacity of 100Mb on a cartridge approximately the same size as a floppy disk, with a ridiculously low price of £16 per cartridge, this drive is the ideal data-moving solution.

Twist 2

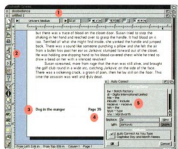
£99.95 ■ HiSoft ■ 01525 718181 ■ AF72;91%



It's hard to believe, but Twist 2 really is a relational database that is easy to use. Not only are its relational tools amazingly powerful it's very easy to create relational links between databases through its DTP-like layout editor. It can also use DataTypes to include pictures, sounds and anims in databases.

Wordworth 3.1

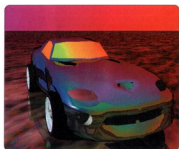
£79.99 ■ Digma International ■ 01395 270273 ■ AF66;84%



The Amiga's favourite word processor goes from strength to strength and the latest version has brought Amiga word processing to a new level in terms of power and user interfaces. One of the major additions has been DigSense which attempts to understand the entries you make in string gads.

Cinema 4D

£199.99 ■ HiSoft ■ 01525 818181 ■ AF79;93%



This fantastic German raytracing package has finally been converted to English. With an amazing array of powerful tools, innovative features and an intuitive interface, it is easy to see why this is the number one selling 3D program in Germany and why it looks poised to do the same over here.

Real 3D 3

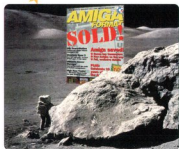
£299 ■ Activa UK ■ 0181 4025770 ■ AF74;93%



Make no mistake, this is one of the most powerful 3D programs on the face of the planet and has features unmatched by LightWave and 3DStudio (which cost £3,000+) on the PC. A new manual makes it much easier to come to grips with the program's unique working methods.

Image FX2

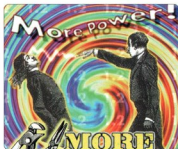
£189.99 ■ Wizard Developments ■ 01322 272908 ■ AF73;95%



ADPro's long-time adversary has taken a quantum leap in terms of features leaving ADPro far behind. Feathered edges, multiple alpha channels, comprehensive video filters, special effects and a simple interface make this program the closest thing to Photoshop on the Amiga.

Photogenics 1.2

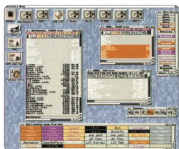
£59.95 ■ Almathera ■ 0181 6870040 ■ AF74;93%



Although not quite as powerful as Image FX, Photogenics has brought image processing to the masses by providing many of the same features for a fraction of the price. The program's most impressive feature is its interface and its unique and flexible way of operating.

Directory Opus 5

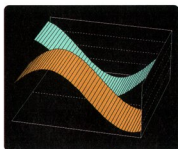
£59.99 ■ Wizard Development ■ 01322 272908 ■ AF72;95%



Infinitely configurable, immensely powerful and absolutely essential – Directory Opus 5 is a valuable addition to any serious Amiga-user's software collection. Although there have been some reports of "peculiar goings-ons" on some machines, this program makes an ideal base of operations.

Final Calc

£99.95 ■ Softwood Europe ■ 01773 836781 ■ AF78;90%



Final Calc is the definitive spreadsheet program on the Amiga with more power and well-thought-out features than pretty much any other Amiga application. However, at a price of just under £100, Final Calc is really only for power-users who can't find the features they need in lesser programs.

HOW TO ORDER

Public Domain Prices		Key
Each Public Domain Disk	99p	[WB2+] Workbench 2+ On [WB3+] Workbench 3+ On
Postage On All Orders	75p	[2D] Number of Disks [1MB] Minimum Memory
Residents outside UK but in E.U. add 10% to TOTAL Residents in Rest of World add 15% to TOTAL		[AGA] For AGA Machine [030] Minimum Processor [HD] Hard Drive
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Contains full listings: P1 Licensees, CIO's etc		

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sales@active2.demon.co.uk

NEW TITLES

[illegible]

LATEST GAMES

GM248 DELUXE PACMAN AGA Write a pacman game by the author of Deluxe Galaga

GM256 BATTLESHIP A very playable game by the Assassins.

GM262 COGNOMIA NANO Superb fruit game. Get it

GM264 BUSHED TANKS V1.85 multi-player tank game

GM266 TITZ BOMBERS A very nice tank game

GM268 EXCELL. CARD GAMES is a very nice card games here. (3634)

GM269 MASTER BLAST 3 is decent blaster

GM271 SUPER COMBAT 3 This is a very good version of cannon invader. Superb graphics. Object to kill other player. (2746)

GM273 REBELLION an asteroids clone with a difference

GM275 MARATHON 3 player action game

GM276 THE DEVILS ARCADE written by the author of War of the

DM277 SPEED - DOOMER 2 version 2 of the Doom-clone. More
available. More detail levels still and much faster execution. **\$89.95**

582879 ALIEN RUSH Very similar to Chase Game. Very good graphics. **1992**
582880 DUCK DODGERS Good platform game with ducks. **1992**
582882 TAP Good platform with alien game. **1992**
582883 DARK ARCADE Fairly simple, platform in a power control. **1992**
582886 GALLEONS 2 2 player shoot-avoid game. **1992**
582887 GALLEONS 1 player shoot game. **1992**
582888 HELI SHOOT Helicopter shoot game. **1992**
582890 CARROT Not as good as AGA Klondike cards on ECE! **AGA**
582892 POWER RANGERS Power Rangers. **1992**
582893 RIVER DEMONS Good shoot game. **1992**
582899 SUPER SKIDDY THINGS 3D space-racing program for one player. **1992**
582900 GRAVITY FORCE 2 EDITOR 2D gravity force game. **1992**
582901 DELUXE GALAGA v2 AC 2D space shoot-avoid with the Galaga. **1992**
582902 AUTOMOBILES v5 2D space-racing game for the Amiga. **1992**
582903 EMOTIONAL CONFLICT All adventure. **1992**
582904 JIGSAW Jigsaw puzzle. **1992**
582906 PRO FOOTBALL v1 1D soccer program. **1992**
582908 BOOMER EGG Flycatcher game. **1992**
582910 HOLA 2D shoot-avoid game. **1992**
582911 FIFTEEN - TITANIC EDITION Can crash delay game. **1992**
582912 FIFTEEN Can crash delay game. **1992**
582913 MOTOR CUL 2D shoot 10-15 player name and chase game. **1992**
582914 Can crash delay. All the other player then runs out. **1992**

NOT NEW DEMOS

0213 PARALLEL/CN "DEEP" Winner of the Gathering 95 (2) (Info) (AG) (AG) (AG)
 0216 FAMILY "MAN ON MOON" Very good demo from Faculty needs loads of more (4) (Info) (AG) (AG) (AG) (AG)
 0217 ABYSS "DRUGSTONE" (2) (Info)
 0219 SANITY "ROOTS II" great! A very decent demo release (Info)
 0220 FREEZERS "DREAM WALKER" (2) (Info)
 0221 FREEZERS "LECH" AGA won the Flam Jam charts "best demo in 1995". Loads of the same routines - funnells etc.
 0222 ARTWORK "GREENDAY" Won a recent party in Germany

Latest demos continued.....

D026 SUPPHEM "CHUMS" [AKG]
D027 TELETYPE "BACK IN ALICE" with a
D028 TELETYPE "HUMAN" relate: human/nurseries in

D030 MILEN "PLANET M" another choice based on the game
D031 AAS "PICTURE BOOK" must be one of the best design
D032 INTERACTIVE "ABSTRACT" another choice based on the
D033 MILEN "PLANET BAYCON" support cartoonish style design
D035 EMBASSY "THRILLED" Assembly 10 choice [AKG] [F] [D]
D036 VANTAGE "CONTROL" running new ideas from Vantale, all
D039 OXYGENE "AMAZED" from the G.S.P. group 29, 30, 32
D040 PARALLEL "ZEP" of G.S.P. winner Qued 2 [D] [AKG] [F]
D041 AAS "THE SMOOTHS" must be one of the best design
D042 MYSTIC "FEEL" from Outcasts, Qued 2 [AKG] [F] [D]
D043 LITE "QUE" new from Outcasts, Qued 2 [AKG] [F] [D]
D048 SCOPES "IS" they're best Get it now 2 [D] [AKG] [F]

MISCELLANEOUS

GRAPHICS D1 experts did magazine from D1 [D] [AKG]
GRAPHICERS D2 experts did magazine by Architects/Northern
WAFRAC D3 experts did magazine by Architects/Northern
NFA WORD 6 D4 experts did magazine from NFA [A] [D]
NFA WORD 7 D5 ACOWI? how did magazine from NFA [D] [AKG]
SHERILYN PENN SLIDESHOW [AKG]
DEBORAH'S SLIDES [AKG]
AGORA ELINAK SLIDESHOW [AKG]
TOM TAYLOR SLIDESHOW [F] [AKG]
TIMMY TAYLOR SLIPUP? support design aspect
NFA BIG GIRLS [B] [AKG]

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[LUCIFERS "BOOK OF SHADES"](#) [\(2 links\)](#)
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[TITANIC II](#) [interactive database on the Titanic disaster](#) [\(2 links\)](#)
[HISTORY OF THE WORLD CUP](#) [all explained](#) [\(2 links\)](#)

MAIN LIBRARY

MORE UTILITIES

[illegible]

on your birthday!

US02 GBLANER V3.6 020 An optimized version for 029/304/019 CPUs. [\[REDD\]](#)
US14 DISK STICK v1.1 A disk labelling program.
US21 ADDRESS PRINT v4 Store addresses and print them to label.
US23 DOPUS MAGIC COMPANION Loads of buttons, APEXX, scripts for Depus. [\[REDD\]](#)
US32 all NEW FINAL WRAPPER v3 Final Wrapper was the utility that hi Final Writer users last year. This is the very latest version.
US33 CAR DATA ANALYST Monitor and test your car's performance. First for the Ariga.
US43 TOOLS MANAGER Allows you to have a "dock" of icons of

More utilities continued.....

[illegible]

MORE GAMES

GMS05 BLAZZ DAWN is a popular 3D adventure
GMR7 SCARBLE, the classic board game
GMR8 STARWOLDS thread and side reads [796] & [20492]
GMR9 KLONDIKE is for hard drive users [796] & [20492] +
GRR7 TOP HATS are the Anigs! - let Ben Wily rip-off Addictive
GRR8 THE GREAT WALLS 2 excellent series by Addictive
GRI118 CHANGHUS - a new addition to the GRR series!
 Detail your own team (with different skills) to the end. [20492]
GRI125 KELLOGS LAND WOW! The best 3D platformer ever! [4]
GRI127 ZACKEN supports the GRR classic now comes to the Angis.
GRI137 FRUIT OF MEANS FRUITS - a Good Fruit Machine game
GRI138 SAMURAI SHOWDOWN is an amazing Street Fighter game
 Good! [2045]
GRI137 MEGABLOCK V2 the best Tetris games on the Angis.
GRI138 CYBERMAN has 3D graphics class. Very decent in the
GRI139 SERIAL COMBUSTION great adrenaline esque multi-
 player racing game.
GRI141 MADHOUSE a graphical advance game [20492]
GRI146 DELUXE GALAGA v2.51 must be the best PS-class

GM150 ROCKETS V2.25 Super: Add 1v1 2-player multishoot-up game. One of the most addictive multi-player games ever! [\[RGR\]](#)

[illegible]

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We stock 1000's of other disks

We welcome submissions from coders from all over the globe - tools, games, Magic WB stuff etc.

F1 SOFTWARE

F1 Software is a small innovative company, which can be called F1 Licenceware, that are specialising in a quality oriented Amiga software. Most of these products are the best in their area and offer superb value for money. Programmers receive 25% of the sale price. Coming within next few months are more unique titles (ask for more details).

AMOS Pro Compiler	- Available November
Relics of Deldravage 2	- late December 1991

[illegible]

F1-111 RETURN TO ZANTIS €3.99 another one of those F

[illegible]

100% 90% 80% 70% 60% 50% 40% 30% 20% 10% 0%

GRAC V1.10
ADVANCE

Do you admire the commercial success of Monkey Island and wish you could create your own adventure games and wish you could program your own version? With Graphic Adventure Creature v1.10, you can easily make a point and click adventure game like *Rescue the Princess*. This version fixes bugs and comes with an extensive manual for your reference. Get this now!

£6.99

BLACKBOARD 4

£8.99 **STAIR** Buy in Argos Shopper December '95

INTRO TO DOS 2 - 48
INTRO

The latest version was given **90% STAR Buy** by

MAGIC PAINT BOX \$5.95

Major Paint Box is a superb new paint program for all ages. It's aimed at children under 8 years of age. This is suitable for parents especially demonstrate to their children its simplicity yet powerful features. Excellent front end, 84 different painting tools and the ability to print colour pictures direct from the program to any colour printer. Over 60 different paint functions! Comes with full reference manual. "A breath of fresh air" wrote Amiga Stopper. "For pure entertainment value, this wastes commercial packages".

£6.00
Standard 386, 674.95. Run in Monochrome 35.00

Workbench

Life is full of mysteries and the Amiga is certainly no exception. Graeme Sandiford knows all about the quiet strength and willfulness of his favourite machine. So, send your queries to Workbench, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.



Good news for A600 owners - accelerating your machine may not prove such a problem anymore.

BACK TO FRONT

I've purchased a 1Mb trapdoor expansion for my A600 with 20Mb hard drive. I'm told that the older A600s used RAM expansions as Fast RAM. However, my A600 was one of the last produced and uses my extra meg as chip RAM. Is it possible to convert my extra meg of chip RAM to become Fast RAM.

Also, is there a way of using some of my hard drive as virtual memory, as I am always running out of memory on art programs and can't afford a PCMCIA "credit" card.

Philip Howe
Devon

An unusual request, as most folks seem to want to convert Fast RAM to chip RAM and not the other way around. All the A600s I have come across deal with the trapdoor memory as chip RAM, although I suppose it is possible that early machines had a Fast Agnus, rather than an Obese Agnus (the chip which is responsible for 2Mb chip RAM). Although I appreciate the fact that, at least theoretically, converting the extra chip RAM to Fast RAM would cause the A600 to run slightly faster, hacking the hardware is probably not the most sensible thing to do - even if it was possible.

Instead you might want to look around for utilities which "fake" the Fast memory by fooling the Operating System. There is one program on Aminet called "half'n'half" in the util/boot directory which sounds as though it will do the job, although it might not work with the A600 (the other possibility was FakeMem, but it definitely requires an 020 or better to work).

Unfortunately, Virtual Memory requires a processor with an MMU in order to work invisibly and that means a 68030 or better processor. Some programs will use a disk cache themselves, which is one form of virtual memory. Programs which do

this include ImageFX and Personal Paint, so keep a look out and read the small print in the manuals.

The good news for A600 owners is that the answer to the old joke "How do you accelerate an A600?" could be changing. Rumours of accelerator and memory cards are becoming very strong indeed, so perhaps it will be possible to add up to 8Mb of Fast memory soon after all... (The original answer is, of course, "Throw it out of the window.")

TELL ME WHY?

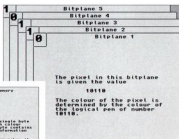
It would be really helpful if you could answer a couple of questions regarding an Amiga and a PC.

1. What is the difference between AGA and VGA. Which is better?
2. What is a pixel mode and why did Mark Silby (the games programmer) say that the AGA chipset should have a chunky pixel mode to make it better than the VGA chipset?
3. If Escom decide to give the AGA chipset a chunkier pixel mode, what difference would it make to the games it will run?
4. In AF75 (the PC v Amiga section) Paul Matthews said that "the Amiga doesn't have anything to match most of the top-end PC software". Is this true? If so, why don't Amiga programmers write something that can match PC software.

Ian Westmore
Leicester

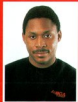
1. Depends what you want to do with it. The AGA chipset is great if you want smooth scrolling, the ability to have multiple screens anywhere in chip RAM, sprites, copper effects, Super-hi res resolution and HAM-8 mode. VGA mode is great if you have blocky graphics which need to be moved around

Continued overleaf =>



Bitplanes are good at scrolling effects amongst other things.

IF YOU HAVE A QUERY...



Graeme Sandiford

At Amiga Format we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise - we take on all your problems (as long as an Amiga is involved). Here are a few tips on sending in questions:

- Be concise.
- Detail the actual problem as best as you can.
- Describe the events that caused the problem.
- Give full details of your equipment.
- Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.

Bear these points in mind and fill in, photocopy, or copy the form below as best you can.

Send your letters to Workbench, Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW

Your Amiga:

- | | | |
|-----------------------------|---------------------------------|-----------------------------|
| <input type="radio"/> A500 | <input type="radio"/> A500 Plus | <input type="radio"/> A600 |
| <input type="radio"/> A1000 | <input type="radio"/> A1200 | <input type="radio"/> A1500 |
| <input type="radio"/> A2000 | <input type="radio"/> A3000 | <input type="radio"/> A4000 |

Kickstart version:

- ☐ 1.2 ☐ 1.3 ☐ 2.x ☐ 3.x

Workbench revision:

- ☐ 1.2 ☐ 1.3 ☐ 1.3.2
☐ 2.04/2.05 ☐ 2.1 ☐ 3.0

Total memory fitted _____

Chip memory available _____

Extra drive #1 (3.5in/5.25in) as DF: manufacturer: _____

Extra drive #2 (3.5in/5.25in) as DF: manufacturer: _____

Hard disk: _____ Mb as DH

Manufacturer: _____

Extra RAM fitted - type, size (Mb) and manufacturer _____

Details of other hardware: _____

← quickly – which just happens to be how games like Doom work.

2. I think you are referring to "planar" and "chunky" modes. The Amiga graphics chipset works in planar mode, which means that each screen consists of a set of bitplanes. The colour of each pixel in the display depends on the value set in each bitplane. Bitplanes are good at scrolling effects amongst other things, but they can be slow in certain applications. Chunky mode is different, because each pixel on the display has its colour information stored in an individual byte of memory, rather than scattered through bitplanes. This makes moving large chunks of image and setting individual pixels a lot faster.

3. If Amiga Technologies improve the chipset it will probably include a chunky mode (which incidentally all graphics cards use because they are based on PC graphics chips) – then Doom and other 3D texture-mapped games will be easier. That said, the CD² had a chunky-to-planar chip built in and there were hardly millions of Doom clones by lunchtime. A processor more powerful than a 68020 with no Fast RAM as standard is also needed.

4. Comparing high-end PC software to the Amiga is depressing because there are no direct equivalents to MicroSoft Word or QuarkXpress for example. This is because both these programs cost so much to develop that the companies need to sell millions to recoup costs. No one is willing to spend so much developing Amiga versions when the sales will be much lower. That said, Amiga software is still getting better all the time: Final Writer and Final Calc can compare favourably to many PC word processors and spreadsheets, for example.

TOWERING INFERNAL

I am an A1200 owner with a 4Mb Viper and a 202Mb hard drive. I am wishing to expand again, but don't know which path to take. Not being able to afford an A4000/40, the A1200 Tower seems a good idea. But I could not justify paying £500 for a case that would cost £35, including power supply and some circuitry for Zorro boards.

Why will AF not tell its loyal readers how to fit their 1200 into a PC Tower case? I think an article taking a step-by-step approach would be much appreciated by your readers.

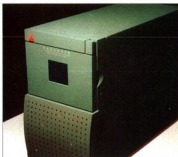
I also wish to know if it is possible to buy the circuitry to attach Zorro boards to a 1200 (if the 1200 was fitted with a Tower case)?

Upon reading PC mag adverts, a 32Mb upgrade for my Viper board would be cheaper than through the advertisers in your own excellent mag. Could I use these memory modules?

Martin Akers
Sheffield

At first glance, the A1200 and A4000 Tower expansions can seem very expensive, especially when you see the price of empty PC cases. However, don't fall into the trap of thinking that it's easy to adapt the case to suit an Amiga or add Zorro slots. The slots will require custom-built electronics and specially made PCBs. If you want to "Do It Yourself", a PC Tower case sounds like a bargain when you see the adverts, but there are several points to consider:

1. You will need some way of extending the keyboard cable, or adapting a PC keyboard.
2. Access to the Amiga A1200 ports will need to be



DIY Tower expansion is cheaper, but risky business indeed. You must know what you are doing!

sorted, because the spaces at the back of the Tower case will not be in the right places.

3. Mounting the A1200 circuit board inside the case can be tricky, because the mounting screws will not be in the wrong place.

4. The connections for power will have to be changed.

5. Amiga-specific features, such as the mice, reset keys, LEDs and PCMCIA expansion port will need to be taken into account too.

Of course, several people have transplanted their little Miggy's very successfully and, given the recent appearance of 68040 and 68060 accelerator cards (and the high price of the A4000T), it can be a sensible approach.

Ask the Tower dealers if they will sell you the Zorro card adaptors separately and then settle down for a pleasant evening with a soldering iron and a screw driver. But, don't say I didn't warn you!

AF has been considering detailing the steps involved in rehousing an A1200, but we're not keen

since it really is a mammoth undertaking. We are busy enough on reader call day as it is! Perhaps in the next few months when we have a few A1200's spare we'll get around to it.

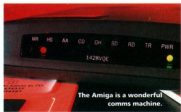
Apart from those for GVP cards, there are no Amiga-specific SIMMs, so any memory which is the right specification will do.

You will need to check the number of pins, whether it is double-sided or not and the speed with the requirements of your specific trapdoor card.

MISSING LINK

I wonder if you could answer a few questions for me, please:

1. Is it possible to link up a normal CD player to my Amiga A1200?
2. I've written a couple of programs using your Coverdisk version of AMOS Professional and I'd like to release them into the Public Domain – the thing is that I may want the program to run from Workbench. How do I stand in terms of copyright?
3. I'm thinking about adding a hard drive to my A1200. Are they really as easy to fit as many people say?
4. If I added a modem to my Amiga, could I



The Amiga is a wonderful comms machine.



The new IOMega Zip drive – looking good

ZIPPITYDODAH

I've had my Amiga 1200 for about 18 months now and I would like to expand the capabilities of my already superb machine. Please could you answer some questions.

1. As I've said I'm trying to expand the capabilities of my Amiga. Which of the following would you suggest I buy? A Squirrel external hard drive 365Mb, a Squirrel CD-ROM Quad Speed, or the new IOMega Zip Drive? I mostly use my Amiga for games, graphics and very basic AMOS programming.
2. When using the Squirrel SCSI II set-up, does it make any difference to the speed if

you put your extra pieces of hardware in a certain order?

3. My mum recently bought a printer (Cannon BJC 4000) for her PC and I wondered if there are any leads available to connect a Cannon BJC 4000 to the Amiga? If so, where can I get them?

Thank you for your help and keep up the good work.

Ian Harrison
Middlesex

1. If you haven't already got a hard drive, then this is a priority. The Zip drive looks so good that I would be tempted to consider recommending one instead of a standard SCSI hard drive. Certainly on price and expandability it is probably the better deal. The CD-ROM drive would be nice (do you really need a quad-speed one, though?), but a hard drive (or Zip drive) should be your first purchase.

2. No. If you pick high SCSI ID numbers for your devices there will be a slight pause at boot-up time as the devices are searched for, but that is about it.

In operation, SCSI works very well indeed at chaining hardware.

3. You can probably use her PC lead. Although Amiga-specific ones are to be recommended (since the Amiga provides a power signal at the parallel port), most non-ribbon cable style leads for PCs will work perfectly. It's the driver software you need to worry about.

RANDOM SAMPLE



Enjoy the Amiga's superb sound and music-making capabilities with a program like Technosound Turbo.

I have an A12000 with a 120Mb hard drive. Me and my mate Tim are enjoying the Amiga's superb sound by sampling music and witty comments from various TV programs.

Now we both have so many samples we don't know what to do with them all – we have many samples for error tones and startup sequences. However, you can only use one sample for each of these. That is our problem – is there a way in which we can randomise which sample will be used that won't slow down the startup sequence too much?

I had an idea to do this. I thought "why not just give each sample to a certain drawer (whichever the sound program thinks it is in) and rename the sample to the name the sound program is looking for"? But my mate Tim says that you can't create a random number during startup. Is this true? Help please!

Paul Farrar
Bromley

You are on the right track – renaming is fast and is an easy way to re-direct the Operating System to use different samples each time the Amiga is switched on. Your mate Tim is also right in that there are no default ways to create a random number from AmigaDOS.

There are two ways to approach this problem. The first way is to write an AmigaDOS script which stores a value on your disk and is therefore able to remember which sound effects were used last time.

When you boot the Amiga, the script reads this value and knows to move to the next name. It then stores the updated value. In this way all the samples will be used in sequence.

The second way is to write or obtain a utility for performing random operations at startup time. There are many programs like this around, so check your local BBS, or get any Aminet CD because these are always crammed with useful utilities.

contact the various E-mail addresses that you see about, or are they only open to the PCs?

5. Is there a CPC emulator available for the Amiga A1200?

Thank you for taking the time to read this letter and any help or advice you could give would be much appreciated.

Mr S J Matthews
Kings Lynn

1. Depends what you mean by "link" exactly. You can't pass the digital sound from the CD player into the Amiga, (unless you have a CD player with digital outputs (most domestic ones have analogue only) and a special Zorro card on the Amiga - expensive. You can connect the sound output to a sound sampler of course, and if you get a good sampler and set the levels right the results are very impressive.

If you want to control the CD player's operations (play, fast, pause and so on), then that is possible. The simplest way is to obtain an *Infrared* remote control kit (several are detailed on Amimeat) which connect to the parallel, serial or joystick ports of the Amiga and "fake" the remote control of the CD player. It's a clever way to synchronise music or sound effects to Amiga multimedia presentations (some multimedia systems allow control over the CDTV, which can play audio disks and can be picked up cheaply second hand).

The best way of controlling a CD player is actually to use a CD-ROM drive. All will play music discs, but the better ones will also allow the sound to be taken off the disk digitally over the SCSI interface and stored as an IFF sample.

2. One thing you should be able to assume is that everyone with an Amigo already has Workbench.

However, this doesn't give you the right to distribute it; you will need to ask Amiga Technologies about that. However, why not write your software using the Installer program so that it copies itself on to the users' system and therefore makes use of their own Workbench?

3. It depends which type of drive you buy... a SCSI hard drive connected to a Squirrel SCSI interface will take about thirty seconds to fit. Simply slot in the PCMCIA interface card and clip in the SCSI connectors. Other drives which connect via the PCMCIA slot are just as easy to fit. However, when you want to fit a drive internally it can be another matter altogether.

The A1200 was designed for 2.5 inch IDE

drives. If you have a suitable drive and cable, it will take about twenty minutes to unscrew the A1200's casing, fit the cable and the drive into the cradle, and re-connect everything. It is possible to fit 3.5 inch drives which are cheaper and faster, but although the many kits available are very easy to follow, if you reckon you might be a total klutz with a screw-driver you should give them a miss. Otherwise, anyone with a little skill and some spare time can fit a drive. If there is no Amiga dealer nearby, most electronic repair shops will happily fit the drive if you ask nicely.

4. Add a modem to your Amiga and you can dial into Bulletin Boards or use any Internet service and no-one will know what computer you have thanks to wonderful standards such as V34 and TCP/IP. All you need is a terminal emulator program (such as Nocom or Tera) to use BBSs. If you want to use the internet, you will need to pay a service provider and then obtain and configure AmiTCP (available in the UK from Blittersoft).

5. Yes, there is. One was uploaded to the Aminet recently and is called `acpc_dem.lha` and you

will find it in the *misc/emu* directory (when you get your modem).

FLICKER MAD

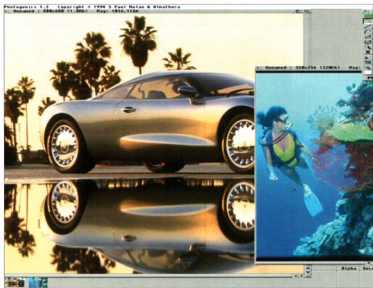
I'd like to ask a few questions about expansion.

1. Does a graphic card, such as the Picasso, stop the flickering on an interlaced screen mode?

2. I would like to buy a second larger hard drive for my A1200. I was considering getting a PC one, but understand I would need an external case. Where do I get the case from and how do I connect it to my Amiga anyway?

3. Whilst on the subject of hard drives, in the back of my A570 manual (as I also own an A500+ with A570) it says you can get additional RAM for it and a HD. However, no-one seems to sell them anymore. Also, is it possible to get a HD out of the serial/parallel port, like you can with PC drives?

Continued overleaf ➡



A graphics card, such as the Cybervision, will not stop interlace flickering – you need additional hardware for that to happen. In other words, you need a monitor which can display 31kHz, rather than 15kHz.

4. For my A1200, I would like to get a Tower case. I would like to get a PC one as they are much cheaper – these cost about £30 with a power supply (for the one I want) but £30 all I need to spend? Do I need to buy any more cables – I already have a Squirrel and a 1m SCSI extension lead?

5. Supposing I was to get this Tower case, would I be able to fit a graphics card, a hard drive and additional RAM, as it is a PC Tower case? Plus fitting my external floppy drive would be easy enough, but how do I fit my Aisa CD-ROM?

6. Which is the best and most efficient way of emulating a PC, a board or PC-Task? Also is it possible to use a PC mouse without using any emulation?

7. And, finally, I was wondering about opening a PD House, do I need any permission from any one, or do I just go right ahead and do it? Plus, is it alright to add intro to the disk, as long as you don't change the authors files? Next, if I got together a collection of PD titles would I be able to sell them as one disk? Lastly, how long do I go about advertising?

Thanks for your time

Darren Nicholl
Kings Lynn

1. No, a graphics card won't stop interface flicker as such. The flicker is caused when a particular video mode sends out a frame in two halves to get more detail on to the screen. The extra detail is there OK, but the delay between the frames leads to flicker.

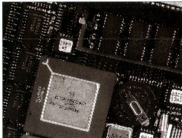
You can stop the flicker by sending the frame in one go, but this requires extra hardware to combine the two halves and also a monitor which can handle the increased bandwidth. In other words, you need a monitor which can display 31kHz, rather than 15kHz.

Older Amiga cards only produce screen displays of 512 lines or so in interlaced modes, but the AGA chipset allows screens this size to be displayed in non-interlaced form as long as you have a 31kHz monitor. A graphics card will also offer new modes (such as 640 by 400, or 800 by 600), but, again, a 31kHz monitor is required.

2. You have several choices for fitting a drive to an A1200. If you are already using an internal IDE, you can replace it with a larger one. Standard drives are 2.5 inches and larger capacity versions are expensive, which is why companies such as EyeTech (tel: 01642 713185) offer kits to squeeze 3.5 inch drives inside. These are currently the fastest and cheapest drives. You can mount them externally – any standard 3.5 inch device case will suffice, but you will need to look around for a suitable cable (ask EyeTech). As an alternative you could keep your internal drive, but use a Squirrel interface and an external SCSI device (hard drive or Zip drive).

3. The A570 was supposed to have hard drive and memory expansions available, but nothing really happened so you should forget this expansion path unfortunately. At the moment, it is not possible to connect a hard drive to the parallel or serial ports (although you could use Parnet to link to another Amiga and so another hard drive), but rumour has it that the PC parallel port version of the Zip drive could be made available.

4. No, it costs a heck of a lot more than £30. For £30 you will get a big, empty box, possibly with a power



Should you go for a Blizzard 1220 or 1230T? It all depends on what you use your Amiga for.

supply. You will need to extend your A1200's keyboard, mount the motherboard, adapt the outputs to fit the holes at the back of the Tower case... it's a lot of work for what would be little more than a cosmetic change from the neat A1200 case.

5. The Tower case is empty; you would need to add Zorro slots for the expansions you want and that is beyond the scope of most home users. The Aisa CD-ROM is an external device not suitable for internal fitting.

6. Hardware emulation using real PC microprocessors is always much, much, much faster than software emulation. Hardware emulation is currently next to impossible to obtain and only software systems like PC-Task and Emuplant's PC emulation software are available. A PC mouse can apparently be re-wired to suit the Amiga.

7. You can set up a PD house anytime you like and the only people you need to inform would be the Inland Revenue if you make pots of money. Public Domain software has all rights to it relinquished and so you can do anything you want with it. Other software may still be copyright and so you will need to read the small print for conditions and possibly contact the authors. You would advertise like everyone else – pay for space in a magazine like Amiga Format.

NEED FOR SPEED

I will be buying an accelerator for my A1200 soon and I would be grateful if you could answer the following questions.

Does an accelerator speed up the speed of your printer? I have just about saved enough money to buy a Blizzard 1220/IV board for my computer, but I am not sure whether I should save up further and buy a Blizzard 1230 IV board.

Could you suggest which one I should go for. I use my computer to play computer games, I also do some sound sampling using Technosound Turbo 2 and do a lot of graphics work such as digitising. I would also like to emulate my Amiga into a Mac using Shapeshifter and into a PC using PC Task after I purchase the accelerator.

Do you think that software companies will ever design games or serious software for Amigas with 030 processors only, or better?

I have heard that the new Amiga 1200s should be available in the shops any time now and will take standard PC SIMMs without the need of a board.

If this is true, does it mean that the price of normal accelerators boards will be going down?

Harpreet Gagneja
Middlesex

An accelerator will not speed up the printer, but it will speed up the processing of data prior to printing: and so the net result will be more printed pages in less time.

As you don't seem to do anything really processor intensive, such as image rendering, then the cheaper double-speed 68020 Blizzard will probably fit the bill. However, if you are serious about Mac and PC emulation, the faster, 68030-based card will be almost essential. The PC emulation especially will be almost unusable with a 68020-based Amiga and even with a 68040 it's very disappointing.

All software will benefit from a faster processor because of keyboard compatibility, but specially written software for the 68030 has little to offer over 68020 versions because the chip isn't that much more advanced. The 68040 and 68060 have more optimisation opportunities than earlier processors and so software is usually re-written for these. Serious software already comes in versions for Floating Point Units and some utilities require a 68030 or better to get access to a MMU (Memory Management Unit).

I'm afraid the rumour you heard about new A1200s taking SIMMs was only that and the 'new' A1200 is exactly the same as the 'old' A1200 apart from the name on the case.

COLOUR LICENCE

I currently have an Amiga 500+ and run Kindwords 2 on it. I have recently bought a Citizen Project IIC printer.

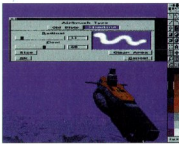
My problem is that my son wants to produce items for his GCSE studies incorporating colour drawing and text on one page. Whilst Kindwords will allow you to insert items into it, for example from DPaint, it will not print these in colour. Also the size of fonts are limited.

Is there any product that I can purchase that will allow him to produce a colour drawing in DPaint, insert it into another document and add text to it of different sizes – or a product that will allow you to do text and drawings together?

Mr J Collyer
Essex

I hope you have a hard drive and some extra memory, because you are going to need them. You really need a more up-to-date program than Kindwords and I would suggest something like Final Writer, Wordworth or even a fully fledged DTP package like Pagestream (although that's probably over the top a little).

All these programs will allow you to mix text and graphics quite freely on the page and then print the results in colour. If your memory is limited to 2Mb or less and you are using floppies, you should still be able to use Final Copy (Final Writer's little brother) on your existing hardware.



Final Writer, Wordworth, Final Copy, or even Pagestream can all incorporate DPaint drawings.

Software Expressions

Established 1990

Introducing some of the best public domain & shareware software. These are high-quality freely distributable disks at a fraction of commercial prices.



All disks are compatible for
A500/A500+/A600/A1200, except (N)
which indicates not compatible for 1200

EDUCATIONAL

- (N.B. This includes some games)
- 033. Education 1. Learn German
 - 035. CS2 Maths. Synthesizer
 - 185. Astrology. Calculate positions of planets
 - 193. Astronomy. A total concept disk
 - 234. Colour The Alphabet. Educational spelling game
 - 271. The Highway Code. All you need to know
 - 023. Electronic Train Set (1 meg). Construct own train set
 - 029. Pick up a Puzzle (2 disks). Pick up a puzzle (2 disks)
 - 061. Treasure Hunt. Fit the pictures
 - 088. Pair Crazy. Great kids game
 - 271. Dinosaurs. Good puzzle game for kids
 - 298. States of Europe. Quiz on Dinosaurs
 - 299. Communicate. Information on this continent. Good
 - 301. Japanese Tutor (2 disks) (N). Learn how to use sign language
 - 311. The Internet. A guide to the Internet
 - 312. Learn French. French verb tester
 - 315. Learn & Play 3. Education & Games
 - 331. Jigsaw (2 disks). Match the pieces in to a jigsaw
 - 339. Danks OIP. Desktop publishing for kids
 - 345. Barney the Dinosaur. Learn & meet animals
 - 385. What's His Name (N). Educational for kids
 - 410. Birthday History. Give details of events on your birthday. Good

BUSINESS SOFTWARE

- 1089. Journal. Accounts Program
- 1136. Ambase Prof. Excellent Database
- 1340. Text Engine. Excellent Word Processor
- 153. File-A-Fix. Learn & meet animals
- 160. AED. Beginners Word Processor
- 175. Text plus VERSION 4. Excellent Word Processor
- 134. Amichiz. Easy-to-use accounts program
- 137. 600 Business Letters. All ready to print
- 1240. Little Office. Word Processor, Database & Spreadsheet
- 1203. Inform. Invoice module
- 1330. Easycalc. Excellent Spreadsheet

CREATIVE & GRAPHICS

- 130. Label Designer. Various label printers
- 197. Signs/Logos/Expansions etc. Signs/Logos/Expansions etc.
- 198. Clipart. Valentines and Weddings
- 119. Clipart. Christmas and New Year
- 200. Clipart. Christmas signs
- ABC Adventure Games (N). Create your own adventure game
- 231. Audio Animation Studio. Create Cartoons
- 236. Word Power. Solve crosswords & anagrams
- 256. Print Studio. Multi purpose printer utility
- 258. Garden Designer. Create your own garden, excellent graphics
- 263. League Database. Easy-to-use football editor
- 268. TurboPro (not 1.3). Excellent catalogue organizer
- 331. Signature Creator. Customize your signature

MISCELLANEOUS UTILITIES

- A335. Error Information. Explains computer crashes
- A340. Race Rater. Drinks and cocktail recipes
- A341. Race Rater. Check out form of horses
- A342. Winemaker. Database for wine lovers
- A343. Solo Kick V.I.4. Soccer quiz facilities
- A344. Easy Spell. Latest D. Grader for A1200
- A345. Spell checker/helper

- M210. Push Tools. For football pools
- M299. The Green. Excellent golf game
- M310. Personality Analysis. Type to answer to assess yourself
- M311. Cap the Lat Pro. Updated lottery helper
- M332. Virus Check V6.5. New updated killer
- M333. Disk Repair Kit. Salvages damaged disks

DEMOS + RAVE

- D075. Girls of Sport. Pretty shots of talented girls
- D106. Madonna. Pictures and music
- A310. Star Trek Animations. Animations of USS Enterprise
- D177. Star Trek Animations. Agrator No.17. More like above. Good
- D287. Calendar Girls. Slideshow
- D312. Rave Vision. Rave music & Graphics
- D314. Nine Fingers (2 disks). Good. Sequel to State of Art
- D316. Jupiter Impact. Real pictures of planet's collision

MUSIC

- M084. Pink Floyd. The Wall music
- M093. MC Hammer. Can't touch this
- M094. Guns 'n' Roses. Pictures & Music
- M082. I've Got the Power (N). Excellent music
- U244. Sound Library Samples (4 disks). 100's of sounds for sampling

ADVENTURE GAMES

- A4005. All New Star Trek (2 drives, 2 disks). USS Enterprise classic. Best one
- A4007. American Star Trek (2 drive, 2 disks) (N). Excellent
- A4523. Boonin Eek (not 1.3). Professional looking platform game
- A4019. Dungeon Delver (2 disks). Difficult adventure quest
- A4065. Prince Kingdom (2 disks). Tricky adventure game. Good
- A4222. Neighbours Adventure (2 disks). Bring Paul Robinson to court
- A4245. Iron Crab (2 disks). Graphic adventure
- A4236. American Star Trek (2 drive, 2 disks) (N). Excellent
- A4421. Glashcock II. Very good platform game
- A4500. The Devil's Abode. 3D Horror Adventure

ARCADY + PLATFORM

- A410. Breakout. Classic ball & ball game
- A411. Blizzards. Horizontal shoot 'em up. High quality
- A514. Helicopter (not 1.3). Shoot 'em up
- A500. Master of the Town (N). Destroy towns with mouse
- A512. Transport. Asteroids game
- A165. Super Skeds. Air racing game
- A525. The 3 Miss Project. Racers. Once over the
- A207. Plagiarists. Find the flags. Very addictive
- A209. Genny Galore Ten (N). 14 excellent games
- A214. Parachute Jump. Fight for parachute on descent. V. good
- A221. Revenge of Mutant Carnies. Good. Similar to Centipede
- A524. Assassins 245. Pacman + 3rd
- A525. Assassins 246. Game Challenge 2. Horse Drive and Antirider
- A526. Assassins 247. Air Fight, F-Ball and Metrix
- A527. Assassins 248 (not 1.3). Excellent Tetris clone
- A243. Tetris. Quiz which includes Editor
- A247. Quiz Master. Quiz which includes Editor
- A255. Ames Games. 5 games including Glashcock
- A324. Tetris Pro. Tetris game with exceptional variants
- A333. Karanran (N). New. Brilliant platform game. 10 out of 10
- A338. Project Buzz Bar. Excellent Asteroid type game
- A340. Depth Charge. Submarine game
- A341. Earth Invader. The best Space Invader game
- A433. Harry Haddock. Really good platform adventure
- A434. Arnie Boy. Console games on Amiga!
- A443. Mindful. New. Addictive graphical platformer
- A502. Cyberman. 30 Pacman game. Excellent
- A503. Chequeres (2 disks). Like Lemmings. Good
- A504. Rebellion. Asteroids shoot 'em up

STRATEGY + WAR GAMES

- Sim013. Britain (N). American civil war game
- Sim513. Bridge. The card game
- Sim102. Simulation 1 (1 meg). Recommended. 5 games including Metro
- Sim109. World of Fortune (N). TV Quiz, computerised
- Sim124. Napoleonic Warfare. High quality simulation
- Sim528. Battleships. Classic game, computerised
- Sim143. Card Shop. Well presented card games
- Sim217. Act of War. Excellent strategy games
- Sim218. Roulette. Casino Classic
- Sim220. Sub Attack (N). Also landmine + bomber
- Sim224. Strategic Games. 3 excellent games
- Sim110. Island. Excellent board game. Build hotels & money
- Sim143. Diplomacy (N). Classic, similar to Risk
- Sim515. War (N). Top quality Blat strategy
- Sim158. Total War (N). Risk type game
- Sim428. The Shepherd. Populous clone
- Sim431. Rags to Riches. Become a millionaire
- Sim444. Unlimited Quiz. Pub quiz game
- Sim595. Scrabble. Board game, computerised

SPORT

- Sp170. Amos Cricket. 'Ozzy! Excellent
- Sp208. Grand Prix Simulator. Excellent
- Sp256. Stomball. Management game of US football-type sport
- Sp263. Soccer Cards. Simplistic league-based game
- Sp299. Top of the League. Addictive football management game
- Sp303. Wrestling (2 disks, WBZ 2 updates). Good fun graphics
- Sp307. 18th Hole (2 disks). Excellent golfing game
- Sp325. Mister Man Olympics (2 disks). Excellent game for kids as reviewed in Amiga Computer
- Sp337. Super League Manager 2. Updated soccer management game
- Sp372. Road to Hell. Well produced racing game
- Sp373. Wrestling (2 disks, WBZ 2 updates). Good fun graphics
- Sp376. Unsubmersible Soccer. Good football game
- Sp429. A Day at the Races. Simple horse racing game

A1200/A4000 ONLY

- U235. Swagmen Heights. Compilation of A1200 utilities
- U246. Magic W/Bench. Excellent W/B improvement for A1200
- U336. TUIE. The Ultimate Debugger
- U324. Lottery Winner AGA. Helps you to win!
- U334. AGA Killers. Updated virus killer
- U378. Videotaker 2. Great demo creator
- U285. Fairlight. 29 meg of graphics on one disk
- U289. Set of Art. Famous, quality demo
- U290. Raving Mad Me. High quality music video
- U291. Lethal Claw. Shooting demo
- U300. Schindler's List. Move rave music
- G412. Kiss the Canvas. Boxing game
- G305. Tina Small. Slideshow of model
- G322. AGA Killers (3 disks). High resolution slideshow
- G323. AGA Killers. Good for learning youngsters
- G332. AGA Killers. Excellent patience card game
- G337. AGA Killers. Great demo creator
- G339. AGA Killers. Brilliant breadboard game
- G332. AGA Killers. 2 player Street Fighter game
- G410. Material Invaders (2 disks). Brilliant Space Invaders
- G424. Post AGA. Arcade AGA game
- G440. AGA Killers. 30 missile cannon
- G441. Is the Death. Street Fighter clone
- G442. Excellent Card Games III. Restricted AGA version
- G445. AGA Donkey Kong. Re-hash of original. Good
- G526. Battle Duel. Multi-player arcade game
- G537. Savage Showdown. Savage Fighter clone
- G510. Rocket V2.25. Multiplayer thrust shoot 'em up

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Real 3D Tutorial

The appearance of objects in *Real 3D* depends on their physical properties and existence of any image maps. It's possible to use either or both of these settings to achieve the appearance you want.

Last month we looked at the physical properties (brilliance, transparency and so on) and this month we'll look at some of the

mapping controls. Remember, an image map is any IFF drawing which you can create in a paint program such as Personal Paint or Deluxe Paint: although you should stick to the non-AGA modes (2 to 32 colours, EHB and HAM) for best results.

A map could be used to add a label to a bottle, or insignia to a jet fighter. Bump maps

and special maps allow the shape and properties of an object to be changed as well.

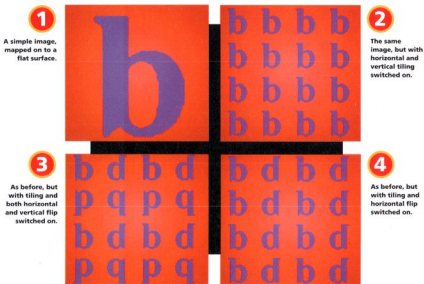
If you don't feel you are up to creating your own brushmaps, keep a look out for others in Public Domain libraries. There are also many CD-ROMs available which contain good quality scans of real surfaces to add extra realism to your images.

PROJECT 1

Tiling

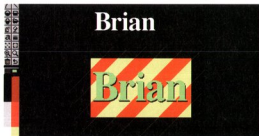
Tiling allows you to repeat a pattern many times over a single surface. It's ideal for the rather predictable chequered floor pattern, but it is also a quick way to make up surfaces with minimal effort.

Remember, the tiles can still be bump maps or semi-transparent. The key is to set the "tile" and "flip" options in the material requester, and also to remember to use the Painting command (V) to mark out the size of the tiles.



PROJECT 2

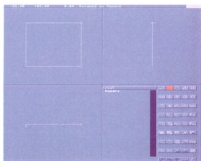
Positioning Brushmaps



1 Using a painting package, create a bold design to experiment with. Keep it quite small and put writing on it so you can easily see if it is the right way around. Cut a brush out and save it as an IFF file.

2 In *Real 3D* create a flat object with the Rectangle tool (in red) which looks something like this. This is the object which we will cover in the new material. We will be mostly using the top-left view, so keep it centred here.

3 Now create a new material. Keep the default settings, but make sure that your new brush is defined as the picture and that COLOR is indicated. You can experiment with the other parameters later, but for the moment stick to these settings.



part 3

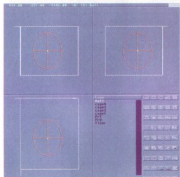
Maps can be used for more things than finding your way around the countryside. **John Kennedy** adds some extra realism to your 3D images.

PROJECT 3

More Material Madness



1 The ability of *Real 3D* to control materials can lead to some amazing results. Using a paint program, create a drawing of a cage wall. Make sure the background is totally black.



3 Paint the material on to a rectangle object. Making sure the painting size is correct, copy the rectangle three times and rotate and position them to form the sides of a box. Add an object inside the box and a simple floor object.

4 Using the B key, assign the new material to the object. Now go to SOLID and render the image. Make sure that lampless mode is on and adjust the background colour from black.



5 Render the image. It's likely you'll get an image as interesting as this. Where is the brush we created and made into a material? The answer is that at the moment *Real 3D* isn't too sure where to place the brush, and so we will have to tell it.

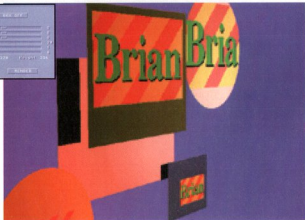


6 In the editor screen, use the "Hierarchy/Painting" menu option. The title bar changes to "Modify painting of square". Now position the crosshairs at the top left of the square and click once. Drag the line on the top-right and click again.

2 Create a new material like this. The important thing to notice is that the "No 0 Colour" is set (so that black is not simply the colour black anymore) and that the "Clip" options is selected.



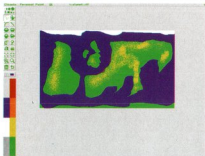
4 Add a lamp for some shadows and render the image in "Normal" mode. This may take some time. The finished render will demonstrate how the colour 0 parts of the brush "cut through" the solid material, and even allows proper shadows to be cast. Using clip maps, you can easily model complicated objects.



7 Now when you render the image, the brush will appear in the middle of the object's surface. Try adjusting the painting position and size; you will soon be able to place your brushmaps with total accuracy anywhere on an object's surface.

PROJECT 4

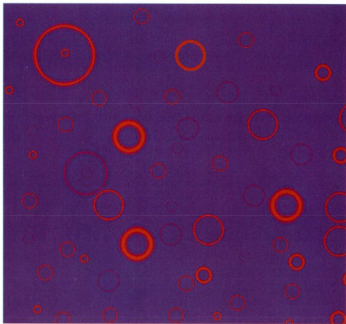
The Whole World



1 To create a very attractive planet which can be used for all sorts of logos or space pictures, start by drawing a blue/green map in a paint package. You could try to create an accurate drawing of the Earth, or even use a scanned image from an atlas.



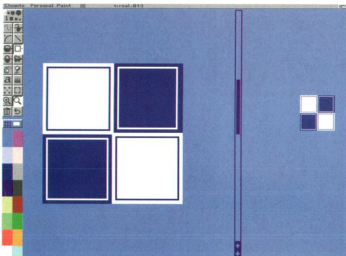
2 Next, create a material for the globe. Make sure it's set to wrap around a sphere, rather than be parallel or cylindrical. To add a mountainous appearance, use a red in the brushmap image and make it a bump map as well as an image map. Use the painting option to draw a small line on the sphere, about a quarter of its diameter.



3 To make a moon object, create a bump map which consists of lots of craters. Remember, the brighter the red, the higher the bump on the sphere.

PROJECT 5

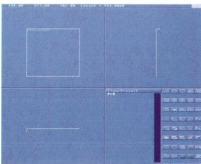
Repeat after me...



1 Create a simple pattern of colour squares. This will be the basic pattern for our new floor texture. Keep to simple bold colours as before and try to make it exactly square.



2 Define a new material and use the brush as the image. Set the pattern to repeat both horizontally and vertically. Try various "Angle" values later.



3 Create a square, make it of material floor and then use the painting setting to draw a line about a quarter of the length along the top-left side.

NEXT MONTH:
John Kennedy will
be giving you
hints and tips on
animation.



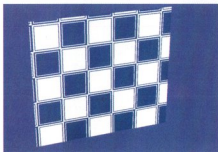
- 4** Create a grey sphere and apply the lunar texture to it. The colour of the moon is not coming from the texture, only the shape.



- 5** Draw a star-filled backdrop and make a texture for it. This time make sure the UNSHADED option is on. This prevents the foreground objects or lamps from altering the brightness of what should be a static background texture.



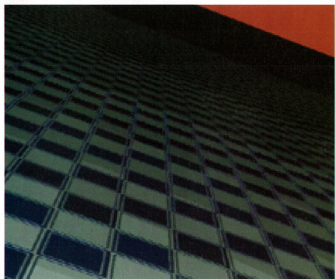
- 6** Render in SHADOWLESS mode, as this will stop the Earth or Moon from casting any unwanted shadows. Add a few spaceships and you have your own version of Babylon 5.



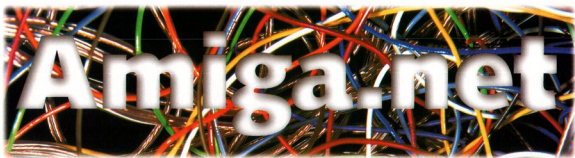
- 4** Render the image and notice how the pattern has been repeated covering the object's entire surface. You might also see some strange patterns or roughness if your floor pattern is too detailed; try rendering with antialiasing, or a higher resolution.



- 5** To make a large floor easily, go back to the editor and press "I" to get information on the floor object. Highlight the "infinite" box.

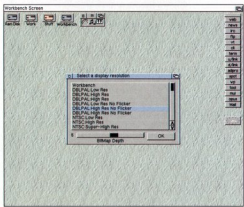


- 6** When this image is rendered you will see the floor stretching on and on forever - until infinity even. Unless you use a high resolution (640 by 512 in 24-bit) and some antialiasing, the image will probably get messy when the floor fades into the distance.



Keep in touch

Darren Irvine takes a look at a slightly unusual method of person-to-person communication across the Internet.



When you first click on the AmiState item you can choose in which screen mode to run to program and how many colours to use.

E-mail can be an extremely useful tool, and most people who use the Internet regularly would be lost without it. Sometimes, however, it's necessary to do your communication in real time, enabling things that might take a whole round of E-mails bouncing back and forth to be sorted out in a single session.

Perhaps the ultimate system for real time communications across the Net is CuSeeMe – the video conferencing system. Unfortunately, no complete implementation for the Amiga exists as yet.

So, what are the alternatives? Well, you could always use Internet Relay Chat (IRC) and set up your own private mode channel. This has the disadvantage that you have to pre-arrange with the other party when the

conference will take place – something that is easier to arrange than to stick to. Additionally, when using IRC you are stuck to using text only as your communications medium.

No – ideally we need a tool which can inform the user at the other end that you want to communicate with them and that can be used to exchange a range of different types of information. Systems such as AmiTalk offer some improvement over IRC in terms of person-to-person chatting – one person can "call the other one up" without having to arrange a time to talk. However, you are still restricted to using just text.

This is where AmiState comes in. AmiState is a "Whiteboard" system. In effect, what this means is that you can use AmiState to contact any other AmiState-running Internet user and the program generates a shared "Whiteboard" – a

reasonable competent "paint" style window to you and me. When you select a colour and draw a line, or drag out a box, then exactly the same pattern that forms on your screen forms at the other end.

Installing AmiState is a pretty simple affair. The archive itself can be found (as always) on any of the Amineet mirror sites and you should extract the archive into a new directory immediately below AMITCP:..

AmiState comes with its own install script, although you can install it manually if you prefer. Doing this gives you more of a feel for how it interacts with your AMITCP set-up, if this sort of technical stuff amuses you. To install manually, add a line similar to the following to your "inetd.conf" file in the directory AMITCP:DB

RUMOUR MILL

It has been said that in an infinitely large universe, anything can happen. Well, although Usenet isn't quite infinite, it is pretty damn big. And as if to confirm this "largeness" fact, some pretty strange things have been happening (yes, I know, pretty strange things have been happening for years on Usenet, but this is, well, fairly unexpected).

In a bizarre and hitherto completely unprecedented move, a number of posters to groups such as comp.sys.amiga.advocacy have actually been speaking out in defence of Ecom. Imagine my surprise on reading "...anyone who whinges that a company that has only been in existence five months can't produce a PowerPC-beating Amiga needs to be taken out and shot". Rumour Mill reckon that if anyone is going to be

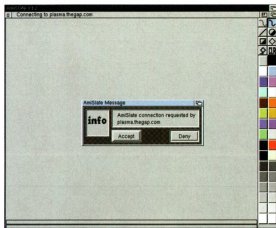
taken out and shot, then it should be whoever came up with the new Amiga pricing structure.

Still on the sorry subject of comp.sys.amiga.advocacy, this vitriolic newsgroup has also been the forum for a slightly more light-hearted discussion on what the new Amigas should be called. You could be forgiven here for thinking that the perfect choice would be "Amiga", but it wouldn't be Usenet if it didn't completely miss the point.

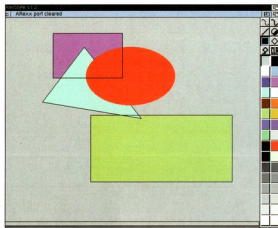
Among such butch and manly sounding proposed names such as "Centaur", "Vector" and "Sabre", there were a few proponents of multi-worded hybrid names like "Amiga Vision NG Workstation" (NG stands predictably enough for Next Generation – don't these people watch any

other television programs?). But this month's special Rumour Mill sad Usenet geek award goes to the slightly misled Richard Koerber who suggested the new machines should have girls' names so that "it would give a more real girlfriend". I suggest to Richard that, even if his suggestion was slightly tongue-in-cheek, that he should get out more... a lot more.

In another debate slightly closer to my own heart, the discussion continues concerning whether or not it is "outrageous" to claim that badly designed and bug-ridden software can be the fault of the programmers. Rumour Mill say that this is obviously not the case. This argument is backed up by the fact that Microsoft allegedly have "some very good programmers". Need we say more?



If someone wants to start an AmiSlate session with you, and you are currently linked to the Internet, a requester will appear like this.



An example of my stunning artistic talent - a talent shared in this case with the remote AmiSlate user.

AmiSlate stream tcp nowait root AmiTCP:AmiSlate/AmiSlate

This is the line which enables AmiSlate to pick up incoming connection requests. In the file "services" in the same directory add the following line, identifying the TCP port number used by AmiSlate.

AmiSlate 2985/tcp

Finally, add a couple of ASSIGN commands to your "Suser-startup" file similar to these:

```
assign SlateRexx:
AmiTCP:AmiSlate/SlateRexx assign
SlateScripts:
AmiTCP:AmiSlate/SlateScripts
```

In addition to allowing you to communicate

using the paint tools, AmiSlate enables you to directly load in IFF graphics files which are then sent across the Net to the other user. It also has a text communication bar at the bottom of the window for you die-hard keyboard fans.

One of the most impressive features of AmiSlate is its excellent ARexx support. It comes with a range of ARexx scripts, allowing you and the remote user to play a series of games in real time across the Internet, from Chess and Tic Tac Toe, to a version of the game Qix.

The documentation supplied with AmiSlate is very good, and there is a complete guide to writing your own communications applications in ARexx.

Although at first site AmiSlate may appear to be a bit of a gimmick, it can be extremely useful if you regularly exchange ideas with other Amiga users which are best expressed using some sort of graphics.

AMIGA.NET JARGON WORD OF THE MONTH

Automatically:

This is a word used to great effect by programmers, journalists and other wasters when explaining something that they either don't know all the facts about, or that they just can't be bothered filling in all the details. It is used to describe a technologically sophisticated process to a layman without actually explaining how it works. For example:

"When E-mail is sent across the Internet, the header information in each message is used to automatically route the packet to its destination."

NEW MAIL SYSTEM RELEASED

MetaTool, the only MIME system for the Amiga that is actually usable, has now been expanded into a fully operational mail system. It supports multiple mail folders and works in a very user-friendly, graphics-oriented way.

Composing a message works as before, allowing you to drag and drop the component parts of your E-mail message into the MetaTool compose window. Any form of data you can think of is supported, from plain text and Final Writer documents through JPEGs and GIFs to IFF sample files.

As I've said the main difference between this and the previous version of MetaTool is that incoming mail is handled too. Your mail box is displayed as a scrollable list and when you click on a message it is automatically separated into its component parts.

Generally, there will only be two parts per message: the header and the body. It's nice to have the option not to have to bother reading the header information. It's when an incoming message has been composed using MIME that the fun starts. MetaTool competently handles the routing of each partial type (using a standard MIME mailcap file) to the appropriate display tool.

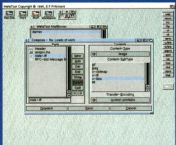
Text is sent to a viewer like PPMore, whilst the default tool for graphics and sound files is Multiview. As with all proper MIME systems, you can edit the mailcap file to suit your own needs, using faster graphics display programs, or routing text into an editor or word processor.

All in all, MetaTool marks a step forward in the field of Amiga mail systems. True, there are

a few minor annoyances (the lack of a "forward" facility is one) but this is an extremely promising first release. As usual MetaTool is available from Aminet. Bear in mind, though, that you'll need MUI to get MetaTool up and running. This shouldn't be a problem since if you are running AMOSaic you'll already have had to brave the trepidations of the Magic User Interface.



MetaTool presents a very user-friendly interface to your mail box, using the dreaded MUI.



Composing MIME messages is extremely simple - just drag and drop each part of the message.

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Amstrad DMF2000	2.09	2.66	2.65	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25	2.25																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																										

Inkjet, Bubblejet Cartridges

	1.64	2s		1.64	
Apple Stylensizer	17.54	17.24	16.84	HP Deskjet 500/40/50/60 Tri-Colour	26.00 25.45 25.25
Canon BJ 10/10x/20	17.54	17.24	16.84	HP Deskjet Portable 310	18.00 17.10 17.00
Canon BJ 30, BJ 70, BJ 70B (Pig Refill)	15.24	14.95	14.46	HP Deskjet 600/600C Black	26.00 26.35 25.75
Canon BJ 300, BJ 300B (Pig Refill)	15.24	14.95	14.46	HP Deskjet 600/600C Tri-Colour	26.00 26.35 25.75
Canon BJC 600 Black (Double Cap)	11.50	11.25	10.90	HP Deskjet 650C Black	26.00 26.45 25.25
Canon BJC 600 Black (Single Cap)	6.00	5.80	5.50	HP Deskjet 650C Tri-Colour	26.00 24.65 24.25
Canon BJC 600 Cyan, Mag or Yellow	6.00	5.80	5.50	HP Thinkjet/Quintet	12.13 10.18 11.63
Canon BJC 600 Black & Yellow	6.00	5.80	5.50	HP Thinkjet/Quintet (Double Cap) Black	26.00 26.40 25.00
Canon BJC 6000 Black (Double Cap)	45.00	42.00	40.60		17.13 17.24 16.84
Canon BJC 6000 Black (Single Cap)	45.00	42.00	40.60		

Ring for Cartridges not listed

Inkjet/Bubblejet Refill
Suitable for most Printers

Tri-Colour Inkjet/Bubblejet Refill Kits 16.00 each
(20ml of each colour - i.e. cyan, magenta, yellow)

Large Inkjet, Bubblejet Refill Kits

(400ml or any of the following colours)
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Light Green, Dark Green, and Gold.
Pack \$11.00, 2: Packs \$10.00 each, 5: Packs \$9.95 each.

Details if you are not sure if your cartridge can be refilled.

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HP Laserjet 4L/4L	50.00 each
HP Laserjet 4, 4M	71.00 each
IBM 4015, 4025, 4025, 4030	90.00 each
Cyocera P1000/1010/1200, P2000	24.00 each
Cyocera P800/820, P5850	24.00 each
Oki CE400/800	21.00 each
Panasonic KXP-4410/4430	26.00 each
Panasonic KXP-4480/5480	17.00 each
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Sharp Z5950	25.00 each

Ring for Toners not listed

This is just a small selection of our Ribbons - Ring for those not listed

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3.1" Dicks

	<u>Bulk</u>		<u>Branded</u>	
	<u>DD</u>	<u>HD</u>	<u>DD</u>	<u>HD</u>
10 Disks	\$5	\$6	\$6	\$9
25 Disks	\$10	\$11	-	-
50 Disks	\$16	\$18	\$24	\$36
100 Disks	\$29	\$33	\$41	\$66
250 Disks	\$65	\$76	\$96	\$153
500 Disks	\$125	\$148	\$187	\$288

All Disks Certified 100%

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ESTIMATE 1-4-4

Disk Boxes/Drawers

Lockable 3" Boxes/Drawers		Other Boxes & Wallets	
100 Capacity Box	5.99	3" 10 Capacity Boxes	1.50
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200 Capacity Drawer	15.99	Lockable CD Drawers	
100 Capacity Drawer	13.99	30 Capacity	16.99

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Joysticks & Mice

Quickshot Apache I	6.89	Quickshot Python IM	8.89
Quickshot Aviator	25.99	Quickshot Starlighter I	8.49
Quickshot Intruder I	22.99	Quickshot Turbo II	8.49
Quickshot Maverick IM	12.49	Mouse	11.99

Dust Covers

Price Comparison		
CPU & Monitor	5.49	Monitor 14" - 4.99 17" - 5.99
Mini Tower	5.99	Atari ST 3.99
80 Column Printer	3.99	Amiga 500 3.99
132 Column Printer	4.99	Amiga 600 3.99
PC Keyboard	3.99	Amiga 1200 3.99

Miscellaneous Items

100 Single Colour 3" Disk Labels	1.99
1000 Single Colour 3" Disk Labels	8.99
1000 Multi-Colour 3" Disk Labels	9.99
1000 White Tractor Feed 3" Disk Labels	10.99
3" Disk Cleaning Kit	2.99
Parallel Printer Cable (1.8m)	3.99
Moose Mat 6 mm Thick - 2.99	8 mm Thick - 3.99
Moose House	2.99
2 Piece Universal Printer Stand	5.99
14"/15" Optical Glass Screen Filter	16.99

Paper & Address Labels

2000 Sheets 11" x 9", 60 gram, Micro Perforated, Listing Paper	1 box - 22.95 2+ boxes - 17.95
500 Single Sheets A4, 80 gram, Laser Paper (suitable for inkjet printers)	1 pack - 9.95 2+ packs - 6.95
Tractor Feed Address Labels, 1 across width, 3" x 1 1/2"	500 - 4.45 1000 - 7.95

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Ring us or send cheques to: **Owl Associates Ltd, Dept 397, Owl House,
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The Problem: Eastenders or Street Fighter?
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Monitor specification: Philips HC535 Video monitor with speaker - compatible with AMIGA, NES, SNES, MEGADRIIVE III, ATARI ST & composite video (price includes video lead). **Printer specification:** Philips NMS1136 9-pin NLQ Dot matrix printer. Epson/IBM compatible, 120CPS draft, tractor/single sheet fed, supplied with lead.

Note: all equipment advertised is second-user and has been fully refurbished, tested and repackaged in our warehouse facility and carries a 90 DAY WARRANTY. Prices advertised do not include P&P - please add for single item - £15.00 Two items - £19.50. ORDERING: please place orders by post ensuring that you specify item(s) required & your computer type. Cheques or postal orders only please, made out to "MICRO-T".



Mailbag

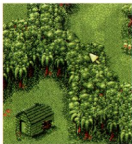
Send your letters to: Letters To The Editor,
Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

FODDER HELP

This letter should be appreciated by my fellow A3000 owners around the world that played your *Cannon Fodder* 2 demo Coverdisk (some months ago). Here's the scenario:

I get a CF2 demo Coverdisk on my beloved Amiga Format; it works on my A3000; I really like the demo and want to get my hands on the full CF2 game, which I then got as a gift for subscribing to Amiga Format.

Ever since, I don't like the sensible guys any more, despite their games, because they were so dirty not to bother making the full CF2 game work on the A3000, while their demo did. So my CF2 package lay there, forgotten, feeling sorry for itself.



Cannon Fodder2 - it will work on an A3000 with some coaxing.

OLD ROPE?

My large Amiga software collection includes many now ancient games such as *Empire - Wargame of the Century*, *Assault*, *Kampfgruppe* and *Battle Tech*, all of which I had completed a long time ago and which are now just sitting on my games shelves.

All are in mint condition with their original boxes and instructions still intact.

Someone has since told me that these old games in such great condition can fetch up to

£50 each if resold to other Amiga software collectors because they are so rare.

Is this true or have I been told a pack of lies?

David O'Conner
South Yorks.

Some things are, for some reason, more collectable than others. By what logic is an old stamp worth lots of money? And why do they cost more if they are used?

I certainly haven't heard of anyone collecting games software, but I am sure someone, somewhere does. I have seen pictures of a Sinclair

Spectrum museum, which has every model of Spectrum, including some with foreign keyboards etc.

If people will collect things like that, there is no reason why they wouldn't pay for a mint condition box copy of a game. Whether the particular games you mention are "collectable" depends on the individual, I guess.

Anyway, have a terribly collectable AF sweatshirt for your trouble.



SCALA PROBLEMS

I have a complaint regarding the new Amiga 1200 (HD) computer that has just been released by Amiga Technologies. I purchased it for the *Scala MM300* tiding package that along with all the other software was installed on the hard drive.

Having used *Scala HT100* for a long time and on my old and trusted Amiga 500, this seemed the perfect opportunity to invest in the long-awaited 1200.

I had also read the information about this system and was surprised to learn that before you can run *Scala* you have to invest in an upgrade of RAM; this is at least 2Mb before the software

will run. This being the responsibility of the new owner, i.e. myself.

Now I do not mind paying £499 for a computer, but I also do not believe in getting ripped off by the computer companies.

I checked the box and packaging to see if there was any reference that an upgrade was needed, but there was not. I thought "now we have a case of misrepresentation". When I telephoned Silica and told them of the problem, they told me that I was the first person to bring this to their attention.

To add to this, the computer is

Continued overleaf ➡

The Gallery

sponsored by

OFF-ROADER

Created by Gerard Callaghan from Belfast, using Imagine V3.0 and post processed with ImageFX v2.

There was a distinct 3D and image processing flavour to The Gallery this month. Many of them created using our Coverdisks. This one was the best.



DMA Design Ltd



READERS' LETTERS
CHRISTMAS 1993
125

READERS' LETTERS

CHRISTMAS 1995

126

ALL ROADS LEAD TO CD-ROM

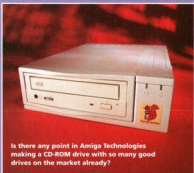
Now that Escom have bought out Commodore and have 1200s back in the shops, I'd like to know when they are going to pull their finger out and have CD-ROM as standard. I must admit I don't play that many games as I use my 1200 for music only, but come Christmas (no matter if Amiga Technologies like it or not), the Amiga will be compared to the Play Station and CD PCs.

I feel the software houses are taking us all for a ride, and when there are games like Ridge Racer and others on the Play Station to compete with, Poppy's simply don't hack it anymore, so come on Amiga Tech, it's time to take the Amiga into the 21st Century, do the right thing. WE WANT CD-ROM AS STANDARD!!!!!!

Ian Parks
Liverpool

Well, certainly it would help, but the cost of including a CD-ROM as standard on all Amigas would make the basic machines even more expensive. Even expensive Mac and PC systems do not always come with CD as standard.

It would help if Amiga Technologies either released or licensed an approved CD drive, or endorsed an interface like the Squirrel. Check out the news pages for more on this.



Is there any point in Amiga Technologies making a CD-ROM drive with so many good drives on the market already?

defective and will have to be returned to Silica for replacement when the trading standards office have finished testing it. I eventually got to speak to the General Manager of Silica, a Brian Marriott. I explained the situation to him, saying, as I had brought this to his attention, the least he could do was to offer me an upgrade so that I could use the machine.

He said that he could not do this; all he was entitled to do was to offer me a refund under the sale of goods act – so much for customer

relations. I told him that was not what I wanted – I just wanted a system that runs without the need for paying out more money to make it work.

Meanwhile, I have contacted Amiga Technologies in Maidenhead and told them about the situation and they agree with me that this should never have been allowed to happen, but evidently being a German company it does not have problem with it.

Terry Sayers
Middlesex

As reported in last month's issue of Amiga Format, the bundled version of Scala will not run on an unexpanded A1200. I appreciate you're disappointed and you are, of course, completely entitled to have a refund if you wish. I think you are being a little unfair on Silica, who are merely selling the bundles as supplied to them by Amiga Technologies.

For their part, Amiga Technologies are looking for a solution to this, but as yet they have not informed us as to what that may be.

A MEETING OF MINDS...

With reference to your incredibly mature review of the "Russell Slideshow" in issue 77, if you wish to take it upon yourself to criticise Ufology, please ensure that you get your facts right in the future.

1. People who research into unexplained phenomena and UFOs are not sad, sadly deluded, or clinically insane. UFOs are not

reported by liars. There's substantial proof for the existence of UFOs.

More realistically, people who deny their existence are the liars – the definition of UFO being Unidentified Flying Object. Therefore anyone who claims to be able to identify every object they see in the sky is a liar.

2. If you are going to debunk the reports of someone who claims to have seen a UFO, make sure you spell their name right.

The man's name is Ed Waters. He lives in Gulf Breeze (which is, incidentally, in Florida and not in New Mexico) and he did take those photos, which, for your information, have been tested extensively and have never been proven fake.

I suggest, before you ridicule this man, you read his book "UFOs: The Gulf Breeze Sightings", which contain all his photos, both before and after light-blasting (a technical procedure to show up details on photographic film and one the basics of which I doubt your small mind would be able to grasp).

3. I suggest you view the extensive government documents on UFOs. If the governments of the world spend their time and money investigating this phenomena, then surely it is not merely the figment of us Ufologists' imagination.

Remember that a proportion of your readers may believe in unexplained phenomena and do not appreciate your attitude; your magazine has a wide circulation and it is not your place to force your immature and narrow-minded views on those who believe that there are some things that



The version of SCALA bundled with new A1200 HDs will not work without some extra RAM, something potential purchasers should be aware of.



BOX

Created by Shaun Hawkins from South Yorkshire.



SCOOPY

Created by Rupal Singh from Shropshire.



OPTICAL CULTIVATION

Created by James McEwen from Leicestershire.

cannot be explained by current scientific knowledge.

*Joanne Bishop
and the members of ESPRIT
London*

I don't believe that the author of that piece, Mr Steve McGill, is small-minded or immature at all. In fact, he has succeeded, at least in part, in his cunning, evil and alien inspired mission - to those doubt and disillusion on the evidence for the paranormal activities of beings beyond our ken.

You see, a few months back, Mr McGill went back to his native Scotland. But on his journey he was kidnapped by the Loch Ness monster and taken to the CIA base in Faslane, where he was brainwashed into spreading lies about UFOs.

He does still believe in Santa and the Tooth Fairy, though.

Listen, something being not proved fake is not the same as something being proved genuine. Cynicism is not always bad, it is sometimes good. Sure, there are a lot of unexplained occurrences and phenomena, but that doesn't always mean the answer is alien. We like to be open-minded, but not gullible.

ACID COMEBACK

In response to Nigel Lines' "Acid remarks" in the November mailbag, I can only urge him to be patient.

As you rightly say, *Super Skidmarks* is hard drive installable in its original format, other than the track disks. Not ideal, admittedly, but not too great a disadvantage.

However, with the upgraded version on *Skidmarks Racer Magazine Issue 1*, supplied by Guildhall Leisure to registered users, the track disks do become even more readily accessible. I feel sure that when Nigel's copy arrives, he will find it was worth the wait.

Also on the disk supplied by Guildhall are previews of the racing circuits on *Track Disk 5* which will be available in October. They look good!

To Nigel, and indeed to all other *Super Skidmarks* users, I heartily recommend Andrew Bolt's *Skidmarks Cars* disks. A set of four "cars" is available from most PD suppliers.

Having purchased these, I was so impressed that I sent for a further disk-set containing 12 more cars direct from Andrew at 14 Station Road, Greenmount, Bury, Lancashire, BL8 4BJ. The cost of the disks, including postage, is £6.

I am looking forward to hearing from Andrew when he has completed his current project which is a further set of cars including McLaren F1, a Lamborghini Countach, a milk float and a shopping trolley!

*Daniel Vincent
Kent*

*Thanks for your input on this, I hope it will be of use to the (surly) tens of thousands of happy *Skidmarks* fanatics out there.*

BRIEF AND TO THE POINT

Seeing as you're giving away such a lot of professional programs just lately, how about giving us the professional disk labels to go on to the un-archived disks!

You could either...

1. Provide sticky disk labels or.
2. Print the labels in the magazine allowing us to stick them on ourselves.

Thanks for *Real 3D*. It's just a shame that I have two orange and two blue labels stuck on to the disks!

*Mick Heyes
Lancs*

Hmm, an interesting idea. It will be filed somewhere near the top of the "interesting things to consider" pile. I don't think we could justify the cost of printing extra sticky labels every month, but printing them in the mag has certain potential.



And here we see the trucks lining up for the 14th Amiga Format monster truck spectacular. The previous T3 were all abandoned due to off-the-track violence...

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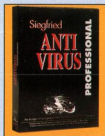
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Save £5 on one of the best virus checkers available. SAP will help guard your Amiga against the unwanted attentions of viruses – it's more powerful than the various Public Domain virus checkers and includes several unique features. SAP works with all Amigas with Workbench 1.3 or better, although 1Mb of RAM and a hard drive are recommended. When it was reviewed in AF72, SAP scored an impressive 81 per cent and was described by Nick Veitch as: "Possibly the most thorough virus protection system for your Amiga".

Description **Siegfried Antivirus Professional**

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The Serial Killers



Nothing can beat the thrill of playing the best Amiga games head-to-head with another human player using a serial link cable. And Amiga Format can bring you that experience with this specially selected pack of three of the best-ever serial link games – all for under £30.

The Serial Killers kit includes WW1 flight sim Knights Of The Sky, driving games Stunt Car Racer and Lotus 2 plus a three-metre serial link cable – everything you need to get hooked up and running.

Description **The Serial Killers**

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Directory Opus 5

Save £10 off the recommended retail price of one of the most useful and time-saving utilities for your Amiga. Directory Opus 5 (AF72, 95%) more or less replaces your Workbench and makes many of those file management tasks much easier. An essential utility for the well-organised Amiga.

Description **Directory Opus 5**

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Upgrade to the brand new Format Gold-rated version of TV*Text Professional now at a huge saving over the RRP!

See the review in in AF64 for full details of this tremendous video titling program then choose which upgrade option suits you:

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- The AGA upgrade and supplementary manual at £59.99.



Description **TV*Text Pro**

Full Package **AFTVTF** **AF Price** **£89.99**

Upgrade **AFTVTU** **AF Price** **£59.99**

Turbotech Clock Cartridge



Your Amiga will always know what day it is with this handy device which sets the correct time and date. The Turbotech Clock Cartridge simply fits into the disk drive port (or on the back of your second drive). Comes complete with software. Save £2 off the recommended retail price.

Description **Turbotech Clock Cartridge**

Order code **AMFCLO** **AF Price** **£17.99**

Personal Paint 6.3 and Personal Fonts Maker 2



Take advantage of our very special AF mail order offer and get the truly excellent Personal Paint, plus the bitmap font editor, Personal Fonts Maker.

Personal Paint is a paint, image processing and animation program, and is an ideal graphics package for programmers and the more serious Amiga user.

Personal Fonts Maker offers support for standard mono and colour fonts, as well as outline fonts and AGA screen-modes. The program uses the same graphics engine as Personal Paint and enables you to create bitmapped fonts of your own, which you can colour and use for posters, business stationery, album covers and so on. PFM is easy to use, has lots of features and gives results that are really impressive. Now you can get both these great programs for a bargain price of £49.95.

NEW!

Description	PPaint 6.3 & PFonts Maker 2		
Order code	AFPP	AF Price	£49.95

Music-X 2



This sequencer package, (85%, AF60), is one of the most ground-breaking releases since the original Music-X made such a huge impact back in 1989. Music-X 2 is a full MIDI sequencing package for controlling synthesizers, drum machines and any other MIDI equipment, or you can use it with internal Amiga samples. The leading sequencer for the Amiga.

SAVE £100

Description	Music-X 2	EVEN LOWER PRICE
Order code	AMFMX2	AF Price £49.99

Mouse 'n' Mat



At last! A quality replacement mouse at a bargain price, complete with mouse mat. The 260dpi resolution mouse is 100 per cent Amiga (and Atari ST-) compatible and both buttons are fully micro-switched for maximum reliability and performance. The tastefully-coloured neoprene mouse mat, essential for keeping your mouse free of dust and dirt, is 5mm thick and has a non-slip backing surface.

Description	Mouse 'n' Mat
Order code	AFMM
AF Price	£12.99

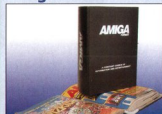
Helm



A true multimedia authoring system, Helm earned 91% in AF53. Create image editors, databases, information managers, or educational courseware. Helm is an authoring system and a graphics program, combining paint and image processing tools with a scripting language, a hypermedia database manager and user interface objects.

Description	Helm
Order code	AMF503
AF Price	£99.95

Amiga Format Binder



If your magazines live in large piles on the floor and you can never find the one you want, then keep your Amiga Format collection neat and tidy with these practical, yet stylish black-and-silver AF binders. Why not buy two and save on the deal?

Description	Binders		
One binder	AF108	AF Price	£5.99
Two binders	AF109	AF Price	£9.99

Digita Organiser



Another Amiga Format Gold, after using Digita Organiser you'll wonder how you ever kept your appointments in order. Easy to use, but packed with features, this is truly the king of electronic Filofaxes.

NEW!

Description	Digita Organiser v.1
Order code	AFD0
AF Price	£34.99

Aladdin



This Disney-inspired platform adventure not only looks great, but it also plays brilliantly and earned a glowing Format Gold award in AF66. And now Aladdin can be yours for £10 off the RRP. AF games editor Stephen Bradley was so enchanted by Aladdin's spell that he wrote: "It's just like being a real baggy-trousered sword-wielding little man in a cartoon in Khartoum. Or somewhere".

● A1200 only

Description	Aladdin
Black code	AFAL
AF Price	£16.99

Communicator III



If you have a CD³² and an Amiga with Communicator, you can use your CD³² as a CD-ROM – and it brings many new features, including AGA Viewer (view CD pictures and animations in 16.7 million colours), Virtual CD (select which menu the CD boots with) and more. Comes with software and leads to connect to the serial port.

Communicator needs at least 1Mb Chip RAM and Kickstart 2 or 3.

Description	Communicator III
Order code	AMF505
AF Price	£69.99

Gloom



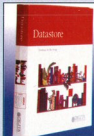
Top of the A1200 chart for a long time and given a well-deserved Format Gold, Gloom is an excellent, atmospheric and darned frightening shoot-'em-up. There's levels, maps, mazes and secret rooms aplenty, and to spice things up you get to blast your way through ghoules, devils, general nasties, weapons, blood and gore. This is the Doom-clone the Amiga has been waiting for. You don't want to miss this one.

Get it today!

NEW!

Description	Gloom
Order code	AF/GLM
AF Price	£15.99

Datatore



The full version of our tremendous AF58 Coverdisk is available now. Datatore is a revolutionary database, which is accessible, sophisticated and powerful. The number of records is limited only by the amount of RAM you have available (minimum requirement 1Mb with WB2 or 3).

Easystart templates that come with the package include Club Membership, Recipes, Address Book, and a complete up-to-date Amiga Format Magazine Guide. Many commands are performed simply by clicking on icons, and multiple file editing allows several databases to be opened simultaneously. A ground-breaking release.

Description	Datatore
Order code	AFDAST
AF Price	£49.99

Mini Office



A collection of database, spreadsheet, graphics and word processor programs from Europress that you shouldn't be without. It can be especially useful if you are planning on setting up, or already have a small business.

NEW!

Description	Mini Office
Order code	CB95
AF Price	£24.99

Tiger Cub Manual

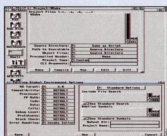


To get the most from your excellent Tiger Cub Coverdisk (AF66), we are offering the official 100-page manual from Dr T's Music Software for the special price of just £9.99.

Featuring in-depth articles on getting started, the tape recorder, the graphic editing display, menus, instruments, drum kits, quickscore, tables of assignments and much, much more.

Description	Tiger Cub Manual
Order code	AFTCM
AF Price	£9.99

DICE 3.01



Save over £30 when you buy this programming language from us. It comes on five disks, with a 450-page manual. Features include: a revision control system; link libraries for 1, 3, 2 and 3; higher maths functions such as FPU; support for bitfields, programs, etc.

NEW!

Description	DICE 3.01
Order code	AMS501
AF Price	£94.95

Super Skidmarks 2

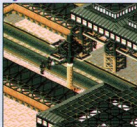


An Amiga Format Gold with 92% in issue 71, Super Skidmarks 2 was described as "the best driving game in its class ever seen on the Amiga". This is a racing game that's all about control, skill, timing, confidence, aggression, instinct and ability. Add to your collection now!

NEW!

Description	Super Skidmarks 2
Order code	AF/SS
AF Price	£15.99

Syndicate American Revolt Missions



If you thought the original Syndicate (91%, AF49) was tough, the American Revolt Missions Disk will test your skills to the absolute limit in a series of 21 fendishly difficult missions.

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Description	Syndicate Missions Disk
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Six of the best modelling tools from the *Snap Maps* collection of essential 3D textures. Plus three more programs.

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Bombberman is back with a vengeance. Two to four player mayhem in this brilliant demo from *Leading Edge*.



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AMIGA CD32



AMIGA CD32 ISSUE 1

This magazine was written by various Amiga games experts and carries comprehensive reviews of the very best available on CD. The mag has a Coverdisk packed with game demos, plus in-depth features on FMV and the SX-1 and many other aspects of the CD32. Essential!

Other AF Specials still available are:

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Everything you need to know to get started with your Amiga.

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Expert analysis of what 1994 had in store for Commodore and the Amiga.

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The essential Amiga games guide. Packed with features and interviews.

No. 6 Good Hardware Guide
Expert advice on more than 200 hardware add-ons, from drives to digitisers.

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Dear Santa...

I hope you and your reindeer are well, and that the ozone layer's holding up a bit better for you this year.

This is just a quick note to inform you, as I'm sure you are already aware, that I have been a very good boy over the last calendar period. I have assiduously strived to help my parents, brushed my teeth at least twice a day and been so tremendously kind to small, furry mammals that I have once or twice run into trouble with the local constabulary.

I am so nice that I have decided to save you lots of money this year. Instead of asking for a year's supply of my favourite Amiga magazine, I will ask for a subscription. What's the difference?

Well, instead of just the magazine, I will get a free insider's newsletter and a jam-packed subscriber's disk with every issue. And you won't have to fly by my house every month to deliver the latest issue, because it arrives in the post (which, let's face it, is a preferable delivery method to stuffing it down the chimney). It will save you a whacking great 42p every issue too, and every little counts with the state of the elf economy the way it is.

Go on Santa, you know it makes sense, fill out the coupon on page 135.

Regards,

Hopelessly devoted AF reader

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AMIGA FORMAT COVERDISK

Check out the news pages for a special Digita Organiser upgrade offer.



Digita Organiser is the key to sorting your life out. Absolutely invaluable and it's on our Coverdisk this month.

Small and cute they may be, but by the time you've finished this demo you'll have fallen in love and want more.



Worms

All you've got to do is bomb your way through to an opponent and blow the hell out of them.

First things first. There are some severe limitations on the gameplay of our Worms demo this month. Not quite severe enough to limit the flavour and playability of the game.

Oh no. If anything, the demo will whet your appetite for more. But the limitations make it all the more important to pay attention to these instructions. Either that, or you'll end up pulling your hair out in frustration.

On booting up, follow the on-screen instructions to unpack the demo on to two pre-formatted blank disks. Once unpacked, load the game into your Amiga.

Now, check out our "Digging for Bait" boxout to see how to proceed further. Then, when you've actually got into the game, check out the "Don't You Just Love Being In Control" box.

Familiarise yourself with the controls and then play for real. To help avoid confusion (and you blowing up your own men), we've listed the names of each team in yet another box called "Halt, Who Goes There?".

The time set aside for each level has been limited to a smidgeon over five minutes. Unlike the complete game, the time allocated for each Worm to make his move is a hurried 30 seconds.

In that time you'll have to move, select a weapon or utility, and aim/activate that weapon/utility.

You'll probably not be comfortable with what you're doing until about half an hour of faffing about has passed. Stick with it – you'll be greatly rewarded.

Playing this game had our Production Editor Anna Grenstam in stitches. And she's Swedish? Need we say more?

"Beware the Swede" is the new phrase bandied round the office.



Tactical use of the weapons on bridges can have a devastating effect. Look out for mines to use as well.



Steve McGill, in conjunction with Team 17, a dangerous Swede, a foul Irishman, and whinging Streetfighter fan, are proud to present one of the liveliest demos ever seen on a *Format* disk.

DIGGING FOR BAIT

Follow these step by step instructions to gain access to the mighty mirthful Worms:

1. Click on Game Start.
2. Choose League or Friendly from the next screen. It doesn't make any difference to the demo which one you choose.
3. If two human players want to play Worms, choose two selections from 1 UP to 4 UP. If playing from the computer choose one from 1UP to 4UP and one from the rest of the list.
4. Click on OK.
5. You will now have entered the first of the three levels exclusive to the *Amiga Format Worms* demo.
6. Check out the box entitled "Don't You Just Love Being In Control".
7. Experiment and enjoy.
8. When the time's up on a level, click through the screens that appear until you find yourself back at step one in this humble little box.

DON'T YOU JUST LOVE BEING IN CONTROL

It's probably best to choose two human teams just to get to grips with the basic play mechanics of the Demo. Here are all the important keys needed to play *Amiga Format Worms*.

Due to space limitations, we can't give an in-depth breakdown of weapon and utility use, but we've listed the function keys and the means to activate them. Pressing a function key twice activates the second weapon.

Alternatively, when in control of a Worm, pressing on the right mouse button activates a menu bar of ten weapons. Pressing on the right mouse again brings round the second ten. To select a weapon, click on it with the left mouse button.

- **MOUSE** - Scroll around the landscape to check the terrain, view where your Worms are stationed and locate who's worth shooting.
- **UP AND DOWN CURSOR KEYS** - Aim the current weapon/utility selected.
- **SPACE** - Fire current weapon or utility. Certain weapon types require the space bar to be pressed down while the shot strength builds up.
- **LEFT AND RIGHT CURSOR KEYS** - Move the presently in
- **RETURN** - Worm will jump over obstacles and spaces when this key is pressed.



F1: Bazooka, Homing Missile.



F2: Grenade, Cluster Bomb.



F3: Shotgun, Uzi.



F4: Firepunch, Dragonball.



F5: Dynamite, Mine.



F6: Air Strike, Teleport.



F7: Blow Torch, Pneumatic Drill.



F8: Shotgun, Uzi.



F9: Girders, Skip Go.



F10: Kamikaze, Surrender.

HALT, WHO GOES THERE?

Each team has their own individual members. We've listed them here to avoid confusion during play. Whenever it's a player Worm's turn, a large arrow will appear over their head and jump up and down.



Knowing your enemy is the key to success.

1 UP:
Ian MacKaskill
John Kettley
Michael Fish
Suzanne Charlton

2 UP:
Grandpa Flump
Bagguss
Mr. Benn
Bod

3 UP:
Humpty Dumpty
Old King Cole
Little Bo Peep
Red Riding Hood

4 UP:
Galahad
Lancelot
Arthur
Percival

TOP DOG:
Scooby Doo
Lassie
Beethoven
Rebel

WATERLOO:
Bjorn
Anna Frid
Benny
Agnetha

HRH:
Diana
Charles
Elizabeth
Philip

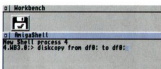
OH NO:
Builder
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Blocker

BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

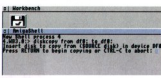


- 1** Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

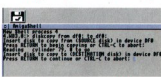


- 2** Type in the following line (with a zero, not the letter O), taking care to put the spaces in the correct places:

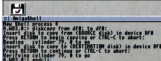
DISKCOPY FROM DPO: TO DPO:



- 3** When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



- 4** Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



- 5** On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type **end/c** to close down the Shell.

DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, including an SAE, for a free replacement to:

Amiga Format (insert name of disk)
Disk, Discopy Labs Ltd, PO Box 21,
Davertry, NN11 5RT



If you are anywhere near as disorganised as myself, this program is an absolute must. This year, for the first time, I remembered my best friend's birthday on time! It can do everything from store addresses, full diary entries and even guide you to the best restaurants.

When you have installed the *Organiser* demo (see "Installing *Organiser*" boxout for instructions), the program is simple to load.

Sensible sections

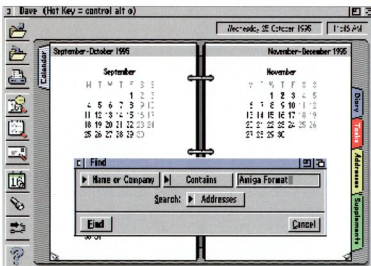
Organiser is split into various sections. The first section has the calendars where, if you click on any date, you will move automatically to that date in the diary section. This section is next in the order and constitutes the main part of the program.

The diary is extremely easy to use and is set out in exactly the same way that a traditional diary is. To make an entry, double-click on the section of the day and a new box will appear. In this, you can enter the title of the entry and type in a message. You can then attach a priority to the entry and also set an alarm for it, if you wish.

If, instead of that, you want to set a program to be launched, say a virus checker, then you can do this also. All of these functions are easy to use. From the box where you enter the text for the diary, you can select any of them. Alternatively, if you have created the entry and then wish to add a function, select the entry and click on the corresponding icon from the top bar.

Items can be linked to diary events – so if you have a meeting pencilled in, you may want to link the diary entry to the address of the client. To do this, select the diary entry and then choose "Linked Item" from the "Create" menu. This allows you to choose the type of

When the first version of *Organiser* from Digita was launched, it got lauded by all and even got included in the new Amiga bundle. An update is now available and we've got a pretty cool, time-restricted demo for you. **David Taylor** gets you started.



The first section of *Organiser* is a simple calendar. Clicking on a date will move you to that date in the diary, or you can just search for any information you want with the "Find" tool.

link – whether to another diary event, a task, or an address. Selecting one of these will allow you to create a new entry in the appropriate section, which will be linked to the diary entry.

Should you want to link an event to a task, address, or event that already exists, all you do is select the first diary entry, choose "Make Link" from the "Create" menu and then choose where you want it to be linked to by clicking on it.

Entries with linked items appear with a paper clip next to them. To view the linked items, click on the paper clip and a menu of the links will appear – you select the one you want and it will go there automatically.

Easy layout

You can also change the screen layout, so that instead of having a week in view, you can have anything from a day per page, to a fortnight per spread. The icons along the top of the screen adjust these specifications.

There are also some diary themes, which

can be added to the pages so that you are aware of certain dates – such as the public holidays, etc. In the *Diary Themes* 96w drawer on the disk, you'll find many themes.

For these to be automatically used by *Organiser*, you just need to load the theme into the program. It will be loaded like any "project" and will be saved together with your own data when you save it. If you want to change the theme, just load a different one in and it will automatically replace the previous theme.

The tasks section follows the diary. This section is like a note pad, where you can simply jot down a list of things to do. As with the diary entries, you can attach a priority to entries and when you complete a task, you can place a satisfying tick next to it.

The address book comes next and is pretty self-explanatory. To enter an address, double-click within the address section and a box will pop up for you to enter all the details.

It doesn't matter whether you are in



David's diary. Full of all the important things he's got to do. There's a link to a task, signalled by a clip.



The "Supplements" drawer contains varied themes, like this one about your diet.

Organiser 2

the correct letter section for the addresses, since they are sorted by *Organiser*. To view an address, just select the initial letter of the name and you'll go to that letter, where the address is stored.

Last but not least

Last in *Organiser's* arsenal, but by no means least, is the "Supplements" section. Those with filofaxes will know what these are all about.

They are a set of ordered, informative sections on a wide range of topics. You can read through the supplements, or search them for a particular piece of information.

So, if you wanted to look through the restaurants supplement for places in Camden, you choose the search icon (the torch on the left) and then choose "Supplements" and enter "Camden" in the search box. Cool, eh?

There are a number of supplements included, but to load them, you need to move

the supplements you want from the "Supplements Storage" drawer, into the "Supplements" drawer and choose "Rescan".

More instructions on how to do this are in the "Supplements" section of *Organiser*.

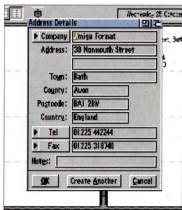
A couple of things to finish off this introduction. Firstly, there is a huge on-line help system - should you get stuck, just hit the big "?" icon, or press the "Help" button.

Also, should you want *Organiser* to start immediately on boot-up, you can do this easily. When you have entered some data into *Organiser*, you can save the file.

If you save this data file in the WBSStartup drawer, *Organiser* will start up automatically with your data in the program.

Lastly, if you don't have a battery backed-up clock in your Amiga, then it's best if you set the date in the prefs file each time you boot up before launching *Organiser*.

This program is just way cool. Get *Organised* and have fun!



The address book is laid out exactly as you'd expect and is simplicity to use. Like the rest of *Organiser*.

How to use Organiser 2

Here's a simple explanation of *Organiser's* on-screen icons.

RED CODE

1. Open Project

Open a previously saved project, or a diary theme to be added to your own entries.

2. Save Project

Save the entries and changes you've made. The project can then be loaded back by double-clicking on the icon, which will load *Organiser* and the data automatically. Placing the project in your WBSStartup drawer will load both automatically at startup.

3. Print

4. Add a diary entry

Add a new entry into your diary. Opens a requester (shown right) where you enter the name and details.

5. Add a task

Enter a new task in your list of things to do.

6. Add an address

Opens a requester for the addition of a new address and telephone number.

7. Go to date

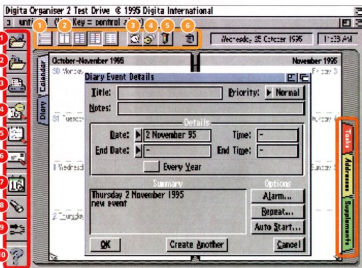
Jump directly to a specified date in your diary.

8. Search

Search the *Organiser* for information with many configurations for searching different areas.

9. Undo

Erase any entry removed accidentally.



10. Help!

The panic button to give you the answer when you're baffled by the world.

YELLOW CODE

1. Detail

Changes the amount of information displayed on the page for each entry.

2. View modes

Adjust the amount of information displayed on the screen for your diary: from a day, to a page, to a full fortnight in view.

3. Alarm

Add an alarm to a diary event to wake you up.

4. Repeat

If you need the event to be flagged more than once.

5. Launcher

Attach a program to be launched from a diary event - such as a virus checker.

6. Trashcan

ORANGE CODE

Skip to section

The bars down the side are like dividers in a filofax and clicking on one will let you jump directly to the section. You can click through the individual sections by clicking on the mini-dividers in the section, such as the A-Z letters in the address book.

AMIGA FORMAT COVERDISKS

CAN'T GET YOUR DISK
SOFTWARE WORKING?

CALL

(MON-FRI 2PM-6.30PM)

0191 584 0682



EXTRA!

Your Coverdisk should be working fine, but if it's not, these hints, tips and corrections should sort out the problem quickly and easily.

BARS&PIPES (AF71)

Many readers have had memory problems when trying to run *Bars&Pipes*, or access the *Bars&Pipes* tool AmigaPhone.

To increase the memory, disable Workbench utilities that are running in the background, disable external disk drives and use Workbench Preferences to change screen mode to the lowest resolution and least colours possible. *Bars&Pipes* should now load. Once running, use *Bars&Pipes* Preferences menus to switch on all the memory savers.

When you try to load the song Brandenburg Demo, the Amiga asks you to insert Volume Internal Sounds Kit 1. It's an instruments disk not included on the Coverdisk.

Instead, make a copy of your AF71A Coverdisk, rename it Internal Sounds Kit 1 and put it in the drive. Brandenburg will find some of the sounds that it needs in the instruments drawer on this disk, but not all.

Instruments whose sounds can't be loaded, can be fixed by clicking on the AmigaPhone icon at the end of their pipe and choosing a sample from the AF71A instruments drawer.

A set of manuals is now available to



complement the *Bars & Pipes* Coverdisk. For further information please contact Emerald Creative Technology (0181 715 8866).

SENSIBLE GOLF (AF73)

If you are using a 1Mb machine and have an external disk drive, you will have found that the intro and title load fine, but the game itself fails.

Switch off and disconnect the external drive which is taking up memory that *Sensible Golf* needs. When playing, if it seems that you have control of the game and can do everything except actually strike the ball, your joystick is in the wrong port.



TECHNOSOUND TURBO 2 (AF73)

To use the fun-time effects, as well as some other *Technosound* functions, it is necessary to have an external sampling cartridge connected. If you do have a sampler, but find that it doesn't work properly with the software, try gradually reducing the program's sample rate setting.



TRANSITION (AF74)

If *Transition*'s main screen flickers, it doesn't mean that your Coverdisk is faulty. The programmers have chosen to use a high resolution screen for *Transition*'s interface. Owners of a suitable multiscan or VGA monitor can configure Preferences so that the flicker is eliminated.



INFONEXUS/DATANEXUS (AF76)

Apologies to readers who are still using Kickstart 1.2 since the programs will not work with your machine. Optonica are running a special offer on the full version of the software exclusively for AF readers. To find out more, contact them on 01455 558282.



REAL 3D (AF77)

If you find that the program will load fine from floppy but fails to load from your hard drive it is possible that the MaxTransferRate of your hard disk is set too high. To remedy this you will have to refer to the documentation that came with your particular hard drive.



Info Nexus update

Please hurry up and send me a copy of *InfoNexus 2* at the jolly reasonable price of £24.99. I have made my cheque payable to Optonica Ltd. and understand that the postal system isn't perfect, so I may have to wait a bit before it arrives

Name

Address

Post Code

Send your order to:
Amiga Format Offer, Optonica, 1 the Terrace,
High St., Luttreth, Leis.
LE17 4BA or order by phone on
01455 558282. Trade enquiries welcome.

On the cover of AF76 we gave you the excellent demo versions on *InfoNexus 2* and *DataneXus*, but we completely forgot to tell you that Optonica have some great deals on the full versions of this software especially for Amiga Format readers.

The special offer price for the *InfoNexus 2* bundle is £24.99, inclusive of p&p for UK residents (add £2 for overseas orders). If you're still unconvinced, why don't you read the review in AF77?

IF YOUR DISK IS FAULTY...

Please remember that the technical helpline above is purely for difficulties you have getting the programs to work properly.

If your disk is physically damaged, bent, broken with a loose or missing shutter, it should be returned to Discopy Labs for a replacement at the following address:

**AF DISK NUMBER XX
DISCOPY LABS,
PO BOX 24,
DAVENTRY
NN11 5RT**

This includes any system messages you may get saying "Read/write error", "Disk invalidated" and "Checksum Error".

In this case, the disk has been damaged and needs to be replaced.

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Dale Bradford is your host for the page that gets the industry talking.

AMIGA FORMAT FORUM

This is the last in the present series of the AF Forum, but worry not, for in the new year we'll have a completely new thrill for you.

It's the Last Night of Format Forum and what better note to end on than an Amiga 10th anniversary documentary with special guests.

What a good read this month's mag was, eh? Regular readers will know that, after all that excitement, this last spread is used to wind down the mag on a thoughtful note. We ask you a specific Amiga-related question and you supply us with the answers. Last month, in the Forum, we asked you: "If there was to be a special 10th anniversary TV documentary of the Amiga decade, who would be the best person to present it?" This is what you said:

"It would be presented by an Amiga 1000 with Jay Miner on screen," according to Martin Stephan from France. "It would be possible with the help of some of the brilliant graphics shared by the Amiga. He is not only the creator of the Amiga, but also its father, giving it a soul and a spirit. Now he is no more in this world, but every time you light up your Amiga, he is behind you, giving life to your so-freely computer." A trifle ghoulish, perhaps, but a good suggestion.

I've ignored those of you who suggested Nick Veitch. Illustrious though our editor's TV and radio career may be, blatant grovelling, in a feeble attempt at getting a coveted AF sweatshirt, will not work on this page. Besides, can we trust him not to start humming one of Smokie's greatest hits in an unguarded moment? Oops, have I let the cat out of the bag? Sorry Nick (tee hee!).

"David Pleasance," argues Cath Parsons of Pontypool. "Over the last few years, his white-bearded face has become as synonymous with the Amiga as a jolly santa has been with Christmas." Cath went on to ask searching questions concerning David, his whereabouts and activities since the sale. An in-depth AF investigation is on its way.

"You've just gone and put the answer in the question," claims Graham Haynes of Milton Keynes.

Er, did I? "This isn't 'Jeopardy' you know," he continued (whatever that is). "Who else could possibly present 'The Amiga Decade' but the Amiga itself? You just need *DPaint 5* (or *PPoint 6.4*) and the Amiga's narrator device. Then, with a bit of fine tuning, voilà! Don't just talk about our dear Amiga, involve it.

Have Alice, Denise, Agnus, Lisa, Gary and Paula on as special guests, as well as the Amiga classic, Lemmings. And how long would this programme last? Another ten years of course, and beyond..."

you again, get your people to give my people a call. We'll do lunch sometime. Must dash, I'm due on PlayStation any minute..."

The whole studio erupts as doddery old *Defender Of The Crown*, using a lance as a support, berates the pony-tailed 3D sprite about old-fashioned virtues, such as loyalty. He challenges him to a joust but the lemming walk off the stage into the orchestra pit and explode.

Cue the credits...

And that's the end of the Forum too.

The lemmings walk off stage and explode.

Hmm. So the Amiga interviews Lemmings? I see. I can imagine how that little exchange would go...

"So, tell me, Mr Lemming, how has life treated you since you first appeared here all those years ago?"

"Smashing, thanks to you. Since then I've appeared on every conceivable format to universal acclaim, as you know, and made many a shilling in the process, I don't mind telling you."

"But how would you react to those who say that your original incarnation has indeed never been bettered?"

"Luddites."

"And that all your subsequent

Can we trust him not to start humming one of "Smokie's" hits.

appearances, on other formats, have been little more than easy cash-in?"

"It's not just me, ask the same question to your next guest, *Sensible Soccer*..."

"And that having made your fortune, you have turned your back on the very people who made you a success - Amiga-owners?"

"Is that the time? Great to see

How to contact us

The best way to get an answer from Amiga Format is to make sure you're addressing your letter to the right person.

We get hundreds of letters and faxes a day, so we can't reply to all.

Amiga Format is available for vital enquiries by phone every Tuesday between 10.30am and 5pm. Our advertising enquiries department can be reached by calling Sophie Collins on 01225 442244, or E-mail: mops@futurenet.co.uk.

WORKBENCH: We only answer technical problems in the mag.

Workbench, Amiga Format, 30 Monmouth Street, Bath BA1 2BW.

GAMEBUSTERS: If you've found a cheat code, or found the passwords for a game, send them to Steve McGill and you could win a prize. If you're stuck, ask Helping Hand for advice.

Steve McGill, GameBusters, Amiga Format, 30 Monmouth Street, Bath BA1 2BW.

READERS' LETTERS: The letters pages are there for you to air your views. Remember not to ask questions that should be in Workbench!

Letters To The Editor, Amiga Format, 30 Monmouth St, Bath BA1 2BW.

COMPETITIONS: Write the answers and your name and address on the back of a postcard.

"The name of the competition", Amiga Format, 29 Monmouth St, Bath BA1 2BW.

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FAULTY COVERDISKS: If your disk is faulty, send it, enclosing an SAE, to Amiga Format (Insert name of disk) Disk, DiscCopy Lab, PO Box 21, Downton NN11 5ET.

E-MAIL: Send E-mail messages to AF at: amformat@futurenet.co.uk. Include the department in the subject line (Workbench, Letters etc). If you write info in the subject line you will receive a list of all relevant departments.

COVERDISK SUBMISSIONS: Future Publishing only accepts Coverdisk Demos and submissions on the basis that they may be incorporated into a Future cover-mounted disk, unless expressly stated in writing to the contrary.



Next month

Take your Amiga to the movies...



Next month we will be bringing you hot news on the product which could revolutionise the way you see the Amiga and certainly what you see with it.

MPEG is the standard for compressed video and we'll be telling you all about it, its current and future applications and what all that means for your Amiga.

As well as the details on the hardware you need to participate in your own MPEG movies and the software needed to create them, we'll be taking a look at some of the (surprising) practical uses this technology is being put to. You'll have to see it to believe it.

January issue

On sale Thursday,
21st December

Future contents may be subject to change, so don't say we didn't warn you.

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MAG-SAVE **FORMAT**

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power cd-rom

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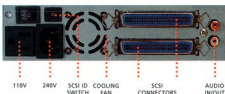
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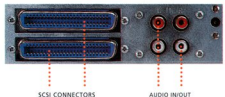
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notice

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the AMIGA is back!

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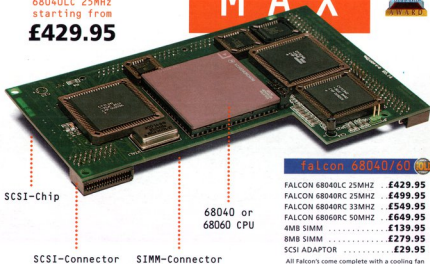
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